

# **Communication Labs**

**Fall 2023**

## **Assignment 1**

***timewalk. Website Documentation***

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## **1. INTRODUCTION**

This report serves as a documentation and user guidelines of the *timewalk.* website for New York University Abu Dhabi (NYUAD) Fall 2023 Interactive Media Communications Lab class. The report contains multiple sections that explains the stepwise process of designing, developing, features, and the limitations of the website. By reading this documentation, users as well as developers are able to understand the flow of the website and further enhance the experience in the foreseeable future.

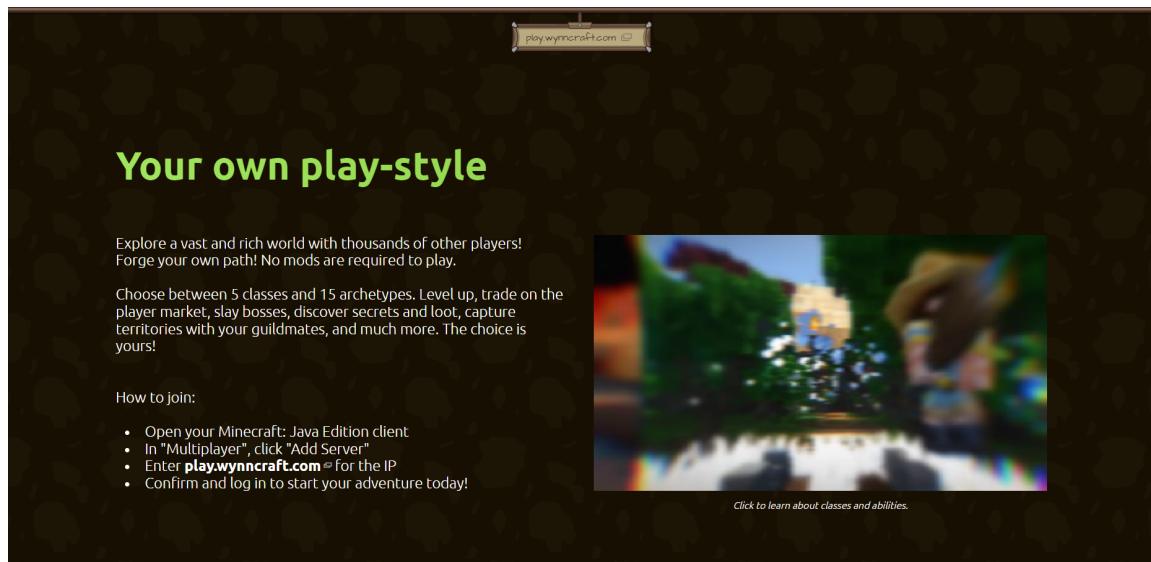
## **2. DESIGN**

The main goal of this website for Assignment 1 is to display the 30 Minute Film Festival video each student made while also providing a story for the users to interact with. Deciding the main theme is the crucial part to developing a website that narrates a coherent story. Fantasy became the chosen theme for the website. Inspired by The One Thousand and One Nights folktale by Hanan al-Syakh [1], the website integrated the sandy dunes of the United Arab Emirates (UAE) with magical hourglass as a way of guiding the users throughout the story in the website.

In order for the website to fit our narrative, many inspirations are taken from other existing websites. Wyncraft became the first website that inspired *timewalk.* as it is aligned with our website's theme. The website is capable of narrating the roleplay experience through texts, images, and videos while capturing the breathtaking world of Wynn [2].

