Rick and Morty

User manual for the "Rick and Morty" website and application

Summary

1 - Random Data Retrieval from " The Rick and Morty API"

2 - Filtering Characters by Status

3 - Core Functions Logic

4 - User Interactions with Cards and Modals

5 - Responsive Design and Animations

Random Data Retrieval from " The Rick and Morty API"

1

The script utilizes "The Rick and Morty API" to retrieve character data. Initially, data from all characters on the pages of the API is fetched. This data is then processed to create objects representing each character.

Filtering Characters by Status

2

Characters are categorized into three groups based on their status: "Dead," "Alive," or "Unknown."

Each character is placed into the corresponding array based on their status.

Core Functions Logic

3

getCharactersFromAPI(): This function fetches character data from the API, organizes it by status, then selects a random set to display.

selectRandomCharacters(charactersArray): This function randomly selects a specified number of characters, avoiding duplicates by checking the IDs of characters already displayed.

displayCharacterCards(characters): This function creates HTML elements to display character cards with their information. It also includes an event listener to show details in a modal when a card is clicked.

Core Functions Logic

3

openModal(content): This function opens a modal with the specified content and adds event listeners to close it either by clicking the close button or clicking outside the modal.

closeModal(): This function closes the modal, adjusting its display to hide it.

User Interactions with Cards and Modals

4

When a user clicks on a character card, a modal opens displaying detailed information about that character. Information includes name, image, status, gender, species, origin, location, and episodes where the character appeared.

The "12 new characters," "Dead," "Alive," and "Unknown" buttons allow users to filter and display different sets of characters based on their status.

Responsive Design and Animations

5

To enhance user experience, character cards respond to page scrolling. When a card partially enters the view, it receives a class to activate a hover effect.

Character images have a long-press event (touchstart) preventing the context menu from opening, providing a better experience on touch devices.

The switch buttons activate a halo animation when clicked, improving visual feedback for the user.