

Rock Paper Scissors

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Design Document

Table of Contents

Introduction	2
Navigation	3
Sitemap	4
Wireframe	5-11
Color Scheme	12
Font Style	12
Directory Structure	13
Sources & References	13
Conclusion	14

Introduction



Goal

My idea for final project is a Rock-Scissors-Paper website. I will introduce some trivia about Rock-Scissors-Paper like the strategies, experiment and tournaments.

Audience

I would like to show this website for everyone who is interested in Rock-Papper-Scissors. I believe here is something interesting they had never know.

Success



I plan to analyze the behaviors in website by using Google Analysis and observing it for 6 months. I hope that I can achieve three goals. The first, to get 10,000 visitors clicking the "Rock", "Scissors" and "Paper" buttons(Which means visitors "play" the game.) in the period. The second, to get 7,000 visitors surfing my website at least 3 pages and for stay for at least 5 minutes. The last goal is to get 3,000 visitors stay on my website for over 10 minutes. I wish myself can build an interesting Rock-Scissors-Paper website and let more people know more about this simple game.

Navigation



Menu

My menu exactly exists in two places. One is on the right-top (in PC version). And the other one is on the bottom of homepage. And there is a hamburger menu when users' device is mobile size. For my hamburger menu, I put my hamburger menu under the bottom. That's one of my idea for testing the usability. I would like to know whether that's true if the menu at the bottom making user easier to click.

International

I show the ways to play the game in different country. For this, I collected the information from my classmates and on the net. I would like to show them in different section. And there is its own animation for it. That will make reader more clear to know how to play.

Tournament

I show the Rock Paper Scissors champion video. And list the champions between 2002

