Report - Oblig 3

Project overview and purpose.

The purpose of this project was that we wanted to showcase what happens when trash ends up in the ocean and how that affects the sealife.

Points discussed during the brainstorming session.

We discussed a lot a ways we could showcase the effect that trash has on the environment, one of the was to have a side by side parallel to show what would happen if you recycle a plastic bottle and what happens if you don't.

Media queries:

When I was putting together this CSS media query, I made sure to stick to some solid responsive design principles to make sure the site work smoothly on screens that are up to 700 pixels wide. Here's a rundown of my approach and how I structured the styles:

1. Using Viewport Units and Percentages:

- I use viewport width (`vw`) to set the widths of some elements like `.cloud--large--nice` and `.battery`, letting their widths flex based on the screen size.

- I also used percentages to sort out the positioning (like `top`, `right`, `bottom`) so everything stays proportionate, no matter the device size.

2. Going with 'auto' for Height:

- To keep the original aspect ratio of images when adjusting the width, I set the height to `auto` on a few of the elements. This way, the images don’t get stretched or squished when the screen size changes.

3. Handling Element Visibility:

- I used `display: none;` to hide certain elements in the responsive layout, cleaning up the layout on smaller screens and cutting out elements that were either too much or just didn’t have the space for them on the smallest of screens (Iphone SE).

4. Colors and Background Gradients:

- I added a linear gradient to `.section--2`, which not only looks cool but also helps set apart the section from the rest of the page. This ensures that the gradient also works on the small screen sizes.

5. Sizing Text and Containers Right:

- By setting `max-width` and `min-width` for text containers, I made sure the text stays readable and doesn't overflow or squeeze too much. This helps with the overall impression of the page since the text elements look the same across the page.

- Positioning text and stuff like `.section--3__cont__item--text` and `.text--headline` at certain percentages from various sides keeps the layout consistent across different screen sizes.

I made sure everything was spot on for a user-friendly mobile view, focusing on both how things look and how they work to make the user experience on smaller screens as good as possible.

Section 4:

When I set up the CSS for section 4, I focused on using simple design techniques to make sure it looks good and immersive. Here is a breakdown of what I did:

1. Gradient backgrounds:

    - Underwater gradient: I used a gradient that shifts from dark to light green to make it look like the ocean depth is changing.

    - Unpolluted water: This gradient goes from deep to light blue, showing cleaner water.

2. Positioning:

    - #trash-floor: This is a flexible space where I positioned different trash items like nets, bags and bottles. Each item is placed in a way that is good and adjusts well on demand.

3. Text styles

    - Links are set to be in a gold color without the underline to keep the visual appeal. The main text is centered and uses a simple font and with color to increase the readability.

