The World of aeriloth

A Comprehensive Overview of my Fantasy World and Instructions for How to Create a Character in the World

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**Introduction**

I am a big Dungeons and Dragons player. I have been playing a weekly game for several years in my own world and am always trying to teach new players the fundamentals of the game. The purpose of my website is to help me do that. The intended audience for my world are my players, both current and future, but also anybody who is new to Dungeons and Dragons and would like some help in getting started.

My website, The World of Aeriloth, can be reached here: <https://zachwetsel.github.io/web-fundamentals/aeriloth/index.html>

**Goals and Objectives**

One of the most difficult parts of entering the hobby of Dungeons and Dragons is learning how to make your own character. A major part of my website is walking someone through, step-by-step, how to make a character, specifically in my world. As I have created my own world, it is also important to introduce new and experienced players into some of the basic lore and themes of my world. The rest of my site does that. It currently has a brief overview of the world, along with a section more dedicated to religion and life within my world. This should help players who are going to play in my world to make characters that will fit in and be immersed in the world.

I have big aspirations for my site and plan on continuing to update it with more information about my world. Some of the goals I have for now include being able to click each race card and get taken to a page giving more details about that race and how it lives in the world, including culture, important people, history, and what part of the world they live in. I would also like to have a page on the general history of the world. These are just some of the ways I hope to advance my website and eventually have a perfect site with all of the information both I and my players will need.

**Design Process**

As I set out to design and plan my website, I set some pretty lofty goals. My site has several sections that use tabs to display sections of information. In my original design, I had even more, and even tabs within my tabs. As I started trying to code this, it was not very easy to work with and started creating a lot of layout problems for me. The solution I came up with for my “race” section in particular was to create picture flip cards that showed an image on one side and information on the back when they were moused over. I ended up really liking how this looked on my page and it was effective at showing my information as well. One problem I did run into with the flip cards however was that I could not optimize it for mobile devices. I ended up hiding this feature on mobile, but would like to eventually fix it and have some form of it that works on mobile.

**Conclusion**

Working on this project really helped me learn how to get an idea from my head onto an actual website. I loved the whole process of planning and then creating the site. As I coded the site, I also learned how to troubleshoot problems with my code, and especially learned how to find helpful resources online. This project really opened me up to the world of web design, a field that I didn’t really have too much interest in beforehand. I think the skills I learned here will be valuable as I continue coding, even in different fields and languages, because of what I learned about project management and seeking help.