

SUPERFAN

**INTERACTIVE
EXPERIENCE**



BRAINSTORM

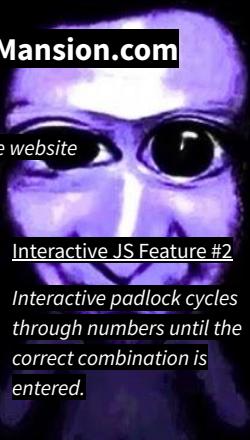
come up with three different ideas of themes + interactive features

PHASE 0

Idea 1: EscapeMyMansion.com

Theme:

Ao Oni point and click puzzle website



Interactive JS Feature #1

Click on different parts of your surroundings to observe in closer detail or to go to a different area.

Interactive JS Feature #2

Interactive padlock cycles through numbers until the correct combination is entered.

Interactive JS Feature #3

Toggleable Inventory

Idea 2: Demon's souls

Theme

Demon's Souls area and boss guide



Interactive JS Feature #1

Clicking on different archstones displays an image of that area and its bosses.

Interactive JS Feature #2

Clicking on a button in the top left of the website will switch between positive and negative soul tendency occurrences in all areas effectively changing the structure of the website.

Interactive JS Feature #3

Clicking on the archstone again will play the boss theme of that area's final boss.

Idea 3: DSBoSSLore.com

Theme:

Dark Souls Boss Lore and Item guide website.

Interactive JS Feature #1

Clicking on Images provide Lore and information on the area and bosses.

Interactive JS Feature #2

Menu that changes the structure of the website and lets you cycle through different areas.

Interactive JS Feature #3

Second click reveals boss soul and plays music.

EVALUATE

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

PHASE 1

Pros/Cons of Each Idea:

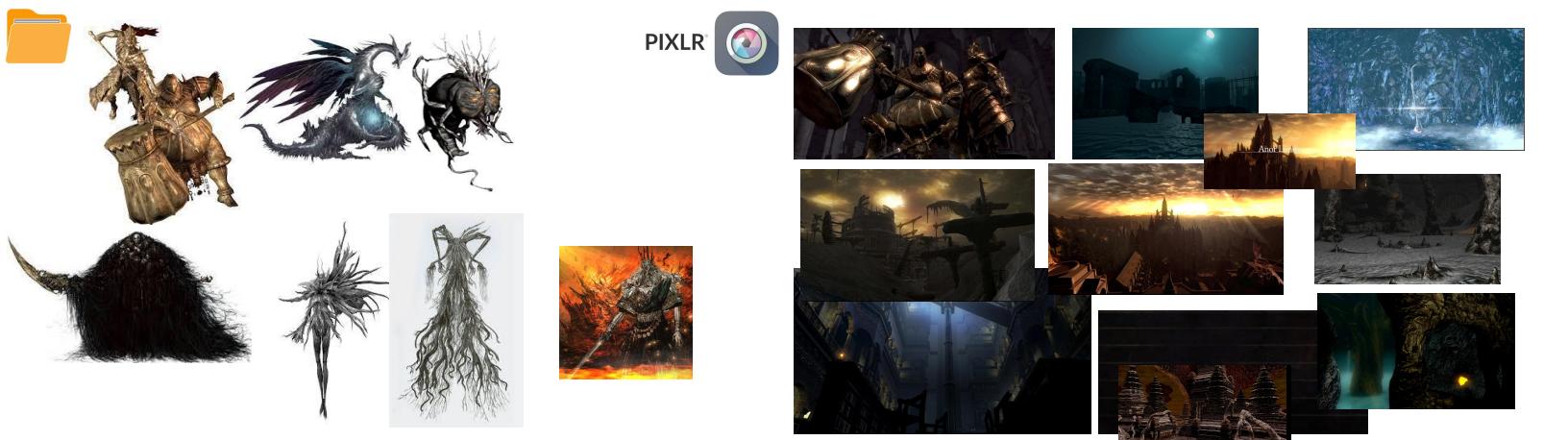


	Pros	Cons
Idea 1:	<ul style="list-style-type: none"> An abundance of unique interactive features 	<ul style="list-style-type: none"> Several Website Layouts will result in long and convoluted code A padlock puzzle will require research
Idea 2:	<ul style="list-style-type: none"> Simple Layout Design Similar to what we've been doing in class 	<ul style="list-style-type: none"> Having the Website Layout or information change completely will be time consuming •
Idea 3:	<ul style="list-style-type: none"> Simple Layout Design Similar to what we've been doing in class 	<ul style="list-style-type: none"> Having interchangeable layouts for the website will result in longer code and be time consuming

CONTENT

gather and edit essential content for your site

PHASE 2

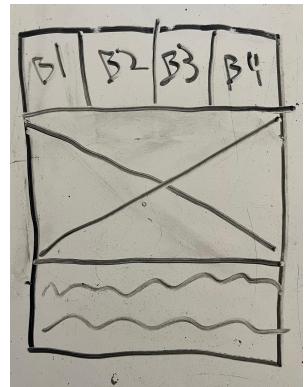
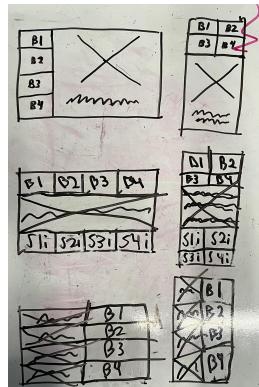


PIXLR

DESIGN

create three possible responsive designs for your chosen idea

PHASE 3



MOCKUP

choose your final layout and create a digital mockup

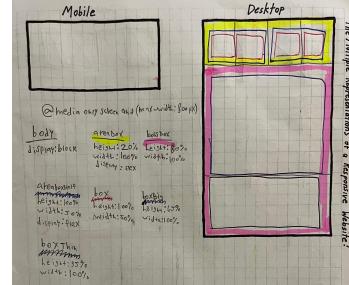
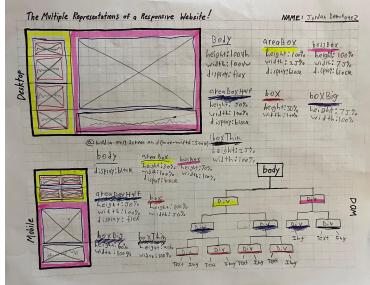
PHASE 4



ANNOTATE

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

PHASE 5



Function 1:

```
function changeDuke() {
    document.getElementById("bossImage").src = "images/Bed_of_Chaos.JPG";
    document.getElementById("text").innerHTML = "In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed. Document getElementsById('soult').innerHTML = 'An attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul').classList.add('translucent2');
    document.getElementById('soul').classList.remove('translucent2');
    document.getElementById('soul2').innerHTML = 'In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul2').classList.add('translucent2');
    document.getElementById('soul2').classList.remove('translucent2');
    document.getElementById('soul3').innerHTML = 'In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul3').classList.add('translucent2');
    document.getElementById('soul3').classList.remove('translucent2');
    document.getElementById('soul4').innerHTML = 'In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul4').classList.add('translucent2');
    document.getElementById('soul4').classList.remove('translucent2');
}
```

Function 2:

```
function changeGiant() {
    document.getElementById("bossImage").src = "images/Four_Flags.JPG";
    document.getElementById("text").innerHTML = "The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords. Document getElementsById('soul').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul').classList.add('translucent2');
    document.getElementById('soul').classList.remove('translucent2');
    document.getElementById('soul2').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul2').classList.add('translucent2');
    document.getElementById('soul2').classList.remove('translucent2');
    document.getElementById('soul3').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul3').classList.add('translucent2');
    document.getElementById('soul3').classList.remove('translucent2');
    document.getElementById('soul4').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul4').classList.add('translucent2');
    document.getElementById('soul4').classList.remove('translucent2');
}
```

