

# SUPERFAN

## INTERACTIVE EXPERIENCE



# BRAINSTORM

come up with three different ideas of themes + interactive features

PHASE 0

## Idea 1: Dodgers

### Theme

Little clips from the game that show all of their home runs.

### Interactive JS Feature #1

Clicking through videos and clips

### Interactive JS Feature #2

Clicking on the audience will activate a cheering sound effect



Dodgers



## Idea 2: Tyler The Creator (Chromokopia)

Theme: 2 columns that have links to the songs that take you to youtube when you click on them.



### Interactive JS Feature #1

Clicking on each image takes you to a different song

### Interactive JS Feature #2

When you click on the song it shows the name of the song, lyrics, and a small summary about the song.



# EVALUATE

think about the good and bad for each idea then choose one

PHASE 1

## Idea 3: Hollow Knight

### Theme

Displays The Last Stag (Bug) walking in and picking up the hollow knight

### Interactive JS Feature #1

Last Stag Running in after clicking on his calling bell.

### Interactive JS Feature #2

Clicking through the Charms that you can use.

### Interactive JS Feature #3

Sound comes on for boss fight



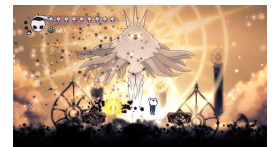
## Pros/Cons of Each Idea:

	Pros	Cons
Idea 1: Dodgers	<ul style="list-style-type: none"> <li>Lots of clips all over the internet</li> <li>They are Very popular</li> <li>I can add my personal Favorites</li> </ul>	<ul style="list-style-type: none"> <li>Lots of links to put</li> <li>Making it responsive would be a challenge because I have to change the size of the Div holding the content (Video).</li> </ul>
Idea 2: Tyler The Creator	<ul style="list-style-type: none"> <li>I can google the meanings and story behind the songs</li> <li>Lots of cool Images I can add for it</li> </ul>	<ul style="list-style-type: none"> <li>Having to look through lots of different songs</li> </ul>
Idea 3: Hollow Knight	<ul style="list-style-type: none"> <li>Lots of items in the game I can work with</li> <li>Tons of different movements and Gifs</li> </ul>	<ul style="list-style-type: none"> <li>Finding high quality gameplay and gifs</li> <li>Making it easily understandable to people who have never seen it</li> </ul>

# CONTENT

gather and edit essential content for your site

PHASE 2



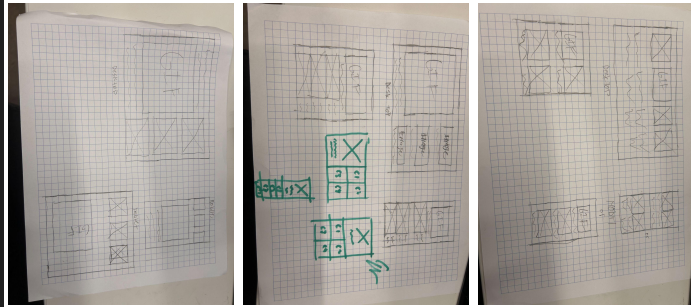
PIXLR



# DESIGN

create three possible responsive designs for your chosen idea

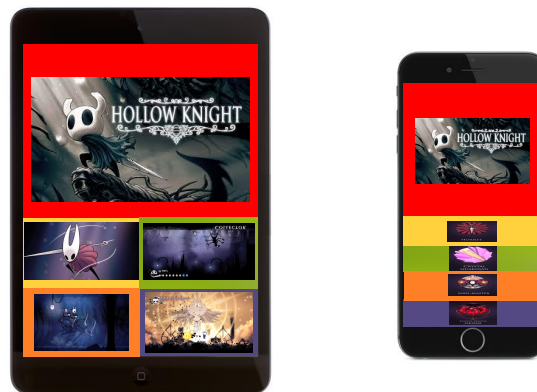
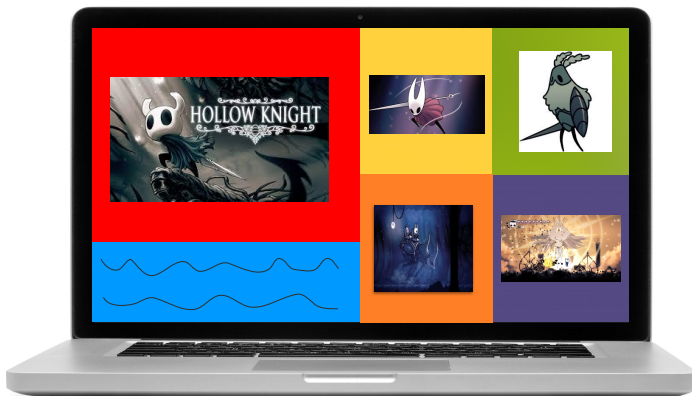
PHASE 3



# MOCKUP

choose your final layout and create a digital mockup

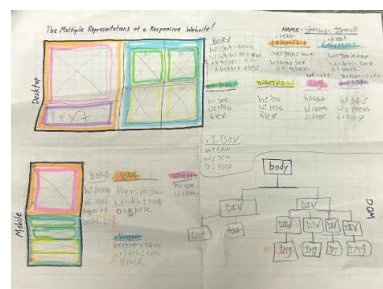
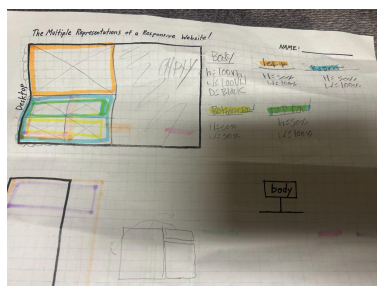
PHASE 4



# ANNOTATE

add explanations, colors, percentages, and display properties + draw your dom

PHASE 5



# BUILD

create your desktop divs using html and css then make it responsive

PHASE 6



# CONTENT

insert all images and text into your site

PHASE 7



# JAVASCRIPT

add behavior to your page by inserting two pieces of javascript

PHASE 8



# ENHANCE UX

add in effects when the user hovers and clicks to make the page intuitive and fun

PHASE 9



# TEST+ITERATE

get feedback from users then make revisions to your user interface

PHASE 10

