

# Assignment 2 – CSS Design

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## Due Date

21 February 2014 – 11:59pm

## Purpose

This assignment will teach you how to:

- 1) take a proposed layout from a web designer and an HTML frame that has already been built and recreate the proposed layout.

## Groups

You may work with up to **one** other person. Put the names of both members in the comment section at the top of the CSS file.

## Task

For this assignment you need to create a **single** CSS file to apply a style to the 11 HTML pages that you created in Assignment 1. The final design and layout should look exactly like the layouts provided below. You are free to use different logos, images, and copy (text). You can also change the background colors so long as the pieces in the layout that do have different colors are likewise differentiated in your design.

Some specifications:

- The maximum width of your design should be 960px.
- Your website should be able to scale its width to at least 320px when the browser window is reduced.
- Your design should work in the latest versions of Chrome and IE.
- You may need to add id or class attributes to your HTML files.

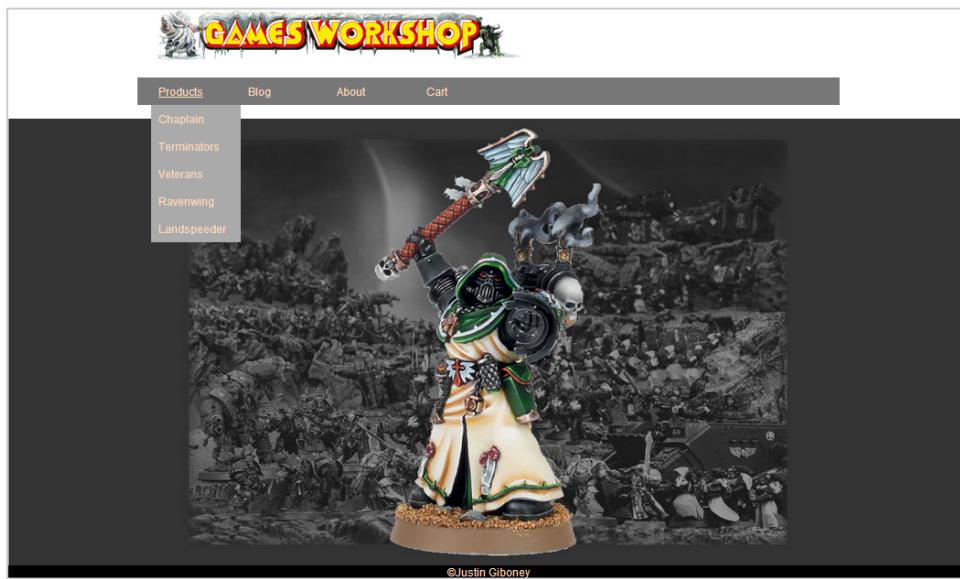
## What to Turn In

Turn in a zipped up file of all of your files on Canvas.

