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ITP 301

<div align="center">Final Project Summary</div>

Topic & Purpose

The topic of my website is "Mobile Rhythm Games." It relates to a genre of games mainly played on smart devices like smartphones or tablets. Rhythm games are all about moving quickly and purposefully to clear levels that are based on specific songs. Since the popularization of smart devices, mobile rhythm games have rapidly expanded as a field in video games, and because I'm personally very invested in these games, I wanted to make an informative website about them.

The purpose of my website, as stated, is primarily informative. The homepage provides straightforward, textual information about mobile rhythm games, what they are, and how to get started with them. The other pages in my website offer different ways to learn about mobile rhythm games. The second page lets users see a list of my personal favorite mobile rhythm games, along with some condensed information about them. The third page offers an interactive recommendation system to users, which recommends users a game based on their tastes in games. In summary, my website is all about providing information on an interesting, often overlooked genre of video games.

Instructions

The site is quite straightforward. The first page is mostly informative text that users can read through. The second page is also mostly text, though formatted in a

more condensed, easier-to-read fashion. The third page's recommendation system is easy to use too; users simply have to press the start button, then respond to the questions that show up with the answer buttons below them. Afterwards, the system will provide users with a game recommendation based on their answers on the questions. Users can start over if they desire. Lastly, my site is multi-page, so users can flip through the different pages with buttons on the website's header.

Extras

Event-driven DOM Manipulation: Mainly present in pages 2 and 3, my site allows users to add and delete DOM nodes by pressing certain buttons. Page 3 specifically has many different DOM nodes appear and disappear based on user inputs.

Multi-Page: My site is multi-page, composed of three separate pages. I initially tried to use React Router to achieve this, but due to technical difficulties, I emulated the feel of a multi-page site by using DOM manipulation. Upon opening the homepage, the site loads all components used across all three pages, then changes their display status depending on user inputs to simulate switching between pages.