



Rick and Morty

Rick and Morty Character Cards
Application Documentation

Summary

1 - Introduction

2 - Key Features

Display of Character Cards

Random Selection of 12 Characters

Interaction with Cards

3 - Usage

4 - Technologies Used

5 - Responsive Design and Animations

6 - Technologies Used

1 . Introduction

The Rick and Morty Character Cards application is a user interface for displaying and exploring information about characters from the animated series Rick and Morty. It utilizes the public Rick and Morty API to fetch character data and display their corresponding cards on the web page.



2 . Key Features

A

Display of Character Cards

Character cards display information such as name, status, gender, species, origin, location, and a list of episodes in which the character appears.

2 . Key Features

B

Random Selection of 12 Characters

New 12 Characters: This feature allows the user to randomly select 12 new characters to display.

12 Deceased Characters: Randomly selects 12 deceased characters to display.

12 Living Characters: Randomly selects 12 living characters to display.

12 Characters with "Unknown" Status: Randomly selects 12 characters with an "Unknown" status to display.



Here, the four buttons for filtering by status

The first button call 12 new characters taken at random from all the statuses, the second for dead characters, the third for the living and the last for unknown statuses

2 . Key Features

C

Interaction with Cards

The cards are deployed on hover in desktop version and automatically on scroll in mobile version



Modal Opening: Clicking on a character card opens a modal to display detailed information about the character, including image, origin, location, and episode list.

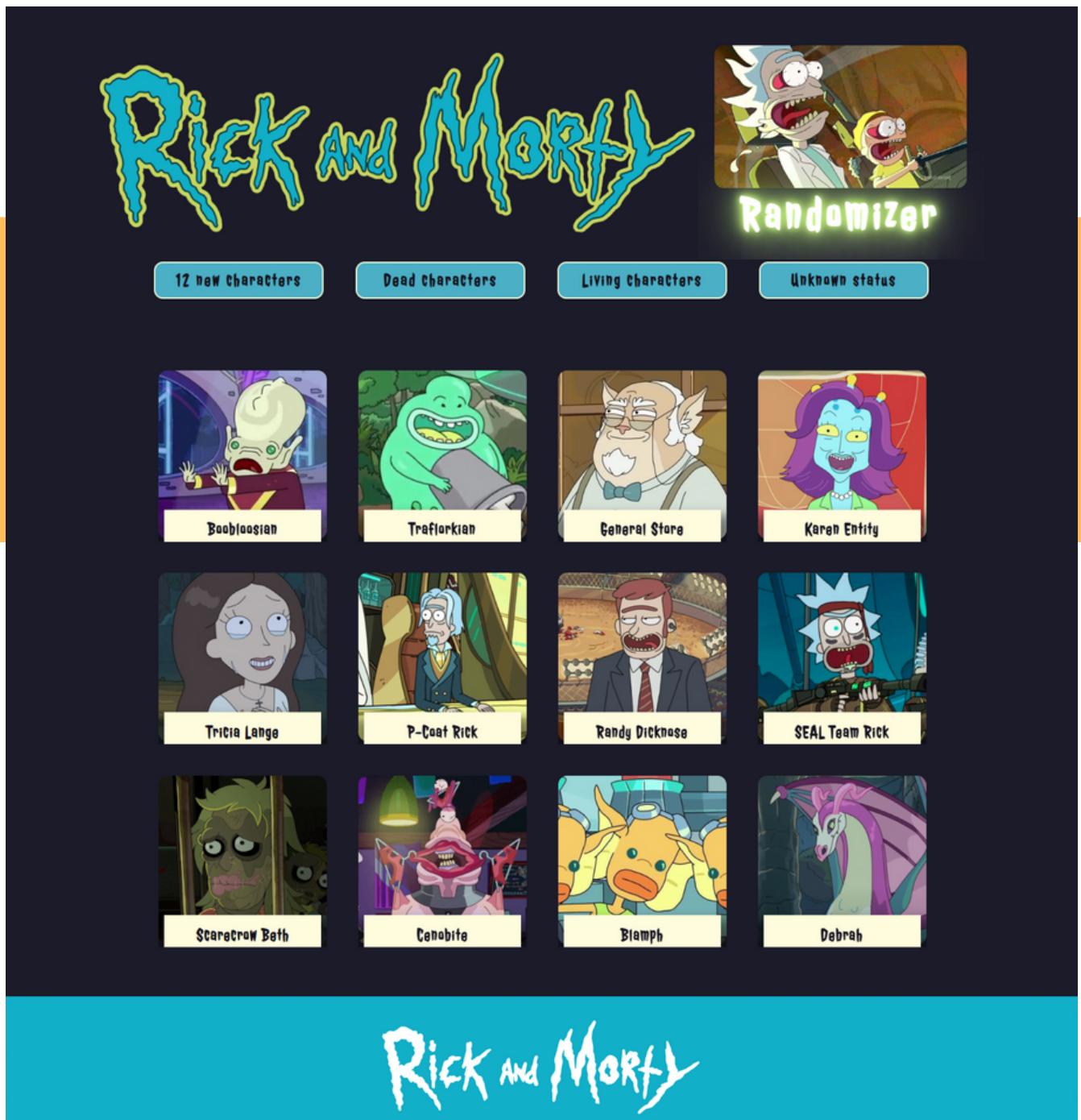
Modal Closing: The modal can be closed by clicking the close button or clicking outside the modal.



