SUPERFAN

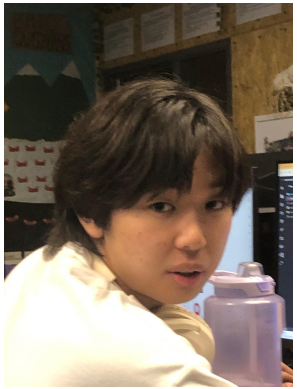
INTERACTIVE EXPERIENCE

BRAINSTORM

come up with three different ideas of themes + interactive features

PHASE 0

Idea 1:



Theme

Raymond Kumamoto

Interactive JS Feature #1

You click on a photo of ray, and he does a lil boogie before returning to his static image

Interactive JS Feature #2

Click on another photo of ray, and his image changes and a sound plays.

Idea 2:

Theme

The word “the”

Interactive JS Feature #1

There's gonna be an image of “the” in plain font, and when you click on it its gonna play some crazy music and on the beat drop its gonna switch to a really cool font

Interactive JS Feature #2

It's gonna be a gif that plays the video + audio of that one spongebob scene with him writing “the”

Idea 3:

Theme

Albert Einstein

Interactive JS Feature #1

I click on photo of einstein, and some music plays along with einstein getting shredded.

Interactive JS Feature #2

A photo of einstein and einstein the teacher, and something to show their friendship

EVALUATE

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

PHASE 1

Pros/Cons of Each Idea:

	Pros	Cons
Idea 1: Raymond	• Really funny • Ray wants it because he think it funny • Would be fun to work on.	• A bit dependant on raymond • Might run out of ideas.
Idea 2: The	• “The” has a lot of potential applications, so it can prove easy. • Also funny	• I’m not sure how many unique features i could add to “the” • Things might get a little bit repetitive
Idea 3: Einstein	• The teacher einstein would probably like the idea • Einstein is a cool beanz dude	• Don’t really want to do this one too much

CONTENT

gather and edit essential content for your site

PHASE 2

PIXLR®

Include screenshots here, but make sure you save images on your computer or in your Google Drive!

You want to see the exact shapes of your images before you create a detailed annotated plan!

DESIGN

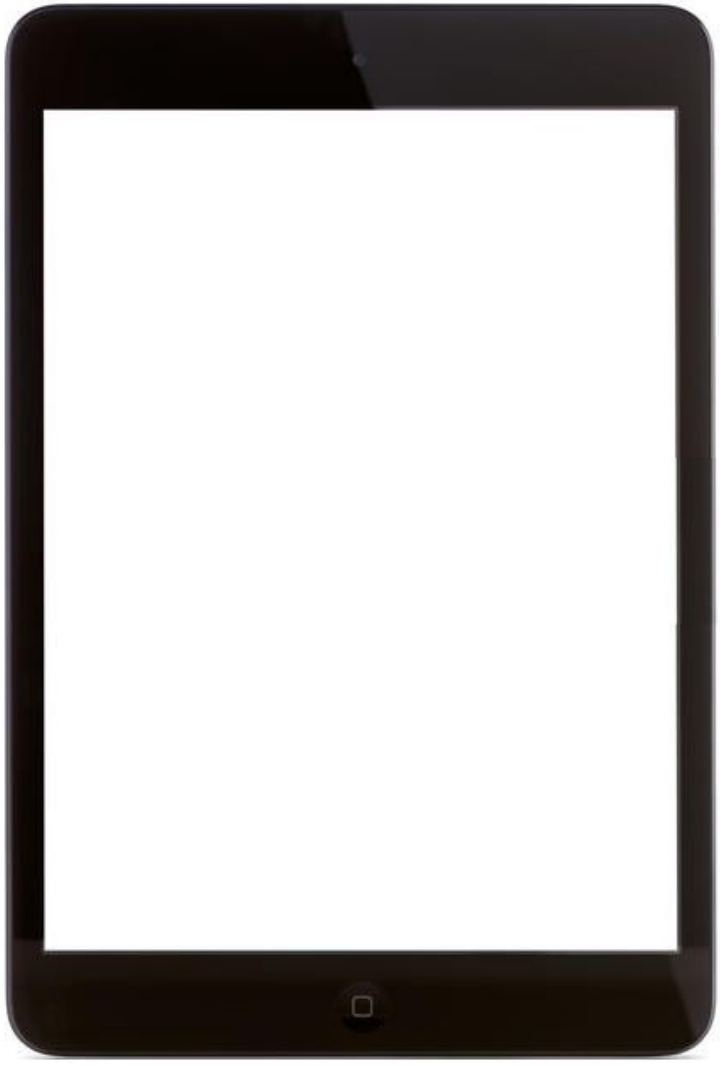
create three possible responsive designs for your chosen idea

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

HTML
CSS

BUILD

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

PHASE 6

Elements
Console
Sources
Network
Performance
Memory
Application
Security
Lighthouse
Styles
Computed
Layout
Event Listeners
Filter
:hov .cls
element.style {
}
@media only screen and (max-width: 900px)
.creature {
height: 35%;
width: 100%;
}
style.css:123
.dark-grey {
background-color: #707070;
}
style.css:68
.creature {
height: 100%;
width: 35%;
}
style.css:41
div {
display: block;
}
user agent stylesheet
margin
border
padding
847×224.797
html
body
div.info.light-grey
div.creature.dark-grey
Console
What's New
Highlights from the Chrome 96 update
New preview feature: CSS Overview panel
Use the CSS overview panel to identify CSS improvements on your page.
Enable emulating prefers-contrast media and auto dark mode
Emulate the user preference on using a different contrast mode for the page and Chrome's auto dark mode.
new

CONTENT

insert all images and text into your site

PHASE 7

Description: The outskirts are an artificial landscape reclaimed by nature, home to an abundance of life and competition

Inhabitants: Creatures in the outskirts are fierce and well adapted to the former city landscape

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JAVASCRIPT

add behavior to your page by inserting two pieces of javascript

PHASE 8

Description: the outskirts are an artificial landscape reclaimed by nature. They are home to an abundance of life and competition

Inhabitants: Creatures in the outskirts are fierce and well adapted to the former city landscape

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

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