# Prototyping candidate assignment notes:

Total time 4 hours

1. Come up with a UI that will work for this.
   1. I think that this was the most challenging part of the project.
   2. There’s a lot of “moving parts” in this project that could potentially have conflict.
   3. Design choices that I made:
      1. Use a pop-up to display the album data when a user clicks on an image
      2. Toggle the visibility of the editing surfaces when a user is not using them.
      3. Colors and visual design… I like blues and orange. But data could prove that other colors work better.
      4. Adaptive layout… this works on a phone. Though I would like to rethink the editing surfaces on a phone. ☺
2. Clicking a button populates a stage with a series of objects.
   1. I chose to use the Itunes Api to populate the stage. I allowed me to showcase using an api call to retrieve and display data. The call returns a json string. I Parsed the title and image source out of the json.
3. Random placement of images.
   1. This is not true random placement. ☹ I chose to use a css trick to do this so that every nth item had different margins. It just gave the appearance of randomness.
4. Circle objects
   1. This is simply achieved with the border-radius in CSS
5. Random styling of the images.
   1. This IS true random. I randomly generate the color of the border using a base 16 math conversion. I then store this in a data-color property on the image so that I can toggle it with the theme of the page.
6. The animation onto the stage
   1. I chose jQuery for the browser compatibility
7. Each item should have a unique id
   1. I used Regex to convert the spaces in the title to dashes. This allowed them to be used as a fairly unique id.
8. When the image is clicked, display the id in an ephemeral manner.
   1. I chose to do this as a popup that populates with the title and the image.
9. Add a control panel
   1. I chose to do this as a side panel that can be toggled on and off via two button in the upper right hand corner.
   2. The Theme and Item editor can both be used at the same time with no conflict. Or they can be used separately.
10. Change the properties on the circles with a slider
    1. I chose to change the size of the images with the slider.
    2. This is done with an event listener on the slider.
11. Toggling the theme between unique and default theme
    1. This is achieved by toggling between the data-color and a predefined theme color that I chose.
12. Allow a delete mode that allows users to delete individual circles.
    1. One change that I would make to this is to add a confirmation of deletion or to add a way to restore an image onto the stage once it is deleted.
    2. The delete function uses the same click event as the “show info” feature.
       1. When in delete mode, the image is deleted. When out of delete mode, clicking on the image shows more info.
       2. I think this could be prone to users making mistakes that they cannot, at this time, undo. The changes I suggested could help with this.
13. View a list of ids that have been deleted.
    1. This was fairly easy to achieve. I just appended the title to a list.
    2. I chose to hide this when you are not in the delete mode.

Personal thoughts:

I really enjoyed this project. If this is a sampling of the type of work that I would be doing in this position, I am truly going to love my job.