4. Interactive elements:

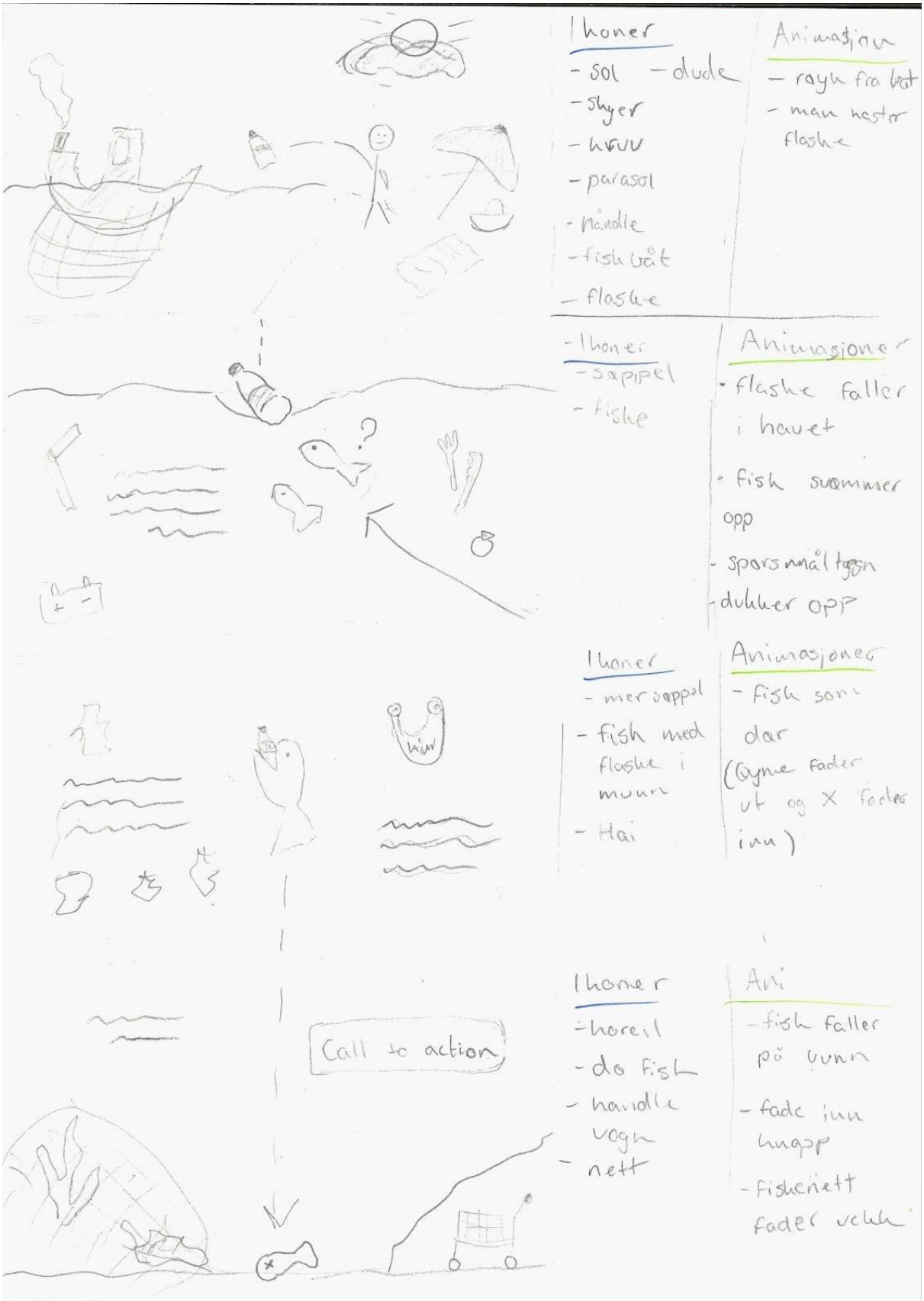
- .button—cleanup: This is a big, noticeable button that users can click . Its styled to blend in with the underwater theme and stands out then hovered over to draw attention.

5. Visibility and layout.

    - We added coral graphics at various spots to make the scene fuller and hid certain items to show changes in the environment when users interact.

By focusing on these aspects, we made sure our website not only looks great but also works smoothly across all device formats and keeping it simple and user-friendly.

Documentation about the Storyboard created before implementing the website.



We unfortunate had to cut out some stuff from our storyboard to make up for lack of time due to having two other exams while we this oblig was going on.

LIst of keyframes, interactions and observers

Keyframes

swim-diagonally: this keyframe uses transform(x) to make the the lament move diagonally across the screen and the same time they fade in by using the opacity property

falling-down: This keyframe is attached to the waterbottle in section 2. It uses the property transform translateY and rotate to make it so that waterbottle falls down the page. By adding a rotation to the elements it gives it a more natural look when falling-

floating: By using transform translate(Y) we can make the elements appear like they are floating in water. This helps us showcasing more that we are underwater. We added this plastic bag in section 4.

rotateCounterClockwise: Uses transform rotate to rotate elements, this has the same purpose as the floating key, to make help us showcase more that we are underwater.

trashaway: This animation is applied when the “Call to action” button is clicked and makes all the trash in this webpage disappears. We use opacity to make them fade out.

swim-horisontal: Keyframe is applied to the turtle in section 4 using translatex), it looks like he swims across the screen.

enhance: Enhance is used on the “Call to action” button it uses scale to make the button bigger and more noticeable to the user.

Interactions

The interactions we have are our “Call to action” button. This causes the whole page to change , showing the user what impact their actions can have on the environment.

Observers

We’ve added two intersectionObservers. One which observes if a selected element is within the intersection, which then triggers an animation for the elements within each section. The other observes if a section of the document intersects, which then triggers an animation to “fade in” the new section. This animation triggers once to avoid weird/unpleasant viewer experience.