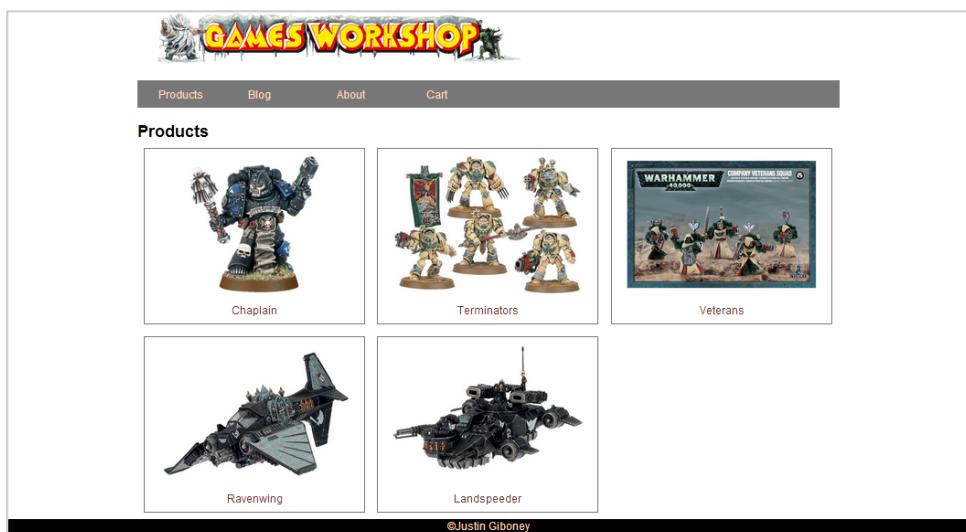
## Grading Rubric

Design Similarity					
0 points	10 points	20 points	30 points	40 points	50 points
None of the pages look exactly like the samples and most look pretty bad.	None of the pages look exactly like the samples, but a few look pretty good. Up to 6 pages are really bad.	None of the pages look exactly like the samples, but most look pretty good. Up to 6 pages are really bad.	A few of the pages look exactly the same as the samples, but most pages don't. Up to 4 pages are really bad.	Most pages look exactly the same as the samples, but a few of the pages don't. Up to 2 pages are really bad.	All pages look exactly like samples (except for images, colors, copy, and fonts).
CSS Files					
0 points	5 points		10 points		
More than 2 CSS files were used.	More than 1 CSS file was used.		Only 1 CSS file was used.		
Design Scalability					
0 points	4 points	8 points	12 points	16 points	20 points
None of the pages still look perfect when the browser scales up to 960px and down to 320px, but all look bad.	None of the pages still look perfect when the browser scales up to 960px and down to 320px, but a few look decent.	None of the pages still look perfect when the browser scales up to 960px and down to 320px, but most look decent.	A few pages still look perfect when the browser scales up to 960px and down to 320px.	Most pages still look perfect when the browser scales up to 960px and down to 320px.	All pages still look perfect when the browser scales up to 960px and down to 320px.
Browser Compatibility					
0 points	4 points	8 points	12 points	16 points	20 points
None of the pages still look perfect in different browsers, but all look bad.	None of the pages still look perfect in different browsers, but a few look decent.	None of the pages still look perfect in different browsers, but most look decent.	A few pages still look perfect in different browsers.	Most pages still look perfect in different browsers.	All pages still look perfect in different browsers.

## Homepage



## Products



## Product



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### Ravenwing

The Ravenwing Dark Talon supports its allies on the ground. It is perhaps the deadliest weapon in the Ravenwing's armoury, and it plays a pivotal role in the 2nd Company's eternal hunt.

The main role for the Nephilim Jetfighter is as an interceptor to establish air superiority over the battlefield, allowing their brethren to concentrate on ground targets with little concern for aerial assault.

This multi-part plastic kit can make either a Ravenwing Dark Talon or a Nephilim Jetfighter, both of which are incredible-looking miniatures and are impressive additions to a Dark Angels collection. The Ravenwing Dark Talon features motifs and design elements that are based on artefacts found on Caliban itself - cathedral-like masonry is built into the core of the flyer, surrounded by censors, insignias, wires and skulls, while metal panels and rivets, are built around the engines, creating a robust construction. The kit comes with two hurricane bolters, a rift cannon and stasis bomb. Aesthetically the Nephilim Jetfighter differs by displaying far more weaponry, and accordingly the kit includes a twin-linked heavy bolter, twin-linked lascannon and Blacksword missiles.

This kit contains 88 components, a flying stem and a large oval base with which to make either a Ravenwing Dark Talon or a Nephilim Jetfighter.

This kit comes supplied unpainted and requires assembly - we recommend using Citadel Plastic Glue and Citadel Paints.



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\$75.00

Quantity  Add

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## Blog



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### Blog List

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 **The Island of Blood Tactics**  
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Friday, August 06  
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## Blog Article



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### To War!

Here, at last, the great battle of our time... Well, not quite but Adam and I have finished painting our respective forces and are finally ready to do battle.

Adam: So my cunning plan to beat Andy is quite simple. Distract the Sea Guard with Rat Ogres and a unit of Clancrats while I magic and shoot the Swordmasters to death before they can chop up my Ratmen. The Doombrook has the potential to kill an entire unit and if all goes well I'll have one less unit of Swordmasters to deal with (they're very scary). I just hope I can keep my weapon teams protected long enough for them to do some damage. Oh, and if I ignore the Prince on the Griffon, maybe it won't really exist...

Andy: Shoot the Weapon Teams and chop up everything else. Yup, that about sums up my battle plan. I'm fairly confident that I can match Adam in the Magic phase and that between my two units of Swordmasters and the Prince on Griffon that I'll be able to best his units in close combat, but those pesky Weapon Teams could prove my undoing. To that end I'll form a battleline and advance as fast as I can, while my Sea Guard and Reavers do their best to take out the Weapon Teams and if they can knock a couple of wounds off the Rat Ogres so much the better.

We rolled for scenario and got Battleline, and there'd be eight pieces of terrain on the table including a Sorcerous Portal and Acropolis of Heroes. Adam won the roll-off and chose to set up on the opposite side of the Sorcerous Portal. Knowing that it only affects the closest unit, I deployed my Sea Guard with the Banner of Arcane Protection (grants Magic Resistance 2) next to it, and filled my battle line out to their right.