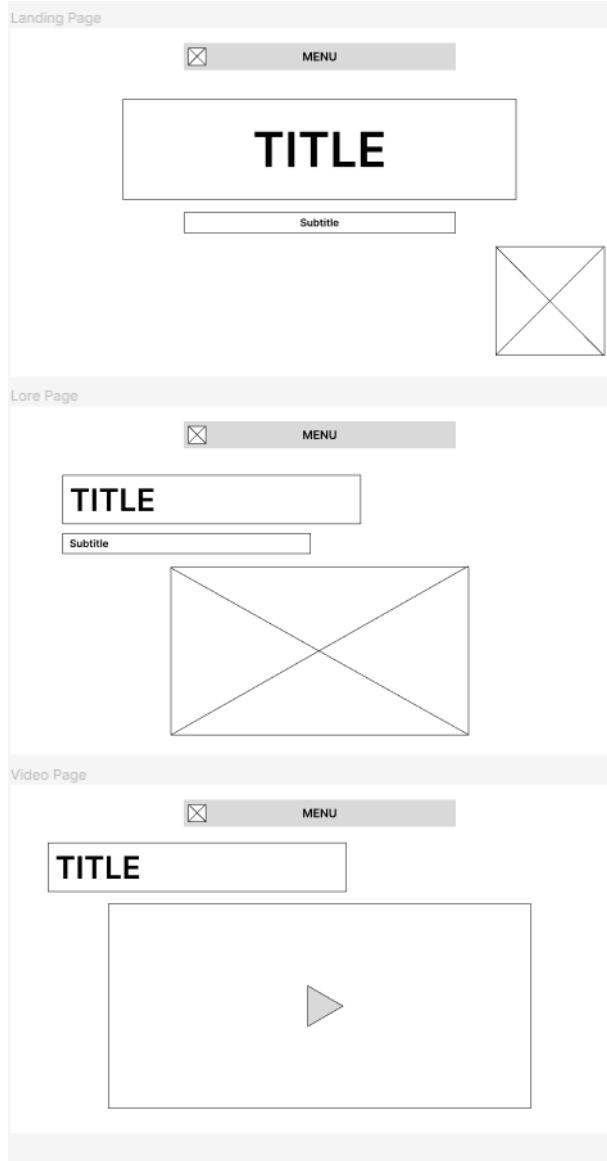


Landing Page, Wynncraft.com



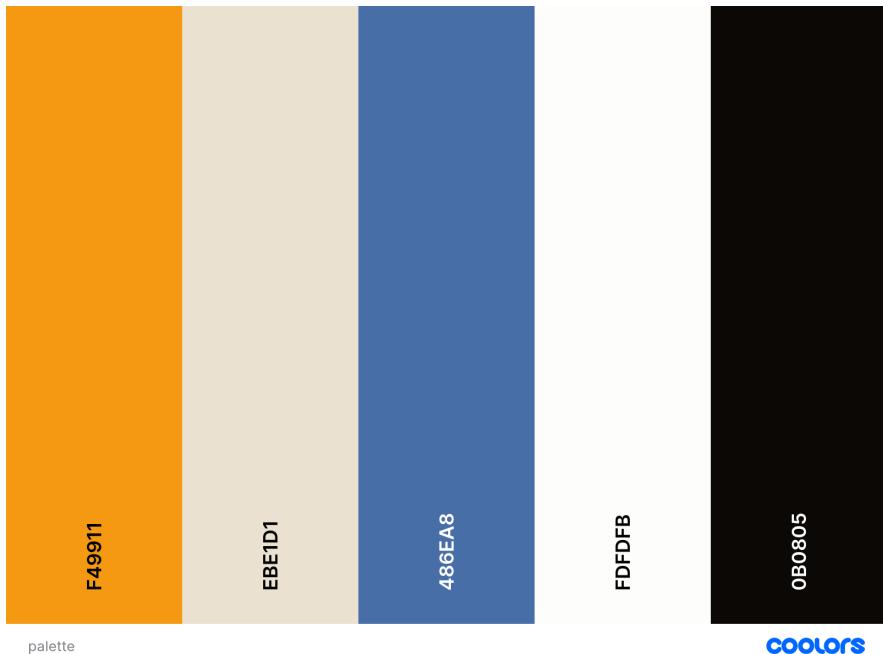
Narration Page, Wynncraft.com

Our next step was to design the wireframe of the website to construct a mental map of the website flow using Figma. The wireframe serves as a building foundation for the website to make sure that the user experience is smooth and legible to navigate.



*timewalk.* Wireframe

Once the wireframe is done, the process leads to the interface design in Figma. Our goal of integrating the sandy dunes required us to go through iterations of many colour palettes with the help of Realtime Colors, a tool to visualise colours within elements of a website [3]. After many iterations, we decided on these colour palettes paired with Archivo Black and Roboto Flex from Google Font family that represented the theme best.



