

Please see appendix below for WAVE and screen sizes

WRITE UP

Part 1:

For my project, I wanted to create a game that allows football fans to guess the outcome of the NFL Draft. This is something I have been wanting to create for some time as the format I envisioned did not exist, so I found this project a great opportunity to pursue my idea. I convey an NFL Draft Order filled with all teams who will be picking in the first round of the NFL Draft. During the draft, teams can trade, so the objective here was to use a draggable list that allows users to manipulate the order depending on where they think each team will make their selection. Then, they can assign a player in the Players list to each team. Once ready, the user can submit their results and receive a score based on how accurately they guessed compared to the actual results. However, this is built for the 2024 NFL Draft which has not yet happened, so I built a dummy array of actual results to show the functionality and scoring mechanism. When the 2024 NFL Draft actually happens, I will replace the dummy array with an array containing the actual team positions and player selections.

My site is built for fans of the NFL Draft and designed to be a “party game” where people can compete against each other while watching the draft. This is an exciting addition to the draft that will empower fans and perhaps further engage those who may not find the broadcast alone all that exciting. For the latter, I have included a separate “How to Play” page that explains the rules to novice users who may be previously unfamiliar with the NFL Draft. Having a scoring element allows players to compete against their friends and see who can guess best, similar to how friends compete with college basketball March Madness brackets.

Part 2:

- Draft Order List
 - Select a team and drag to change its order in the list. The number associated with the team will change upon mousemove(web) or touchend(mobile).
 - Scroll down the list to see further ⇒ Implemented an overflow:scroll for this
- Players List
 - Select a team in the Draft Order, then add a player by clicking on the green plus button in the Players List. A player will then be associated with that team. You can still drag the team up or down and the player will remain associated.
 - Scroll down the list to see further ⇒ Implemented an overflow:scroll for this
- Submit Button
 - Added a button for users to submit their inputs when ready. This generates the scoring function and gives an alert with their score as well as a “Total Score” that appears beneath the button.
 - To recreate, add a player to some teams and move some teams around and then hit the submit button. You will receive 1 point if the team is in the correct spot and 1 additional point if the correct player is assigned to a team.

- Scoring
 - Once a player submits their results and clears the alert, the team name and player selection will either be highlighted red or green. Green means they got the respective element correct and red means incorrect. Further detail and images are explained on the How to Play page.
- How to Play Icon
 - I've added a question mark icon as well as some "How to Play" text above the Players list that drives to a separate HTML page. To navigate to this page, click either the icon or the text. Once on the page, intro users can learn how the scoring works and what they need to do as well as how to interpret the scoring.
- Return to Game Icon
 - On the How to Play page, users can navigate back to the main page by clicking on the Return to Game text or the associated arrow icon.

Part 3:

- Dragula JS Library
- I wanted to implement a draggable list for the Draft Order, so I began exploring some JS Libraries. The easiest one to implement that I found was Dragula as I could integrate it with just a few lines of code and manipulate it to fit my needs.
- I used Dragula as a way to move teams around the draft order list to change their position number. For example, if the Chicago Bears are currently picking 1st overall but you think they will trade back and make their pick 4th, you can drag this team from 1 to 4 and the pick number will dynamically change to reflect them now picking 4th overall.
- Dragula allows for users to change the order of team selections so they can potentially reach 100% accuracy. Without a functionality to change the pick order of teams, there was no way to account for potential trades and thus users would not be able to achieve 100% accuracy despite the extremely low odds of achieving this. Without Dragula allowing for trades, it would be like buying a lotto ticket that could win you \$10 or so but excludes you from the jackpot of \$1 million.

Part 4:

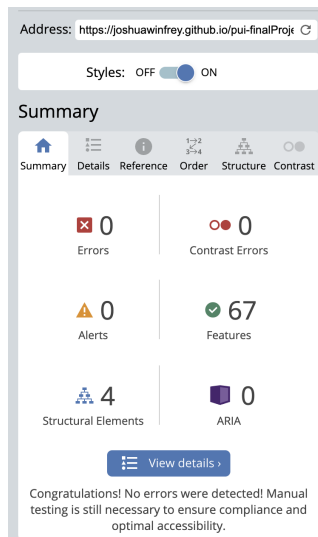
The changes I made to my prototype were primarily stylistic. My prototype included a draggable list for draft order which I was able to achieve, but I did change the style of the pages based on user feedback. Most feedback was that the page was visually a bit bland as it was mostly white, so I implemented a color palette consisting of white, dark blue, black, and cream as well as adding the NFL Draft logo to make the page more official. Additionally, I expanded the instructions on the How to Play page based on feedback that I could add more images and be more descriptive with the scoring. Lastly, on the Draft Order page, I removed the team logos and made it more streamlined with just the pick name and team. While I initially wanted to include logos, it was a bit too complicated as each logo from the internet has different ratios so some were morphed or would ruin the rest of the styling if kept to their native ratio.

Part 5:

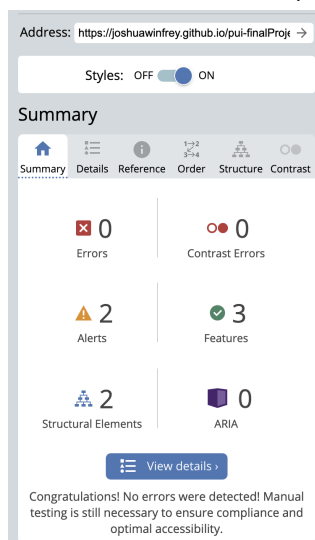
The primary challenge I faced was my failure to implement a remove button that allowed for users to remove player selections from the draggable Draft Order list. The problem was that, when adding the remove player button, javascript thought I was trying to drag the team instead of hit the button so there was some sort of layering that wasn't allowing for the prioritization of the button over dragging. Additionally, it took a while to create the functions that successfully created players and teams and pushed them to their respective lists via javascript arrays and push functions. I opted for this instead of hardcoding into the HTML so I could dynamically change/modify the array and thus manipulate the DOM properly without hardcoding.

Appendix

1. WAVE Index.html page



2. WAVE Instructions.html page (I checked the alerts and can confirm there are no issues with the alt text)



3. Screen sizes

- a. You can test with any screen size as this was built to be responsive. While mobile may not be the prettiest, I ensured the functionality works properly. I have it so that when the screen size is smaller for mobile that the Players list will drop below the draft order list. This is because if the players list becomes too small then it is very difficult to select an individual player and move the teams around.
- b. If you'd like exact screen sizes, you can test with widths of 1200px, 2400px, and 400px