Function 3:

```
function changeBed() {
    document.getElementById("bossImage").src = "images/Bed_of_Chaos.JPG";
    document.getElementById("text").innerHTML = "In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed. Document getElementsById('soul').innerHTML = 'In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul').classList.add('translucent2');
    document.getElementById('soul').classList.remove('translucent2');
    document.getElementById('soul2').innerHTML = 'In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul2').classList.add('translucent2');
    document.getElementById('soul2').classList.remove('translucent2');
    document.getElementById('soul3').innerHTML = 'In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul3').classList.add('translucent2');
    document.getElementById('soul3').classList.remove('translucent2');
    document.getElementById('soul4').innerHTML = 'In an attempt to create a second First Fleet, the Witch of Health conducted a ritual that ultimately failed.';
    document.getElementById('soul4').classList.add('translucent2');
    document.getElementById('soul4').classList.remove('translucent2');
}
```

Function 4:

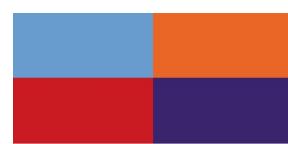
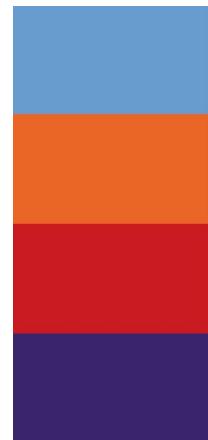
```
function changeFlag() {
    document.getElementById("bossImage").src = "images/Four_Flags.JPG";
    document.getElementById("text").innerHTML = "The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords. Document getElementsById('soul').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul').classList.add('translucent2');
    document.getElementById('soul').classList.remove('translucent2');
    document.getElementById('soul2').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul2').classList.add('translucent2');
    document.getElementById('soul2').classList.remove('translucent2');
    document.getElementById('soul3').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul3').classList.add('translucent2');
    document.getElementById('soul3').classList.remove('translucent2');
    document.getElementById('soul4').innerHTML = 'The Four Kings are tall, gray-skinned humanoid figures with distorted, rot-like bodies and colossal swords.';
    document.getElementById('soul4').classList.add('translucent2');
    document.getElementById('soul4').classList.remove('translucent2');
}
```

JS

BUILD

create your desktop divs using html and css then make it responsive

PHASE 6



CONTENT

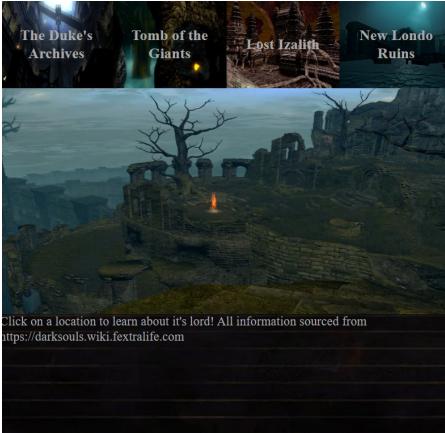
insert all images and text into your site

PHASE 7



Click on a location to learn about its lord! All information sourced from
<https://darksouls.wiki.fextralife.com>