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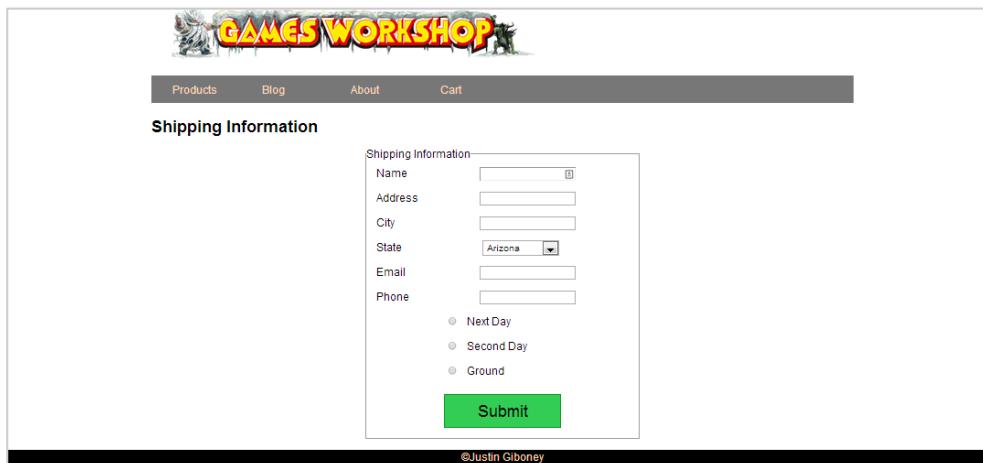
### Shopping Cart

Product	Price	Quantity	Line Total	
Chaplain	\$15.00	1	\$15.00	<a href="#">remove</a>
Ravenwing	\$75.00	1	\$75.00	<a href="#">remove</a>
Terminators	\$60.00	1	\$60.00	<a href="#">remove</a>
Veterans	\$33.00	2	\$66.00	<a href="#">remove</a>
		Total	\$216.00	

**Continue**

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## Shipping Page



Shipping Information

Shipping Information

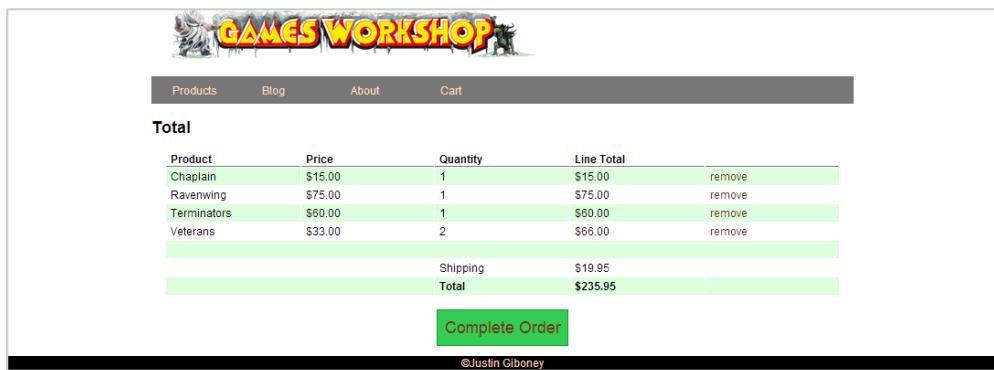
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Address	<input type="text"/>
City	<input type="text"/>
State	Arizona <input type="button" value="▼"/>
Email	<input type="text"/>
Phone	<input type="text"/>

Next Day  
 Second Day  
 Ground

**Submit**

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## Total Page



**Total**

Product	Price	Quantity	Line Total	
Chaplain	\$15.00	1	\$15.00	<a href="#">remove</a>
Ravenwing	\$75.00	1	\$75.00	<a href="#">remove</a>
Terminators	\$60.00	1	\$60.00	<a href="#">remove</a>
Veterans	\$33.00	2	\$66.00	<a href="#">remove</a>
			Shipping	\$19.95
			Total	\$235.95

