wk 10 Milestone Part 6 - CP - Version 3

Link: https://0w0-7.github.io/DES-157B-github/capstone/development/version3/index.html

A clear description of what you changed to address the comments/suggestions/observations from your user testing. How did the user testing impact your design/ux/functionality of your project? (100-300 words)

In this updated version from the user testing I added pop ups that would go through the sidebar and explain its correlation to the story being told. This would bring attention to the sidebar that wasn't previously there. This was necessary to implement because during user testing it was clear that they were confused about the purpose of the site. I've also added a chart using the JavaScript library chart.js to add additional interaction and interest to the site. Because the site is primarily text based, it could make the experience overwhelming and cause information overload. To make the site easier to digest and improve the viewing experience I decided to include an interactive chart. Going forward there would be the addition of images to support pieces of text and increase context.

A clear description of what is left to do for the project. Be sure to include anything that you have major questions about completing, and/or anything else you need help with. (100 - 300 words)

Though I have implemented chart.js, I would still need to find data to add for the nursing shortage. There is also the animation that I would like the chart to have as it loads that seems to be harder to implement. Though I would like to make layout changes to try and fix the issue of making the sidebar patient info clearly correlated to the story and scroll, there may not be enough time to implement this change. Doing so would be the last thing on my list while I try to fix this issue in other faster ways such as using font size and color to bring greater attention to the changing heart rate and condition of the patient within the sidebar. Lastly, I would focus on improving the overall UI of the site. This includes the color scheme, typography, and graphics.