Descent Campaign Site

Project Specification Document
Table of Contents

Cover Page - 0

Table of Contents - 1

Time Log - 2

Introduction, Purpose, Scope – 3

Definitions, Acronyms, Abbreviations - 4

Project Overview, Overall Description - 5

Story Board - 6

Assignment & Specific Requirements - 7
## Time Log

<table>
<thead>
<tr>
<th>Date</th>
<th>Time Spent (in hours)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>11/15/17</td>
<td>.5</td>
<td>Brainstorming different ideas. Decided to stay with Descent Campaign Site.</td>
</tr>
<tr>
<td>11/20/17</td>
<td>.5</td>
<td>Drawing out template and design ideas.</td>
</tr>
<tr>
<td>11/22/17</td>
<td>4</td>
<td>Creating template for website. Page layout, navigation, general CSS structure for formatting the page. Light opacity container section with fun, topical background image!</td>
</tr>
<tr>
<td>11/25/17</td>
<td>2</td>
<td>Creating content for each page. I have them on word documents so far.</td>
</tr>
<tr>
<td>11/26/17</td>
<td>1</td>
<td>More minor CSS work. Styling the navigation and the unordered lists.</td>
</tr>
<tr>
<td>11/26/17</td>
<td>1</td>
<td>Trying to figure out how to get character sheets to work.</td>
</tr>
<tr>
<td>11/27/17</td>
<td>1</td>
<td>Made Pseudo-code for character sheet form and log page. I think it's going to work.</td>
</tr>
<tr>
<td>11/30/17</td>
<td>4</td>
<td>Changed idea for charlog/submission page! Merged them together and made a real time updating form using Javascript. Creating the functions, learning about onkeypress, adding file to be saved on form submit.</td>
</tr>
<tr>
<td>12/1/17</td>
<td>4</td>
<td>CSS work on the character log page. Using floats and inline positions to get the input boxes on the same line. Created a simple design for the form, but one that should be very, very usable!</td>
</tr>
<tr>
<td>12/2/17</td>
<td>3</td>
<td>The about page and the project page. Filling them up with content and separating the content with h2 and h3. Made a show/hide button for content on project because there was so much. It's hidden by default.</td>
</tr>
<tr>
<td>12/3/17</td>
<td>2</td>
<td>CSS work on all three of the new pages. Margins, padding, font-sizes, centering the headers. First round of usability testing.</td>
</tr>
<tr>
<td>12/5/17</td>
<td>5</td>
<td>Implementing changes based on data and suggestions. Heavy changes to charlog.php based on suggestions. Giving the user instructions, using divs to highlight instructions or other important text, changing colors to make links more noticeable. Finishing touches on CSS.</td>
</tr>
<tr>
<td>12/7/17</td>
<td>4</td>
<td>Second Usability Test to see how suggestions and changes helped my website's usability. The test showed implementing the suggestions was extremely helpful. Creating project specifications document!</td>
</tr>
</tbody>
</table>

|                  | 32                    | Total Time Spent |
Introduction

This is the Project Specification document for the Descent Campaign Site created for the CS142 - Advanced Web Design Final Project. This will go over the details of the project, the time and steps required to complete the project, and the definitions and explanations needed to understand the website’s mechanics and functionality.

Purpose

The purpose of this site is to provide easy, paperless access to the materials needed to run a Descent – Journeys in the Dark 2\textsuperscript{nd} Edition campaign. The paperless approach will save a fair amount of resources, both for the character sheets and the quest guides, and navigating from quest to quest can be done with a click of a button. This is a cost-effective and efficient way to host a campaign!

Scope

In addition to standard html formatting, the scope of this project includes an enormous amount of CSS work both to increase functionality by emphasizing the important content on the page for the user, but also provides an enjoyable experience by creatively customizing the site using themes and images related to Descent campaigns. The fantasy, dungeon-crawler vibe should be achieved via CSS tricks picked up during this semester. The scope also includes a fair amount of Javascript work to implement the real time updating character log page. It introduces and updates running totals to display the user’s information.
Definitions, Acronyms, Abbreviations

- **Descent – Journeys in the Dark 2nd Edition**: A RPG board game where heroes will venture through dungeons fighting monsters, gaining levels, earning equipment, and completing quests.

