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COP3813

Intro to Internet Computing

For the second HW assignment I chose to design and create my website around the game of RIMWORLD. This is a continuation of my project one but I will implement the bootstrap style sheet and talk about the basics of the game.

I have had experience at my job creating websites using MVC and bootstrap so I already know advanced css and how to style a website. Even though I have experience in that, I am not a creative person and the design itself may still be ugly. I used divs that contained css classes for alignment on the page as well as color styles. The background for the divs that contained actual content were made transparent so that the background image of the body can be seen. I included a header and footer of the RIMWORLD logo which I thought would not only ascetically pleasing but also relevant. Three links were added in the first paragraph of my page. They link to Steam (a PC game hosting platform) where viewers can check out the game itself.

The most enjoyment I had creating this site was being able to align the divs and content up just the way I envisioned them. The quote I included in the beginning gave me quite a few laughs considering how true the statement is.

The most challenging aspect of this site has to be implementing rollover images. Without having access to bootstrap, I had to create my own version of rollover images using just css :hover tags and setting the visibility. I researched different sites how to do this. These ones all gave good tips and starting points on how I can do this. I ultimately got lucky and figured it out on my own.

I used brackets for designing my site. I really like the live preview option it has. Also its minimal interface is just right for me. User extensions were also a nice feature. I’m utilizing a github extension for brackets to have source control.

<http://www.websitecodetutorials.com/code/photo-galleries/css-popup-image.php>

<http://cssdemos.tupence.co.uk/image-popup.htm>

<https://codepen.io/maxds/pen/DcveB>