Content Outline
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Project title: The Sport of Ultimate Frisbee

I want to build a multiple page website, with tabs that have all the different elements/characteristics that is important to the sport of ultimate.

1. Home Page
   a. The homepage will be a simple single photo that spans the screen with some kind of a sidebar designed that has all the different tabs to this website
   b. It will also have a short intro (from the wiki page) on the home page as well
   c. But the majority of the home page will consist of the background image
2. History/invention of the Ultimate
   a. From the wiki source
   b. Talk about the invention of the disc
   c. Origin of Frisbee (Amherst College)
   d. Maybe talk about Wham-O and Discraft companies (helped spread and improve frisbee quality)
3. Rules
   a. In this page, there will be multiple sections that divide the make of this game, though they will all be on one page (or I could do multiple tabs if I have time, or if it wont be too complicated)
   b. Field
      i. Dimensions 40m x 110m
      ii. End zones/playing field
   c. Basics of the game
      i. 7 players from each team on the field as a time so 14 players total
      ii. Disc is thrown from one end zone to the other, by the team on defense to the team on offense to start play
      iii. Player must pass/throw the disc up field to their end zone for a score (offense)
      iv. Defense must either play man-defense or some variation of zone defense
         1. When guarding someone with the disc, must establish a defensive "mark" and count to stall 10. The offender has 10 stalls to throw the disc. If not thrown in that time, then it is a turn over.
      v. Once disc is caught, can not travel with the disc in hand, can only pivot on one established foot
      vi. Dropping a throw, or getting intercepted = turnover, resulting in opposite team going offense
      vii. Score: disc must be caught in the end zone
   d. Fouls/calls
      i. Different defensive/offensive foul calls:
         1. Reckless play
         2. Pick

       3. Strip
       4. Contact
       5. Disc space
       6. Travel
       7. Fast count

4. Spirit of the game
   a. how ultimate is a self-ref game, meaning players decide fouls and talk amongst themselves to come to a conclusion
   b. observers and their roles in games
   c. the community that Ultimate has
5. Competitive level/competitions
   a. Highschool and younger
   b. College
   c. Club
   d. Professional League (AUDL)