### Color Palettes in HEX

A screenshot of a Figma interface showing a user interface design for a project titled "TIMEWALK". The design includes a header with "TIMEWALK" and a sub-header "Journey together with me in these crazy stories of time and Abu Dhabi!". Below this is a section titled "What is timewalk?" with a sub-instruction "Please wear headphones for the best experience." and a headphones icon. Further down is a "Projects" section featuring a video thumbnail for "30MFF" and a user profile section for "ahmad dahlan hafizh". On the left side of the Figma interface, there is a color palette with the following items:

- TITLE** (heading1)
- heading1**
- Accent**
- Secondary**
- Primary** (orange square)
- Background** (light beige square)
- Text** (black square)

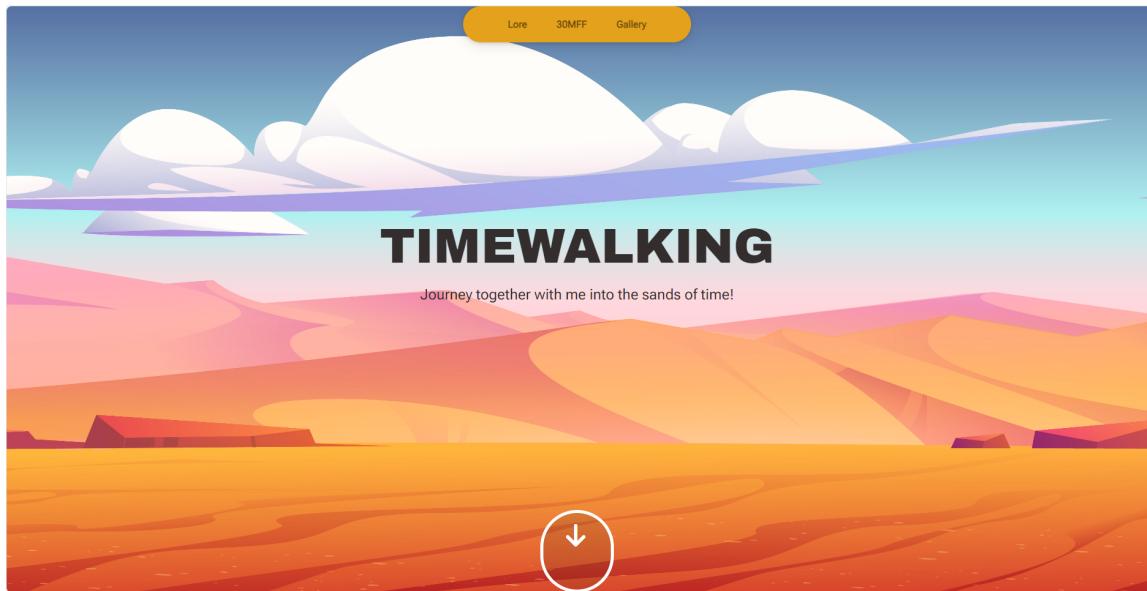
### User Interface Design in Figma

### 3. DEVELOPMENT & FEATURES

The website is built upon the designs by mainly utilising the Bootstrap 5.3 Framework. The framework is a frontend toolkit that allows developers to build and customise responsive websites with Sass, prebuilt grids and Javascript plugins [4]. The *timewalk.* website used many features available from the framework such as navbar, video embed, background images, and responsive grids. One of the main reasons Bootstrap was used is to reduce CSS clutter and allow easier time reading the codes in text editors by creating elements with custom class names. Alongside the framework, the website also relied on CSS and Javascript for animations.

There are four pages in the website: a landing page (also known as hero), lore, video, and gallery page. Each page has different features that are suited for a complete narrative.