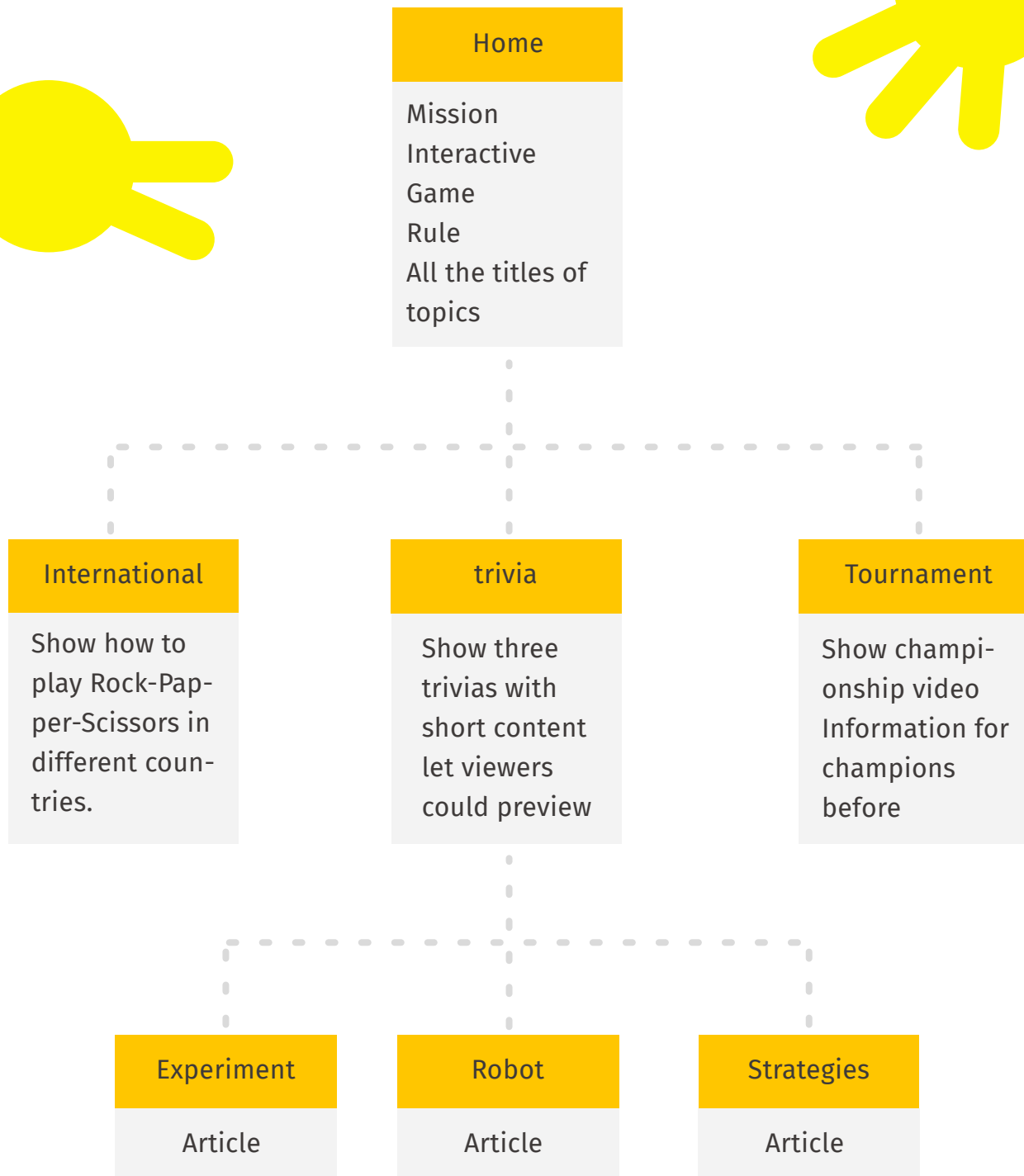
Home Page

I put my mission first. And the game section following it. I hope use the mission slogan and game to catch reader's eyes. So I let the hands shake for letting readers notice here. I create an interactive game for readers. They could try how to play this game. That's what I hope to give