STYLE-GUIDE

TYPOGRAPHY

Car buttons:
Font-family: Avenir, Arial, sans-serif
Text-align: center
Font-size: 12px
AVENIR

Pens button:
Font-family: Avenir, Arial, sans-serif
Text-align: center
Font-size: 12px
Text-shadow: 0 2px 1px
AVENIR

Car text:
Font-family: Avenir, Arial, sans-serif
Text-align: center
Font-size: 12px
Text-shadow: 0 2px 1px
AVENIR

Popups:
Font-family: 'Raleway', sans-serif
Text-align: center
Font-size: 13px
RALEWAY

Home Page Text:
Font-family: 'Raleway', sans-serif
Text-align: center
Font-size: 39px
RALEWAY

Links

Map page link buttons:
Font-family: 'Sigmar One', cursive
Text-align: center
Font-size: 13px
SIGMAR

COLORS

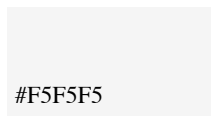Body background:
Gradient(to bottom, #E6DADA , #274046)

Cars section:
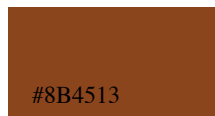Gradient(to bottom, #ACBB78 , #799F0C)

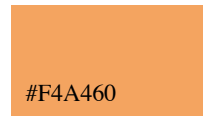| #E6DADA	#ACBB78
#274046	#799F0C

Links (Map) Button:

Text color: Whitesmoke	Background: Saddlebrown	Hover/Active/box-shadow: Sandybrown	Text shadow: Darkred
#F5F5F5	#8B4513	#F4A460	#8B0000
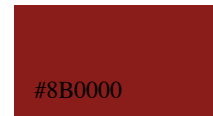
Popups:
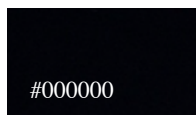
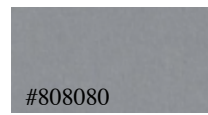| Text color: Black	Background: Yellow
#000000	#FFFF00
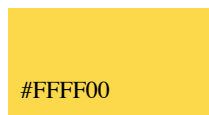
Meat buttons:

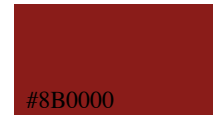| Background: White smoke	Hover/Active: Gainsboro	Box-shadow: Grey	Text shadow: Darkred
#F5F5F5	#DCDCDC	#808080	#8B0000

Map:

Background: Green	Road: Brown
#008000	#A52A2A
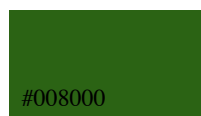
Car1: Palevioletred	Car2: Lightblue	Car3: Crimson	Car4: Grey
#DB7093	#ADD8E6	#DC143C	#808080
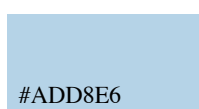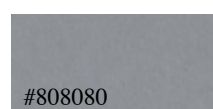
Car buttons:
Car1:

Background: Palevioletred	Hover/Active/Text shadow: Darkred	Box-shadow: Grey	Text color: Whitesmoke
#DB7093	#8B0000	#808080	#F5F5F5
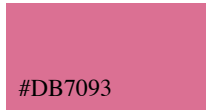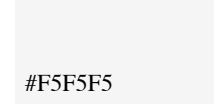
Car2:

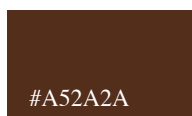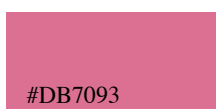| Background: Lightblue	Hover/Active/box-shadow : Cadetblue	Text shadow: White smoke	Text Color: Whitesmoke
#ADD8E6	#5F9EA0	#000080	#F5F5F5
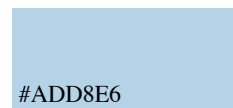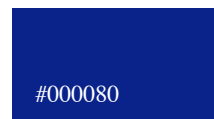
Car3:

Background: Crimson	Hover/Active/box-shadow/Text shadow: Darkred	Text Color: White smoke
#DC143C	#8B0000	#F5F5F5
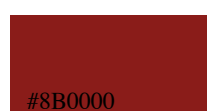
Car4:
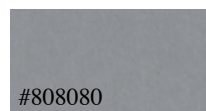
Background: Grey	Hover/Active/Text shadow/ Box-shadow: Darkgrey	Text Color: White smoke
#808080	#A9A9A9	#F5F5F5
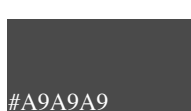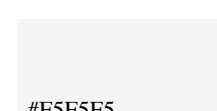
Pens buttons:

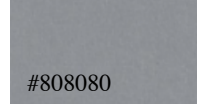| Background: Crimson	Hover/Active/Text shadow: Darkred	Box-shadow: Grey	Text color: Whitesmoke
#DC143C	#8B0000	#808080	#F5F5F5
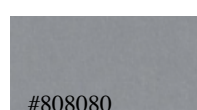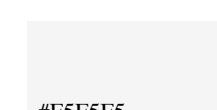
ICONOGRAPHY
Dinosaurs
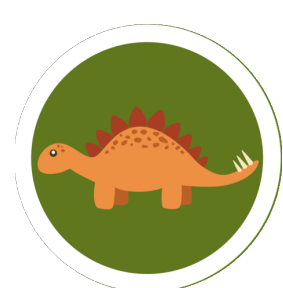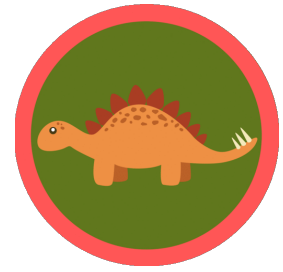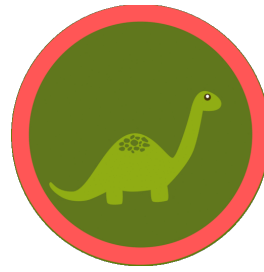
#F5F5F5

#F5F5F5

#F5F5F5

#F5F5F5

#B0C4DE

#DC143C

#006400

#FF8C00

#DC143C

#FF8C00

#FF8C00

#8B0000

#000000

#000000

#000000

#000000

#DC143C

#DC143C

#DC143C

#DC143C

For making the dinosaur icons I used the Canva app, which provides users with readymade graphical layouts and designs. I used free dinosaur icons from the app to create the icons I used in my interface with a change in the circle color, which depicts the fact that the fence is turned on

or off. To create a dinosaur icon you should use bright color palette with #FF8C00 as the background and white or red as the fence depending if it's on or off.

Meat	Logo

#FFFFFF

#FF7F50

#CD5C5C

#A9A9A9

#FFFFFF

#DC143C

#FF8C00

#FF8C00
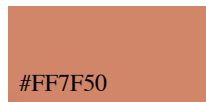
For making the Meat icon I used the Canva app, which provides users with readymade graphical layouts and designs. I got a readymade meat icon from the app and altered it according to my requirement. For creating a meat icon you should use pastel color palette, and design on the dinosaur feed, you should alter the icon to the food dinosaur eats (for example, fruit or tree, to show the dinosaur is vegetarian or meat, as in my example to show the dinosaur is a meat-eater.) Similarly, for creating the the Jurassic Park logo I used Canva app, but used bright colors. The dinosaur used in the logo is one of the dinosaurs I have used in my map interface. I used the same colors as one of the dinosaur to connect the interface and logo to one another.

LAYOUT

Popups (Feeding Animal):
- Position: Relative
- Display: inline-block
- Z-index: 2
- Width: 40px
- Position: absolute
- Top: 612px
- Left: 920px
- Transition: .2s all ease-in;
-

Popuptexts (Hungry):
- Visibility: hidden
- Width: 60px
- Border-radius: 6px
- Padding: 8px 0
- Position: absolute
- Z-index: 1
- Bottom: 125%
- Margin-left: -25px
- Margin-bottom: 6px
- Top: 635px
- Left: 755px

Logo Image
- Width: 200px
- Display: block
- Margin-left: 600px
- Margin-right: 500px
- Padding-bottom: 50px
- Padding-top: 10px

Rectangle storing car buttons
- Height: 80px
- Width: 705px
- Position: absolute
- Top: 820px
- Left: 360px
- Border: 3px solid
- Margin-bottom: 50px

Background image
- Width: 800px
- Border: 5px solid
- Display: block

- Margin-left: 300px
- Margin-right: 300px
- Border: 5px solid

Dinosaur images
- Position: absolute
- Top: 380px
- Width: 120px
- Left: 540px

Meat Image
- Position: absolute
- Z-index: 1
- Border-radius: 50%
- Width: 23px
- Height: 20px
- Padding: 8px 8px
- Cursor: pointer

Link button (Map):
- Position: absolute
- Top:550px
- Left:985px
- Padding-top:15px
- Padding-left: 10px
- Padding-right: 10px
- Width: 80px;
- Height: 55px;

Fence Buttons:
- Left: 473px & 920px
- Top: 440px & 550px
- Position: absolute
- Padding: 10px 15px
- Transition: .2s all ease-in

Car Buttons:
- Position: Absolute
- Margin: 1em 0
- Left: 410px, 480px, 575px, 645px
- Top: 840px

Body
- Background-repeat: no-repeat
- Background-size: cover
- Height: 800px

Cars:
- Border-radius: 50%
- Width: 15px
- Height: 20px
- Position: absolute
- Left:450px
- Top:280px
- Padding-left: 9px
- Padding-top: 4px