JAVASCRIPT

add behavior to your page by inserting two pieces of javascript

PHASE 8

```

function menuNavigate() {
    document.getElementById("bossimage").src = "images/bed_of_chaos.MP";
    document.getElementById("bossimage").onmouseover = function() {
        "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
The Duke's Archives" classList.add("buttonover");
    };
    document.getElementById("bossimage").onmouseout = function() {
        "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
The Duke's Archives" classList.remove("buttonover");
    };
    document.getElementById("bossimage").onclick = function() {
        "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
The Duke's Archives" classList.add("buttonover");
        document.getElementById("bossimage").src = "images/bed_of_chaos.MP";
        document.getElementById("bossimage").currenttime = 0;
        document.getElementById("bossimage").onmouseover = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
The Duke's Archives" classList.remove("buttonover");
        };
        document.getElementById("bossimage").onmouseout = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
The Duke's Archives" classList.add("buttonover");
        };
        document.getElementById("bossimage").onclick = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
The Duke's Archives" classList.remove("buttonover");
        };
    };
}

function bosslink(x) {
    if (bossvalue == 1) {
        document.getElementById("bossimage").src = "images/ultra_GIANT";
        document.getElementById("bossimg").classList.remove("buttonover");
        document.getElementById("bossimg").onmouseover = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Tomb of the Giants" classList.add("buttonover");
        };
        document.getElementById("bossimg").onmouseout = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Tomb of the Giants" classList.remove("buttonover");
        };
        document.getElementById("bossimg").onclick = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Tomb of the Giants" classList.add("buttonover");
            document.getElementById("bossimg").src = "images/ultra_GIANT";
            document.getElementById("bossimg").currenttime = 0;
            document.getElementById("bossimg").onmouseover = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Tomb of the Giants" classList.remove("buttonover");
            };
            document.getElementById("bossimg").onmouseout = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Tomb of the Giants" classList.add("buttonover");
            };
            document.getElementById("bossimg").onclick = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Tomb of the Giants" classList.remove("buttonover");
            };
        };
    }
    else if (bossvalue == 2) {
        document.getElementById("bossimage").src = "images/micro_GIANT";
        document.getElementById("bossimg").classList.remove("buttonover");
        document.getElementById("bossimg").onmouseover = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Lost Izalith" classList.add("buttonover");
        };
        document.getElementById("bossimg").onmouseout = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Lost Izalith" classList.remove("buttonover");
        };
        document.getElementById("bossimg").onclick = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Lost Izalith" classList.add("buttonover");
            document.getElementById("bossimg").src = "images/micro_GIANT";
            document.getElementById("bossimg").currenttime = 0;
            document.getElementById("bossimg").onmouseover = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Lost Izalith" classList.remove("buttonover");
            };
            document.getElementById("bossimg").onmouseout = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Lost Izalith" classList.add("buttonover");
            };
            document.getElementById("bossimg").onclick = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
Lost Izalith" classList.remove("buttonover");
            };
        };
    }
    else if (bossvalue == 3) {
        document.getElementById("bossimage").src = "images/bed_of_chaos.OIP";
        document.getElementById("bossimg").classList.remove("buttonover");
        document.getElementById("bossimg").onmouseover = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
New Londo Ruins" classList.add("buttonover");
        };
        document.getElementById("bossimg").onmouseout = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
New Londo Ruins" classList.remove("buttonover");
        };
        document.getElementById("bossimg").onclick = function() {
            "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
New Londo Ruins" classList.add("buttonover");
            document.getElementById("bossimg").src = "images/bed_of_chaos.OIP";
            document.getElementById("bossimg").currenttime = 0;
            document.getElementById("bossimg").onmouseover = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
New Londo Ruins" classList.remove("buttonover");
            };
            document.getElementById("bossimg").onmouseout = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
New Londo Ruins" classList.add("buttonover");
            };
            document.getElementById("bossimg").onclick = function() {
                "With the shadows of the darkness we have come, the everlasting dragon  
will be born again. The darkness of the Four Lords will descend upon the world.  
New Londo Ruins" classList.remove("buttonover");
            };
        };
    }
}

```

```

function menuNavigateSound() {
    var sound = document.getElementById("DSHover");
    sound.play();
}

```

ENHANCE UX

add in effects when the user hovers and clicks to make the page intuitive and fun

PHASE 9



TEST + ITERATE

get feedback from users then make revisions to your user interface

PHASE 10

UI Before Feedback (Screenshot / GIF)

What trends did you identify in your feedback?

- Keep text on the lines
- Make the largest div interactive
- Add Background Music
- Fade Out Effect

UI After Feedback (Screenshot / GIF)

What changes did you make to improve your UI?

- Added a function to the largest div which played a different song according to the area/boss selected.
- Kept the area have effect on it was and added a different cover effect to the largest div.
- Added background music when boss music isn't playing.
- Added more breakpoints to put the text on the line on different screen sizes.