readers first expression. And keep scrolling down, we will see the other tabs in this website. Reader could overview all the titles of topic for while.

Trivia

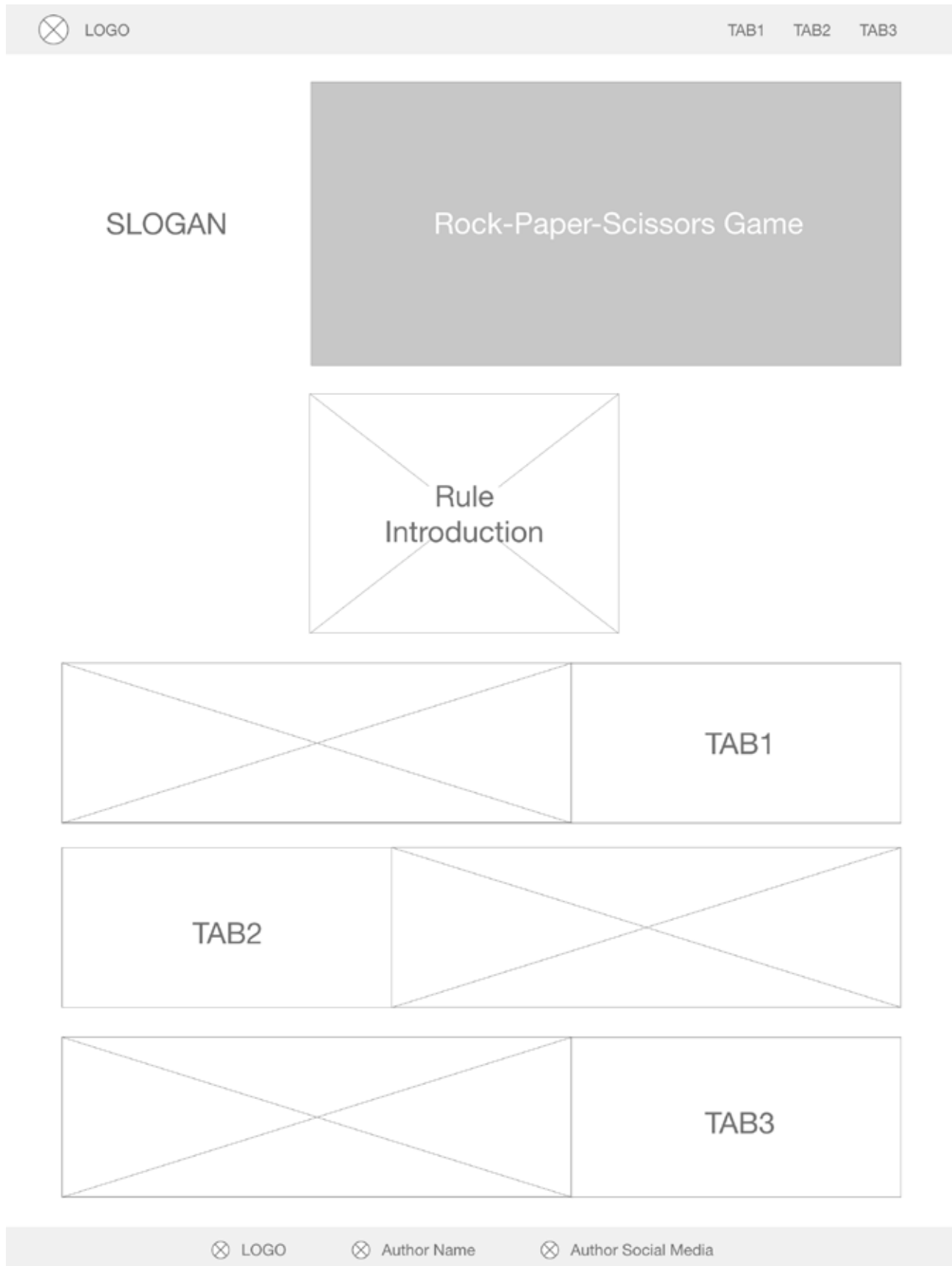
There will be three sub-pages in it. They're [experiment](#), [robot](#) and [strategies](#). I will just introduce them in their own page.

