A red and blue logo

AI-generated content may be incorrect.

**Module Title**

**Introduction to Programming**

**Assessment Weightage & Type**

**Website Creation Project**

**Year**

**2024-25**

**Student Name: Smit Adhikari**

**UWE ID: 24071106**

**Assignment Due Date: April 11, 2025**

**Assignment Submission Date: April 11 , 2025**

**Introduction to the Project**

SoulsDen is a university project to host and show the love towards "Souls" and "Souls-like" games. The aim was to create a simple, stylish fan-based informative website that features home, gallery, contact form, news and about page. This project shows a basic understanding of HTML, CSS, and JavaScript, as well as the ability to create responsive layouts and add interactivity to a webpage.

Before jumping into code, I set up wireframes for the pages with Moqups, which  aided me in using my information architecture to map the pages out, but also served to represent the flow of content.

**Website Features & Introduction**

The website has 5 main pages:

* Index Page: An image slider with selected Souls-like games and it’s small descriptions.
* Gallery Page: Showcasing a curation of game related images. Clicking any image reveals it in full size.
* Contact Us Page: Has a form that users can fill in their name, email, subject and message. The form validation is done using JavaScript.
* News and Updates Page: Shows a table with the latest news and rumors from the Souls videogame community.
* About Us page: Information about website, its purpose & creator.

The top navigation menu is always available on each page as well as a consistent footer and a Go to Top anchor.

**Steps of Creation and Challenges I faced**

As I am still learning the JavaScript language, the hardest part of this project was working with JavaScript. I faced a few challenges:

Image Banner Logic on homepage: Creating an image slider that automatically changes image with optimal performance.

Contact Us page: validate emails, empty fields.

I think styling the pages with CSS is easier to grab, but things really started to fall apart trying to pair the CSS with some dynamic JS behavior.

**What I Did to Tackle the Challenges**

To overcome these challenges:

For the JavaScript problems, I referenced my slides which my professor gave me and looked at youtube tutorials regarding form validations and image slider.

For the image slider, I added a function and then set up automatic sliding with setInterval() and adjusted the images and transitions to focus the experience.

I wrote functions to validate various fields for emptiness during form submission to validate the email format. I also tested all the scenarios I made sure the form does not submit when the input is incorrect.

**Features of the Website**

* So here are few of the key features of the SoulsDen website:
* Responsive design
* Featured games image slider on homepage
* Click on images for full size interactive gallery
* JavaScript validation contact form that works
* News table dynamically listing recent updates
* "Top Page" anchor on all pages
* All pages have same neat and consistent layout
* External links to official wikis and game sources
* Footer only navigation
* Moqups (for sketching design) HTML + CSS + JavaScript

**Conclusion**

I thought that I could make this website easily but it was on the case. It began to reveal to me how a website went from wireframe to fully functioning pages. While I was not very good with JavaScript, particularly on parts which required dynamic and interactive elements, I was able to learn all the features that I planned and make the site function as desired. This project helped me understand the importance of planning, testing, and troubleshooting and gave me the confidence to take on more web development projects in the future.