3 . Usage

To use the application, simply load the page.

The first 12 character cards will be displayed. Then, the user can interact with the buttons to select different sets of characters or scroll the page to display more cards.



4 . Responsive Design and Animations

On mobile version, to enhance user experience, character cards respond to page scrolling. When a card partially enters the view, this activates and displays more content until it moves off the screen

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

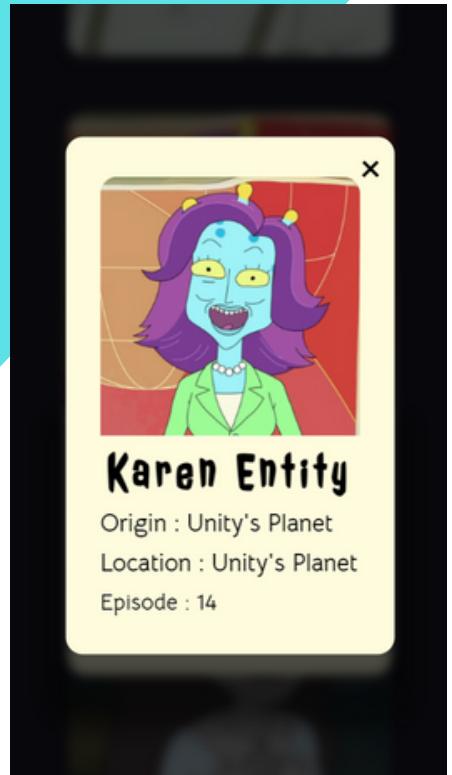
menu and buttons



Scroll on cards

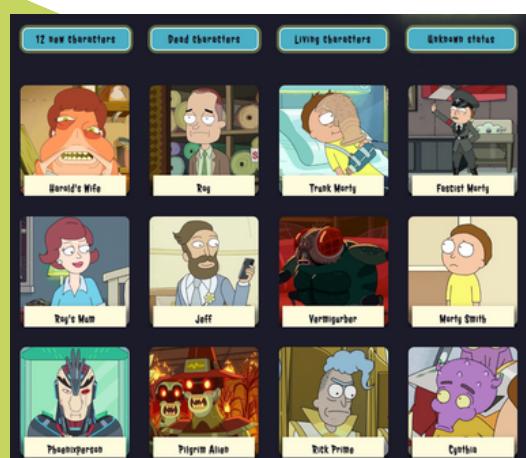
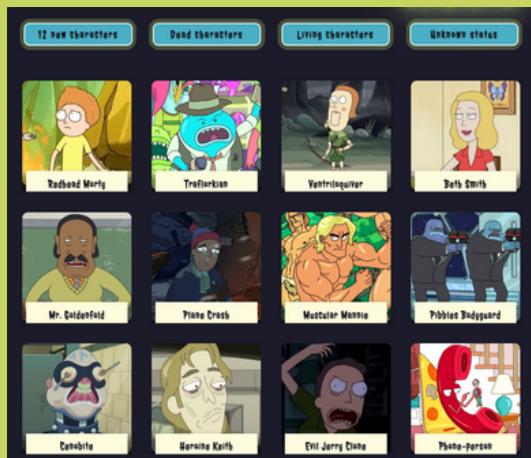
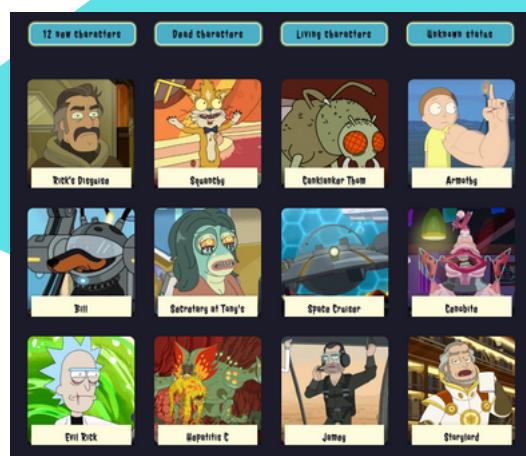
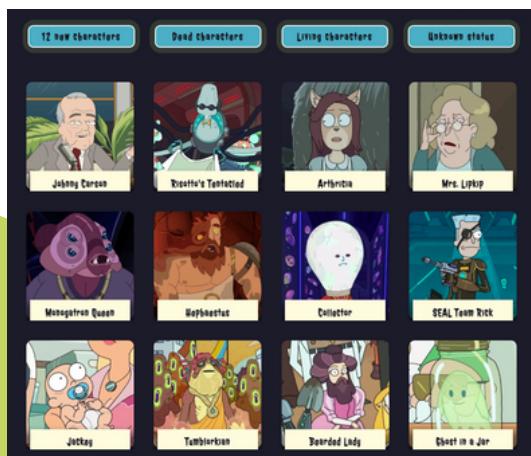
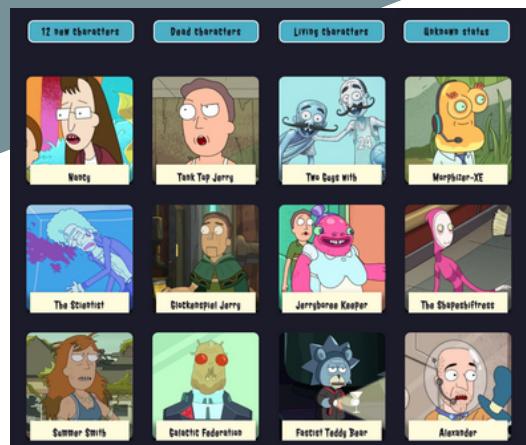
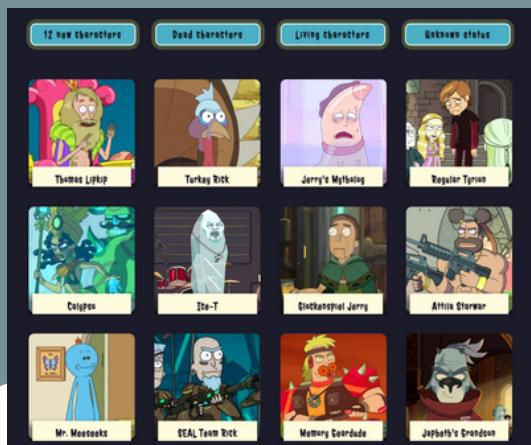