#### 3.1 Landing Page

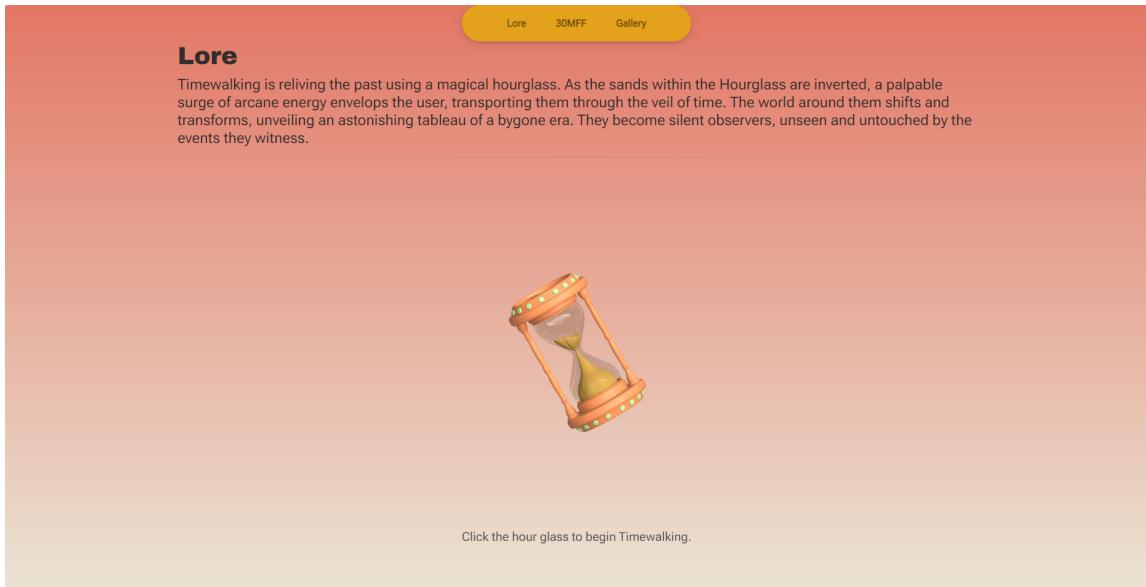


*timewalk.* Landing Page main view

## Communications Lab (Fall 23) – Assignment 1

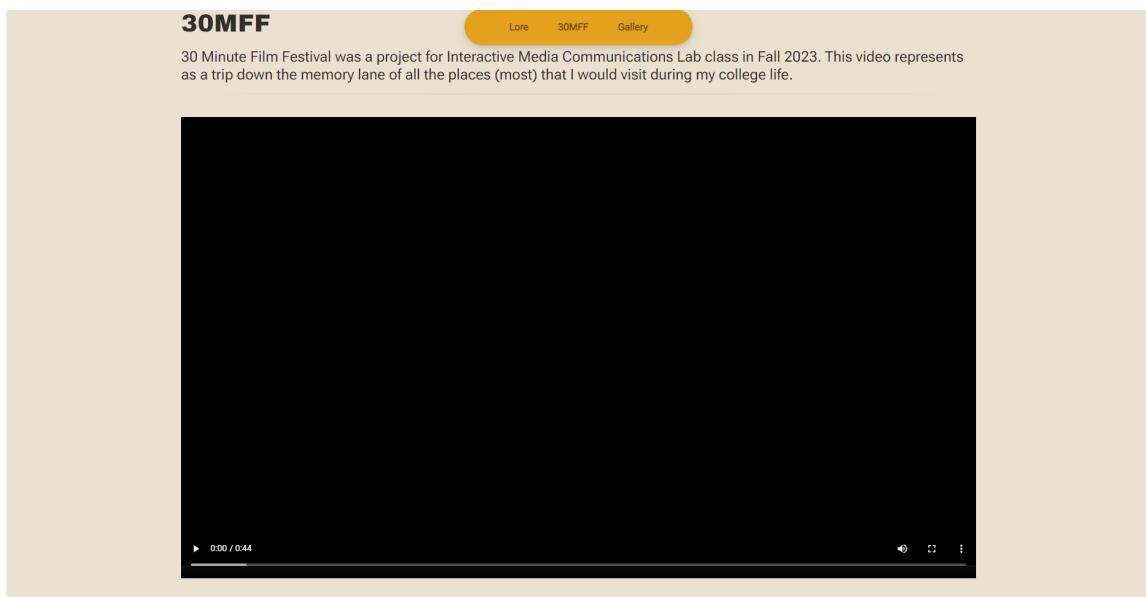
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### 3.2 Lore Page