CONTROLS

Fence Buttons:
- Border-radius: 50%
- Cursor: pointer
- Width: 40px
- Height: 37px
- Transition: .2s all ease-in
- Use: Turn off/on the fence

Car Buttons:
- Border-radius: 50%
- Cursor: pointer
- Height: 40px
- Width: 45px
- Transition: .2s all ease-in
- Use: To start/stop the cars

Feeding buttons:
- Border-radius: 50%
- Cursor: pointer
- Width: 23px
- Height: 20px
- Transition: .2s all ease-in
- Use: To feed a hungry animal

Map Link Button
- Border-radius: 50%
- Cursor: pointer
- Transition: .2s all ease-in
- Use: Links to the map page

ANIMATION

Cars:
- Effect & Easing: Move from one corner to another
- Duration: Varies (60-70 secs)
- Iteration count: Infinitely
- Direction: This effect starts over when it finishes
- Animation: Move1, Move2, Move3, Move4

For the animation of the cars, I am using the keyframes rule, which specifies the animation code. I am moving the cars from one corner to another using the position property of the cars. The effect keeps on looping until the user presses the stop button for any specific car. The different positions of the corresponding cars are specified below.

@keyframes move1
```
 0%     left:1050px; top:710px
25%     left:350px; top:710px
50%     left:350px; top:280px
75%     left:350px; top:280px
100%   left:1050px; top:280px
```

@keyframes move2
```
 0%     left:1000px; top:690px
 25%   left:400px; top:690px
 50%   left:400px; top:290px
 75%   left:400px; top:290px
 100% left:1000px; top:290px
```

@keyframes move3
```
0%      left:1030px; top:740px
25%     left:380px; top:740px
50%     left:380px; top:310px
75%     left:380px; top:310px
100%   left:1030px; top:310px
```

@keyframes move4
```
0%      left:1040px; top:680px
25%     left:360px; top:680px
50%     left:360px; top:300px
75%     left:360px; top:300px
100%   left:1040px; top:300px
```

Popups (Hungry):
- Effect & Easing: Appears and disappears
- Duration: Varies (20-40 secs)
- Iteration count: Infinitely
- Direction: This effect starts over after it finishes

- Visibility: from Hidden to Visible

Popuptexts (Feeding Animal):
- Effect & Easing: Appears and disappears
- Animation: fadeIn
- Duration: Varies (10-15 secs)
- Direction: This effect starts over after it finishes

For the hungry popup, I am using the keyframes rule, which specifies the animation code. I am making the popup appear and disappear by using the fadeIn animation. For this animation, I am using the opacity property, which enables the popup appear of disappear accordingly. The fadeIn animation is specifies below.

@keyframes fadeIn
  from opacity: 0
  to opacity:1

User Evaluation Write-up

After explaining the interface to my participant, she was able to figure things out easily. She was able to perform all the tasks I asked her. I asked her four questions which were. "Using this interface stop the pink car", "Using this interface feed a hungry animal", "Using this interface Turn all the pens on", "Using this interface stop the blue car near a dinosaur of your desire". She was able to perform all the tasks successfully, but one of the things she pointed out was the size of the feed buttons, which didn't prominently stand out in my interface. She also pointed out the colors of the two cars, which were Lightsteelblue and Light blue, as they look somewhat similar to one another. Moreover, one of the things that annoyed my user, as well as, myself was the fact that the "hungry" popup stays active, even when we clicked on the feed button, for some time.

Furthermore, after considering the feedback you have given me, as well as after my user evaluation, I have altered a few things in my interface. I have tried to make the feed buttons larger to accommodate the Fitt's law, which can accurately predict the amount of time taken to move to and select a target. I, also, improved the mapping present in my interface, which makes the selections of the things easier. I also changed the button text for when the user clicks on all the fences are on or not, which you pointed out would be a problematic thing in the real world Jurassic park. I changed the position of the cars' start/stop buttons closer to the screen, which would reduce a lot of eye travel around the screen. I also used different colors for two of the resembling cars, to make it easy for the user to understand the difference. Moreover, I didn't use the toggle buttons, as you suggested instead of cars' start/stop buttons because I feel like it would be easier for any user to use the buttons with words on it than just the alteration of color, which would enable the colorblind people to use the interface successfully.

I also considered the interface for the people who are color blind, so I implemented a letter on the top of the cars which resembles the color of the cars. I changed the logo of my interface as it didn't quite connect to the whole interface, now it looks much better and looks something related to the main interface.

I also made the "hungry" popups and "animal is fed" popups disappear after a certain period of time, which is not an annoying thing anymore. I managed to change the home page according to your feedback and I think it looks more formed than it was before and a little more connected to the main interface. I think now my interface looks a little more composed and more responsive than before. I tried to make the design more consistent than before. These are few of the things that I strived to alter in the final revision of my interface.