

SUPERFAN

*INTERACTIVE
EXPERIENCE*



BRAINSTORM

come up with three different ideas of themes + interactive features

Idea 1: Fnaf

Theme



I used to be into this game so I thought it would be interesting to do explain certain aspects of it on a website.

Interactive JS Feature #1

Click on a game title screen and it takes you to the starting location in the game.

Interactive JS Feature #2

There will be a character for each game that explains the game when clicked on.

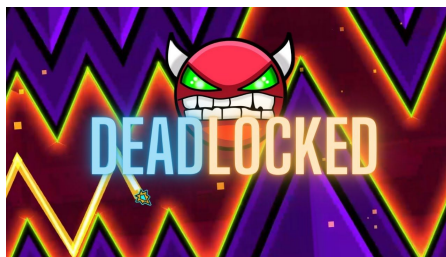
Interactive JS Feature #3

If you click on the character too many times it will jumpscare you.

Idea 2: Geometry Dash

Theme

I had a phase of this game and thought it would be interesting to make a website out of it as there is a lot of content to explore.



Interactive JS Feature #1

There will be a title screen where it will have options to either go to levels or gamemodes and if you click on either one it will send you to a level or gamemode whichever one you choose.

Interactive JS Feature #2

It will have images of a couple levels to enter screen and when clicked will show a video of the level.

Interactive JS Feature #3

When in game modes, if click on a picture it will show the gamemode with an explanation of it.

Idea 3: Roblox

Theme



I have been playing this game for a long time and will explain a few different games inside of roblox.

Interactive JS Feature #1

There will be 4 different games to pick on the starting menu, when clicked on the game text will show up giving basic info about the game.

Interactive JS Feature #2

When clicked a 2nd time it will play a trailer of the game.

Interactive JS Feature #3

When you click on the roblox logo it will play the “oof” sound.

EVALUATE

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

Evaluate + Choose Your Idea

	Pros	Cons
Idea 1: Fnaf	-Will be the most impressive one if finished fully	-Most complicated to code -Lots of text and reading
Idea 2: Geometry Dash	-Unique and niche -Will look most like the original game -Most fun to code	-Will be a bit short on content and have to cut things out from the game
Idea 3: Roblox	-Have the best idea of what I want it to look like -Easiest to code	-Very Basic and not much creativity.

CONTENT

gather and edit essential content for your site

Natural Disaster



Survival



ROBLOX

ROBLOX

RŌBLOX

ROBLOX



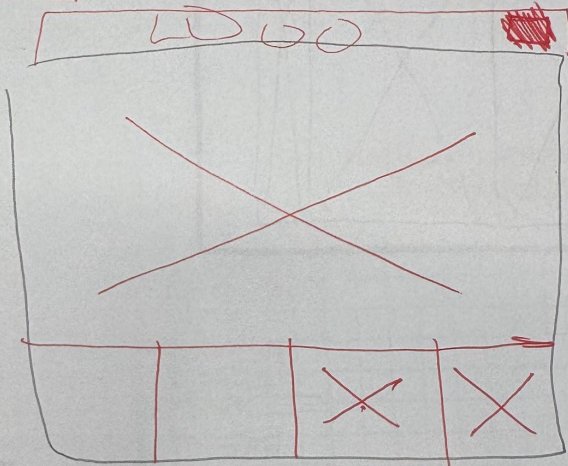
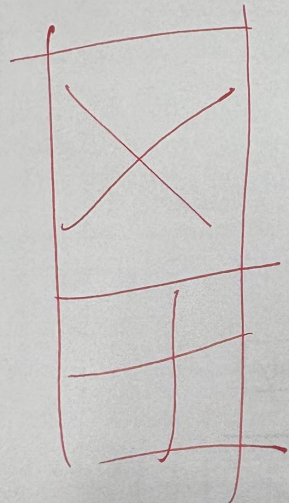
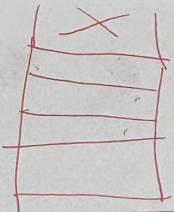
RŌBLOX





DESIGN

create three possible responsive designs for your chosen idea



GR

MOCKUP

choose your final layout and create a digital mockup

ROBLOX

NATURAL DISASTER SURVIVAL!

Natural
Disaster Info



Speed Run 4

MORE LEVELS



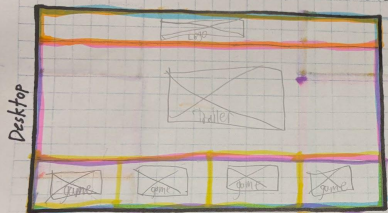


ANNOTATE

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

The Multiple Representations of a Responsive Website!

NAME: Jackson Dondog

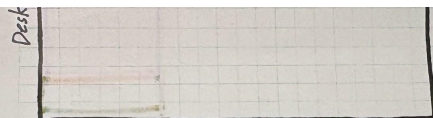
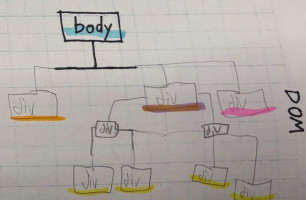
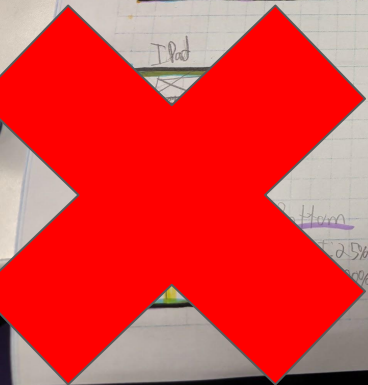


Body
Height: 100vh
Width: 100% Height: 65%
Width: 100% Height: 15% Width: 100%

Display: Block

Header
Height: 30%
Width: 100%
Display: Flex

Game
Height: 100%
Width: 25%
Display: Flex



Body
Height: 100vh
Width: 100%
Display: block

Logo
Height: 15%
Width: 10%

Trailer
Height: 50%
Width: 80%

Button
Height: 35%
Width: 100%
Display: flex

Game
Height: 25%
Width: 100%

Height: 25%
Width: 100%

Body
Height: 100vh
Width: 100%
Display: block

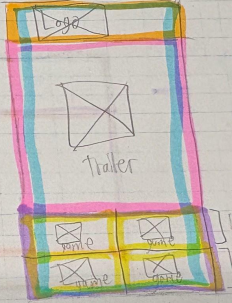
Logo
Height: 15%
Width: 10%

Trailer
Height: 50%
Width: 80%

Button
Height: 35%
Width: 100%
Display: flex

Game
Height: 25%
Width: 100%

Height: 25%
Width: 100%



body

Row

Row
Height: 50% Width: 100% Display: Flex