- **Variants**: Alternate rules found on boardgamegeek.com enabling a different class system and a new form of questing through the game.

- **Character Sheet**: A list of statistics and items held by a character that are used for the game. This includes level, current EXP, gold, armor, weapons, etc. These are the paper sheets currently used for tracking this data.

- **Character Log**: A template that will provide all information from a Character Sheet on the website. This can be submitted and accessed on the site.

- **HTML** – Hyper Text Markup Language
- **PHP** – Personal Home Page
- **CSS** – Cascading Style Sheets
- **EXP** – Experience.
- **RPG** – Role-Playing Game
Project Overview

This website has five pages. Firstly, a home page, explaining the purpose of the website and providing a step by step process for proper use of the site. Secondly, a quest & rules page, with an easily usable collection of links for each quest available in the Descent 2nd Edition Variants and the rules handbook for all players. The user can hover over a quest link to view a summary of that quest. All links open as PDFs. Thirdly, a character log page that is a real time updating form that uses starting inputs from the user based on their Descent Character Sheet, then provides them a medium for quickly and efficiently updating this data throughout the session. It’s remarkable how much time and effort this saves. (Also paper!) This character log page allows you to save the data at the end of the session to carry it on to the next one. Fourth, an about page with an overview of the site’s function, and a link to my resume which covers everything you need to know about me, the developer. Finally, a project page that fulfills requirements of the assignment: Key features and technical accomplishments & web usability testing documentation and videos.

This site completely abolishes the need to use enormous amounts of paper on each iteration of a character sheet, as well as the 20-30 pages per player for the quests. Not only that, it emphasizes speed and efficiency as every quest can be accessed with a couple of easy clicks! This site is an extremely useful tool and will make for an enjoyable tabletop gaming experience, especially now that players will have so much more free table space.

Overall Description

The project contains all pages outlined in the project overview, emphatically customized via CSS tricks learned throughout the course to make an interactive, and creative user experience with high usability. After completion of the pages, they were tested by two separate people (Robert & Sarah) in the form of a Web Usability Test and changes were implemented based on the feedback received. Another test was run to check how the suggestions and finishing touches helped usability. The project was updated in fractions using GIT with comments about the current build after every commit, allowing for previous versions to be accessed if need be. The site accurately uses HTML, CSS and PHP (with their proper conventions) in harmony to provide a complete user experience.
Storyboard

- Home
- Quests
- Characters
- About

- Nav bar that stretches across screen
- Div that centralizes the content to direct reader's eye. Section tag maybe?
- Outside of section is a background image.

Characters & header with bar to separate

- A paragraph of content here on most pages

- More content here!

- Well formatted and spaced. Bulk of content goes here.

- Borders around content to separate from section

- Borders around section to separate from image
Assignment Requirements

- A Project Specifications Document.
- A functional website consisting of five pages, a clear purpose, and implementation of the material covered throughout the semester.
- A summary of stylistic choices, extra features and the general work that went into the site.
- A tool bar icon!
- W3 and CSS Validation.
- Weekly Status Reports.
- GIT project page with clear and detailed GIT commits.
- CSS Functionality – Creative, well-coded implementation of themes, styles and concepts learned throughout the semester. Customization of all the various elements of an HTML page, and a unique user experience based on the overarching theme you chose for your website.
- Web Usability Testing – The goal is to make a website as user-friendly and intuitive as possible. After striving to achieve this goal, the website will be tested by two people providing suggestions and feedback throughout the session. These changes should be implemented to further the goal of an intuitive webpage.

Specific Requirements

- A background image and a complimentary theme with color scheme and formatting.
- A fully functional character form that updates in real time with Javascript. Functions to do the math for the user, so all they have to do is input data and the totals are calculated for them.
- Javascript for real-time form assistance to keep out unwanted characters.
- Even more Javascript for downloading the updating information at the end of a session.
- Cleverly used CSS to provide useful content in an interesting manner. (Quest summaries shown on hover, horizontal lines to separate content, smart use of colors to provide readability to the text.)