mobile version
of the modal



5 . Round of tests for features

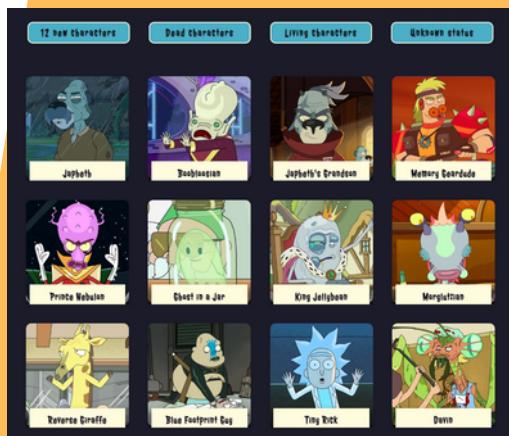
A check that each button is working correctly by clicking on each of them 6 times and checking card by card if there are duplicates and if the draw is indeed random.



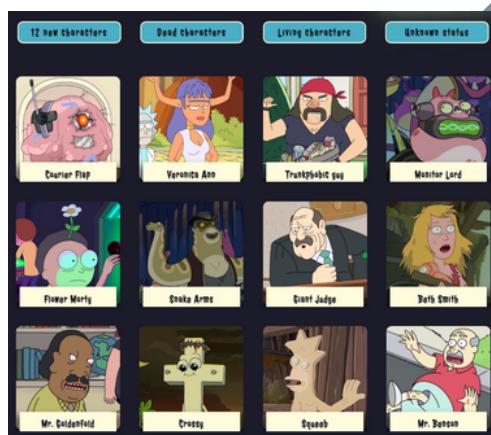
Conclusive test, no duplicates detected on any of the iterations and those on the four buttons

5 . Round of tests for features

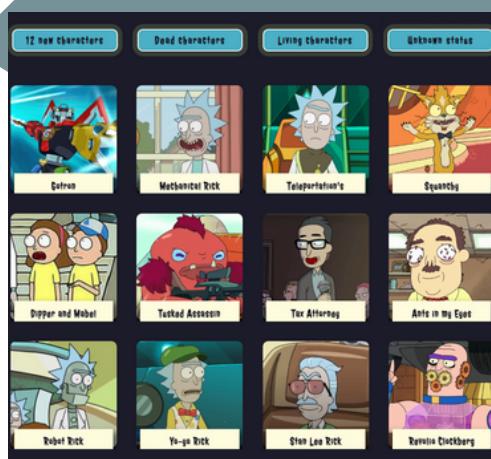
Second set of tests to verify with two clicks on each status button that the statuses of the selected characters conform to the expected one.



Test dead ones



Test Living ones



Test Unknown ones



Conclusive test because the statutes are compliant

6 . Technologies Used

Display of Character Cards

- JavaScript for the application logic and API calls
- HTML for the web page structure
- CSS for styling and layout

HTML



CSS



JS