Sitemap

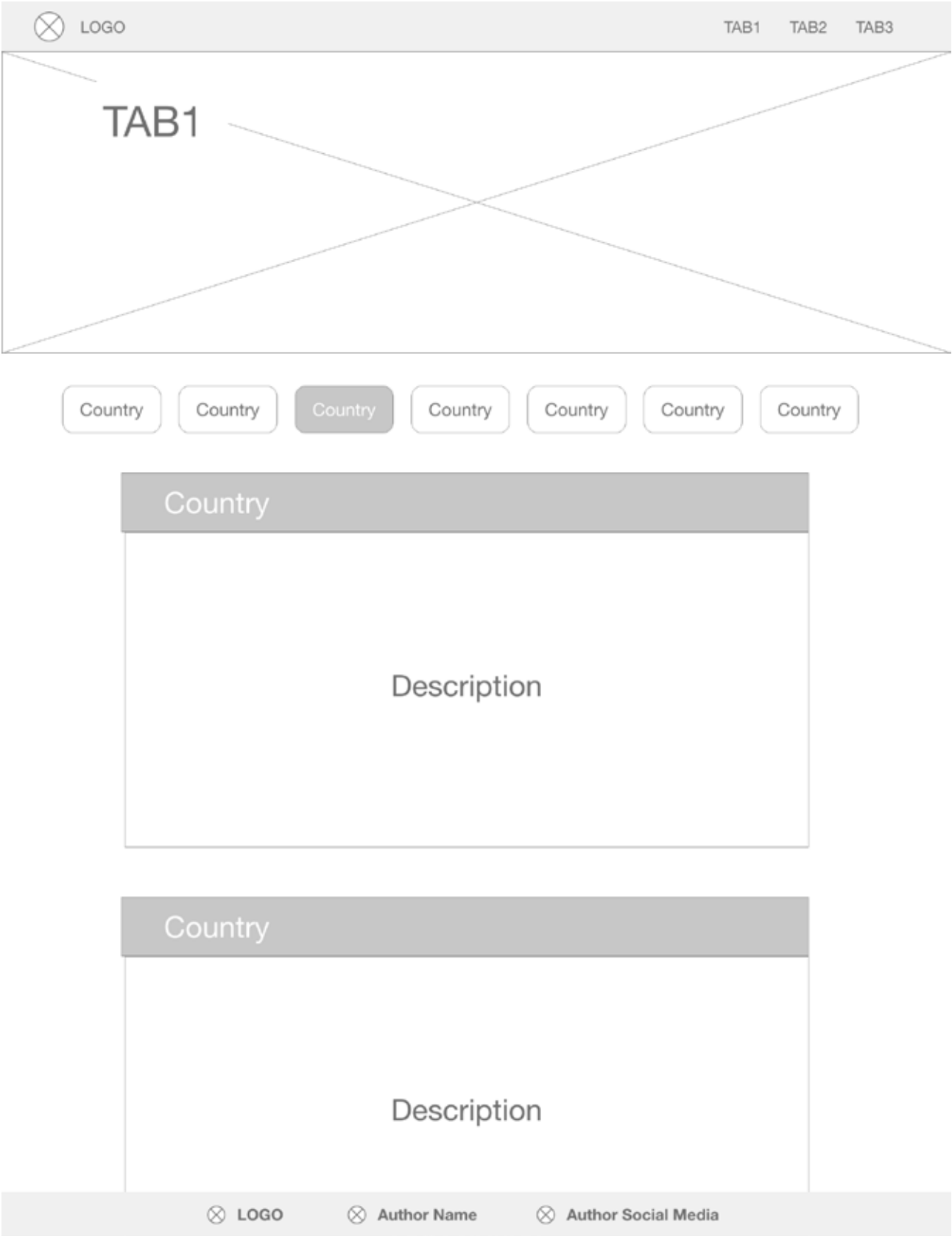


Wireframe

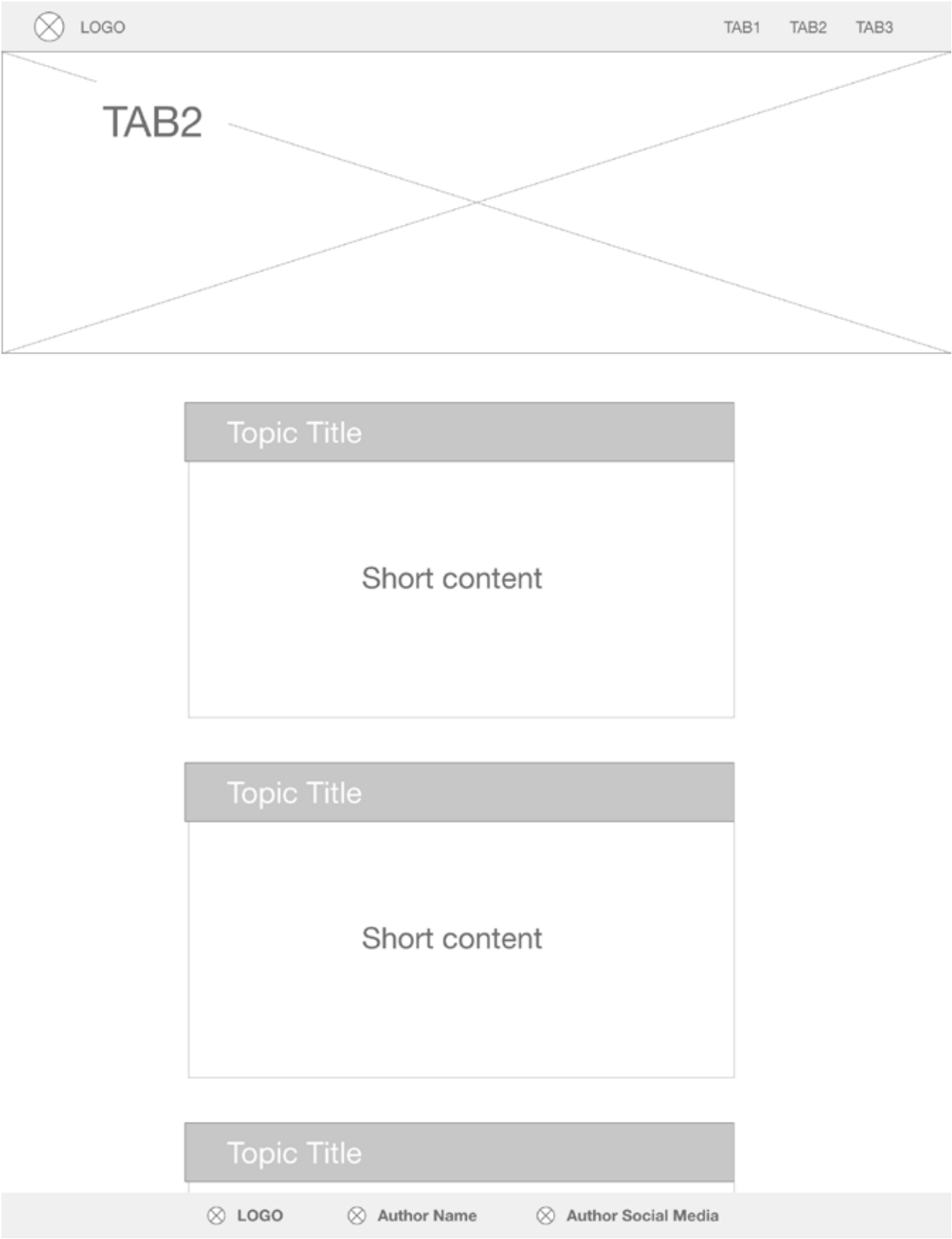
PC_00_home



PC_01_tab1_international



PC_02_tab2_trivia



PC_02_a_trivia_experiment

⊗ LOGO

TAB1TAB2TAB3

Experiment-

Article Title

Article content

Image

Article content

Go back to trivia

⊗ LOGO

⊗ Author Name

⊗ Author Social Media



LOGO

TAB1

TAB2

TAB3

Robot- Article Title



Go back to trivia



LOGO



Author Name



Author Social Media

⊗ LOGO

TAB1TAB2TAB3

Strategies-

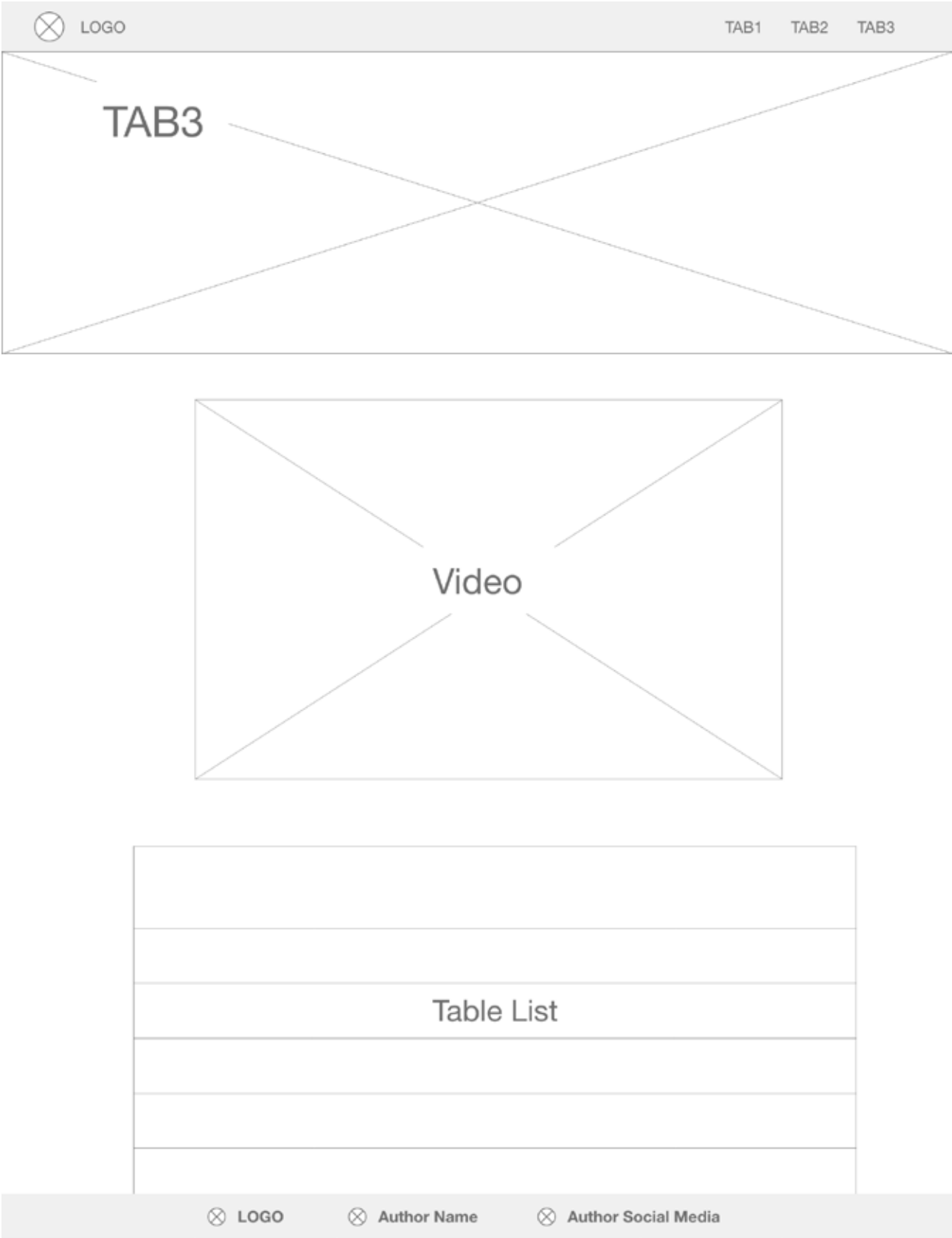
Article Title

Slide Show

Article content

Go back to trivia

PC_03_tab3_tournament



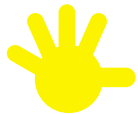
Color Scheme



primary: #1e96fc



primary-variant: #072ac8



secondary: #fcf300



secondary-variant: #ffc600



highlight: #ff9797



text-gray: #979797



line-gray: #dadada



bg-gray: #f3f3f3

Font Style

“Acme” for Primary Style

My website is about game, and I would like to make a little funny and chilelike feelings for it. So I pick a cartoon-feeling style with clear letters.