**Complete Order**

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## Thank You Page

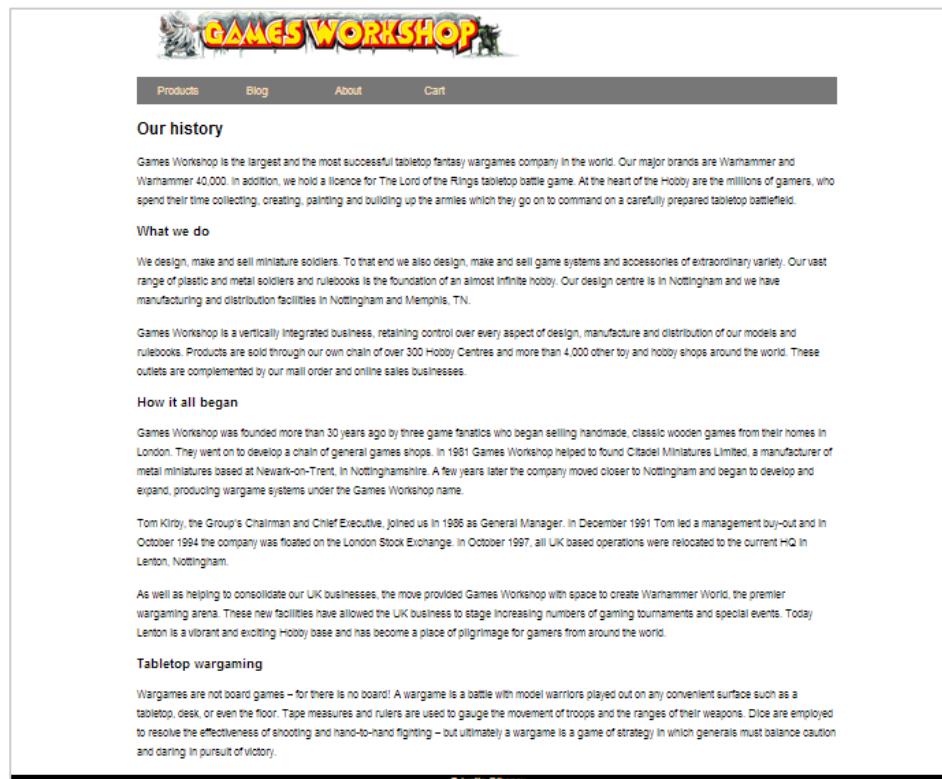


**Thank You**

Your order will be processed soon.

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# About



The screenshot shows the 'Our history' section of the Games Workshop website. At the top, there is a navigation bar with links for 'Products', 'Blog', 'About', and 'Cart'. Below the navigation bar, the heading 'Our history' is displayed. The main content area contains several paragraphs of text, each with a bold heading. The first section is 'What we do', which describes the company's products and services. The second section is 'How it all began', which details the company's history from its founding in 1975 to its current global presence. The third section is 'Tabletop wargaming', which explains the rules and strategy of tabletop wargames. At the bottom of the page, there is a small credit line: '©Justin Giboney'.

**Our history**

Games Workshop is the largest and the most successful tabletop fantasy wargames company in the world. Our major brands are Warhammer and Warhammer 40,000. In addition, we hold a licence for The Lord of the Rings tabletop battle game. At the heart of the Hobby are the millions of gamers, who spend their time collecting, creating, painting and building up the armies which they go on to command on a carefully prepared tabletop battlefield.

**What we do**

We design, make and sell miniature soldiers. To that end we also design, make and sell game systems and accessories of extraordinary variety. Our vast range of plastic and metal soldiers and rulebooks is the foundation of an almost infinite hobby. Our design centre is in Nottingham and we have manufacturing and distribution facilities in Nottingham and Memphis, TN.

Games Workshop is a vertically integrated business, retaining control over every aspect of design, manufacture and distribution of our models and rulebooks. Products are sold through our own chain of over 300 Hobby Centres and more than 4,000 other toy and hobby shops around the world. These outlets are complemented by our mail order and online sales businesses.

**How it all began**

Games Workshop was founded more than 30 years ago by three game fanatics who began selling handmade, classic wooden games from their homes in London. They went on to develop a chain of general games shops. In 1981 Games Workshop helped to found Citadel Miniatures Limited, a manufacturer of metal miniatures based at Newark-on-Trent in Nottinghamshire. A few years later the company moved closer to Nottingham and began to develop and expand, producing wargame systems under the Games Workshop name.

Tom Kirby, the Group's Chairman and Chief Executive, joined us in 1986 as General Manager. In December 1991 Tom led a management buy-out and in October 1994 the company was floated on the London Stock Exchange. In October 1997, all UK based operations were relocated to the current HQ in Lenton, Nottingham.

As well as helping to consolidate our UK businesses, the move provided Games Workshop with space to create Warhammer World, the premier wargaming arena. These new facilities have allowed the UK business to stage increasing numbers of gaming tournaments and special events. Today Lenton is a vibrant and exciting Hobby base and has become a place of pilgrimage for gamers from around the world.

**Tabletop wargaming**

Wargames are not board games – for there is no board! A wargame is a battle with model warriors played out on any convenient surface such as a tabletop, desk, or even the floor. Tape measures and rulers are used to gauge the movement of troops and the ranges of their weapons. Dice are employed to resolve the effectiveness of shooting and hand-to-hand fighting – but ultimately a wargame is a game of strategy in which generals must balance caution and daring in pursuit of victory.

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