Lean Platform Technologies

Launch Page Documentation

Figma link :https://www.figma.com/file/yqnCHoXwmhYNEwTC4S0qsf/Assignment-2?type=design&node-id=0%3A1&mode=design&t=zmZinMWN7ALbARHO-1

This feature is designed to build anticipation and excitement around upcoming content. Users are presented with a captivating countdown timer, creating suspense as they await the big reveal. Alongside the timer, there is a section where users can voluntarily provide their email addresses, enabling the collection of valuable data on their interest in the forthcoming feature. The launch page can be integrated for the release of any feature and has light mode themes available.

This video is only for reference.
Video link :
https://drive.google.com/file/d/1NVgeYeKQTTECerRSnw9dCGmOP_kJsenP/view?usp=share_link

Background Animation have two blobs - in loop

- Starting position - blob 1 at left top corner, blob 2 at right bottom corner
- After delay 1500 ms, blob 1 position will change to right top corner, blob 2 position will change to left bottom corner
- After delay 1500 ms, then blob 1 to right bottom corner, blob 2 to left top corner
- After delay 1500 ms, then blob 1 to left bottom corner, blob 2 to right top corner

- After delay 1500ms, back to starting position
- Ease in and out - 3000ms
- If the Background Animation is not working, then show static blob 1 at left top corner and blob 2 at right bottom corner

Desktop version
- Light version - blob 1 & 2 layer blur - 400ms

Mobile version
- Light version - blob 1 & 2 layer blur - 200ms

Rocket icon animation - in loop

- After delay 1ms, rocket 1 to rocket 2 - Gentle - 200ms
- After delay 800ms, rocket 2 to rocket 1 - Gentle - 800ms
- If rocket animation not working then show the static rocket icon

Reinforcement text shine animation- 'Get ready for the reveal' or 'Stay Tuned' text - animated only once when the launch page first opens or becomes visible

- After delay 300ms, text 1 to text 2 - Ease in and out - 3000ms
- After delay 1ms, text 2 to text 3 - quick - 600ms
- After delay 1ms, text 3 to text 4 - gentle - 300ms
- text 1 - normal text
- text 2 - shine 1 & 2 move from left to right
- text 3 - star will appear at top right corner of the text
- text 4 - star will disappear

Timer Section - three cases

- Timer section off
  As a default, the timer section will not be displayed on the launch page.

- Timer section on - Has Minutes and Seconds
  If we want to display a timer a few minutes before launching the feature, only the minutes and seconds will be shown in the timer section.

- Timer section on - Has Hours, Minutes and Seconds
  If we want to display the timer a few hours before launching the feature, the timer section will include hours, minutes, and seconds.

Timer Animation,

- After delay 1000ms (1s), the numerical values will instantly decrement from 24 to 00 when it is hour, from 60 to 00 when it is minutes or seconds
- When the timer ends (i.e 00:00:00 or 00:00), after delay 1000s change to next page(Showcase card containing we're live information - 4.1) - card content should grow from 25% to 100% with bouncy effect - 800ms
- When user refresh the launch page when the timer ends (00 sec) take user to next page (Showcase card containing we're live information - 4.1)
- When user refresh the launch page when the timer is going on, after the page reloads show the current running time

Showcase card containing we're live information - 4.1 page

- Card will be in center of the page
- Has title, description and CTA button
- When user clicks/taps on the CTA button take user to the newly launched module page
- If user not clicks/taps on the CTA button, after confetti animation ends auto redirect to newly launched module page after delay of 3000ms

- When user refresh this page, redirect user to newly launched module page
- Confetti animation - only once when the 4.1 page first opens or becomes visible. reduce speed of the animation to 0.5x

Notify section

- If user not enters their email id, disable the notify button and should not be clickable
- After user enters the full email id (xxxx@xxx.com) activate the notify me button, should be clickable
- After user clicks/taps on the notify me button, display the loading state of the button to demonstrate that some action is taking place in the backend and it should not be clickable
- If the email id is valid, then display the 'tick icon' button, with same entered email text in the text field and change the text above the email section field. 'tick icon' button should not be clickable
  - User can re-enter email in the email text field, tick button should change back to notify me button when they start typing their email
- If email id is not valid, then display 'invalid email' text below the email text field and change the field back to placeholder text field and disable the notify button
- If the user enters the same email id again to notify, then display '**Your email is already in our notify list. Try with another email**' text below the email text field and change the field back to placeholder text field and disable the notify button

Placement of the content

Desktop Version

- Content within the launch page and we're live now card page should be center aligned horizontally and vertically for all the desktop screen size and it should maintain a minimum of 24px from the Product Platform Logo.

Mobile version

- Content within the We're live now card page should be center aligned horizontally and vertically for all the mobile screen size
- When Timer is on, Content within the launch page should have 64px from the Top Nav bar
- When Timer is off, Content within the launch page should have 24px from the Top Nav bar

API Link:

Frontend Developer

You are someone who is highly passionate about technology, a mad problem solver, driven towards best user experience.