“RocknRoll One” for Japanese

In my international page, I found there might lose some style for other language. So I import some similiar style for them.

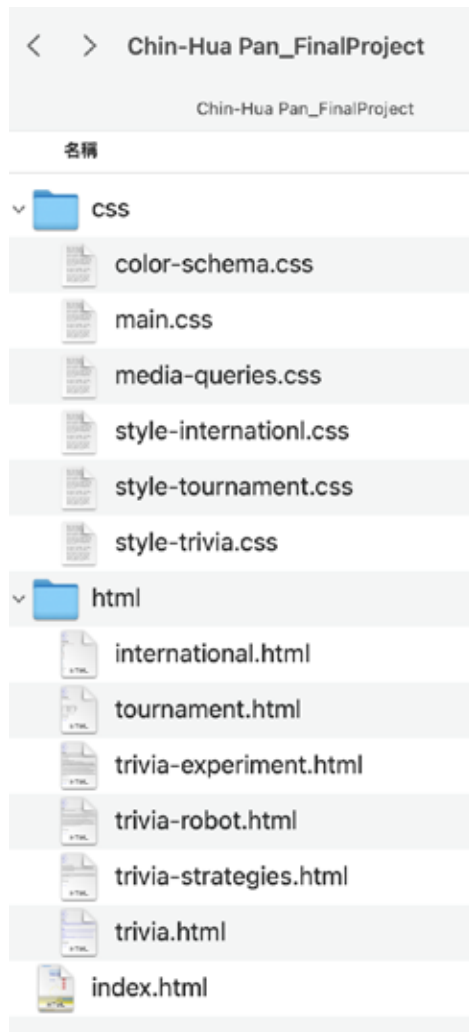
“Josefin Sans” for Vietnamese

“Fira Sans” for Content Words

I pick this style because I feel it’s much more comfortable to read the words. And I also set height-line and letter-spacing for the content for the same reason.

height-line:28pt; letter-spacing: 1px;

Directory Structure



Sources & References

HTML&CSS

www.w3schools.com

JavaScript

<https://developer.mozilla.org/en-US/docs/Web/JavaScript>

Rock-Papper-Scissors

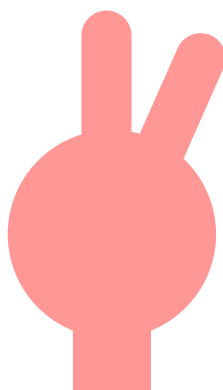
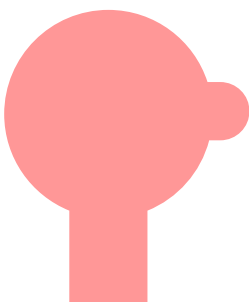
<https://wrpsa.com>

https://en.wikipedia.org/wiki/Rock_paper_scissors

<https://cotoacademy.com/how-to-play-rock-scissors-paper-in-japanese-janken-scissors-papaper-stone-japanese/>

Colors

<https://colors.co/5e0b15-90323d-d9cab3-bc8034-8c7a6b>



Conclusion

This is my first time to build whole website from design to coding. I was so excited about it. However I had ever suffered from some challenges and issues. Like I spent too much time rather than I thought to make the interactive game. Because I couldn't adjust proper timing for animation and setTimeOut function. I tried it step by step and finally complete the game. And my classmates gave me good feedback. I really appreciate.

One another challenge for me is using the attribute "position: sticky;" in international page. In my original idea, I would like to stick the buttons and let viewers press button then scroll to the corresponding section. But I suffered an issue that the way to scroll I used is not proper to my situation. I tried to use "" tag to scroll to certain position of id. But I found that it just could scroll the certain part to the top. I already have navigation and button section be fixed on the top, so the country section would be overlapped. That caused viewer couldn't see the country names. So I tried to search other way to solve this problem. And finally I decided to use JavaScript to complement it. But there is still something should be revised.

When I brainstormed about this project before, I would like to show animation for my international page. Because I think animation could make viewer know how to play this game with more sense of reality. This is what I most would like to improve in my website. So I think if I have more time or in the future, I will improve this part first.

Even I suffered some issues but I think I really enjoyed in it. Especially collecting information from my classmates, that's the most interesting for me. I had never thought that the simple game would be so different between different countries. That's really cool and that's why I would like to show in my website.