Dimitri Myers

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Works Cited

The following are the basis for my knowledge about D&D as well as the widely accepted guidebook for beginners that comes from the developers (Wizards of The Coast) directly.

“Classes Choose Your Path.” *Classes | Dungeons &amp; Dragons*, Hasbro, dnd.wizards.com/dungeons-and-dragons/what-is-dd/classes.

“Factions.” *Factions | Dungeons &amp; Dragons*, Hasbro, dnd.wizards.com/dungeons-and-dragons/story/factions.

Leurs, Will. Lecture Feb 26.

“Monsters Discover the Foes of the Realms.” *Monsters | Dungeons &amp; Dragons*, Hasbro, dnd.wizards.com/dungeons-and-dragons/what-is-dd/monsters.

“New to the Game What Is D&D?” *New to the Game | Dungeons &amp; Dragons*, Hasbro, dnd.wizards.com/dungeons-and-dragons/what-is-dd.

“Races Choosing a Race.” *Races | Dungeons &amp; Dragons*, Hasbro, dnd.wizards.com/dungeons-and-dragons/what-is-dd/races.

Artist Statement

For this webpage the idea was to create a simple webpage that implemented aspects “narrative sequencing, navigation, visual rhythm and hierarchy along with the basics of responsive design and scroll animations.” (Leurs, Lecture). When I first started working on this assignment, I knew I wanted to do Dungeons and Dragons (D&D). So, I searched and searched before I found the images that seemed to fit the theme of each section of the website, then wrote a concise and brief guide on D&D. For the coding portion I used some previous projects for inspiration and combined this inspiration with what I learned previously from CodeAcademy, and W3Schools to craft my website.