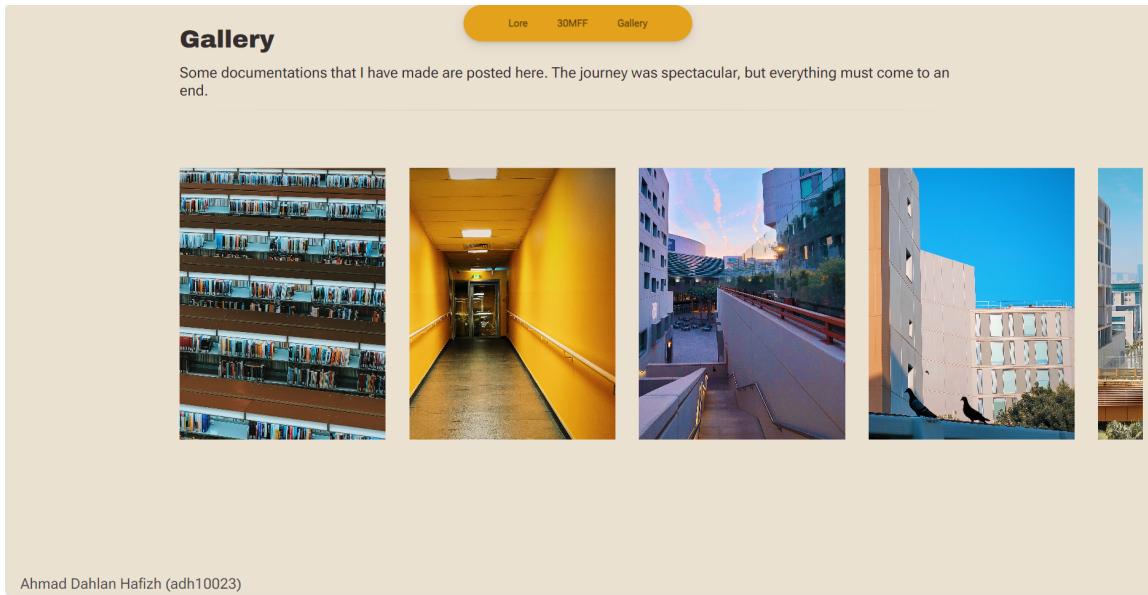
*timewalk.* Lore Page main view

### 3.3 Video Page



*timewalk.* Video Page main view

### 3.4 Gallery Page



*timewalk.* Gallery Page main view

These pages are constructed with Bootstrap grids and containers. The landing page is placed on the *header* section of the web body with the navbar that is fixed-top so that users can go between the pages easier, and an animated downwards arrow button that points the user to scroll. The page overall is inspired by the product innovation team, Fantasy.co [5].

To increase the interactivity of the website, many clickable features are added. An animated hourglass is added in the lore page, where upon clicking the image, a ripple effect is played and the page is scrolled down to the video page. Then, the user can play the video by either clicking the play button. Finally, the user can scroll downwards to the gallery page where they can slide the images. These features are scripted using both CSS and Javascript to enhance the user interactivity.

For further information, please refer to the Github Repository [6].

#### **4. LIMITATIONS**

Although the main goal of this website project is to tell a cohesive story, as a developer there are many implementations that I would love to add that enhances the storytelling aspect. However, due to the time constraints, it is impossible to add those features without proper testing. The responsiveness of the website is also very minimal and has yet to go through rigorous testing on multiple platforms. Thus, as new projects are coming, I would hope to build more interactive websites for this class.

## 5. REFERENCES

- [1] Al-Shaykh, H. (2013). *One Thousand and One Nights*. Bloomsbury Publishing Plc.
- [2] WynnCraft. (n.d.). *WynnCraft RPG*. Home - WynnCraft, The Minecraft MMORPG. Retrieved September 22, 2023, from <https://wynncraft.com/>
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- [4] *Get started with Bootstrap · Bootstrap v5.3*. (2023). Bootstrap. Retrieved September 22, 2023, from  
<https://getbootstrap.com/docs/5.3/getting-started/introduction/>
- [5] Fantasy.co. (n.d.). *F A N T A S Y*. FANTASY. Retrieved September 22, 2023, from <https://fantasy.co/>
- [6] Ahmad Dahlan Hafizh Website 1 Github Repository,  
<https://github.com/ADAHafizh/Website1MFF>