Artefact Overview.

I decided to use PowerPoint as I could use it to make a Lo-fi prototype to a good standard. Although there was no interaction present, it helped me shape the framework behind what the HiFi prototype and webpage would look like.

With the Hi-fi prototype, the aim was to create a design that would mirror the structure of the final webpage. Using Adobe XD would be the best option to showcase the prototype due to the design potential the app offers. It also has a useful ‘Prototype’ feature where you can create layers of interaction and linking pressable buttons with different pages made. The layout was upgraded to more interactions, and a more clear, sleek, and aesthetically pleasing design from the Lo-fi prototype.

In the final design I removed the box around the best-selling games section and text in the background that was interfering with the layout of the elements in front of it. I also made visual upgrades to the pop-up boxes as the initial design felt plain. I also gave hover effects to the interactable elements to let the user know what can be pressed and a more appealing design.

For development, I decided to go with HTML and CSS as they are one of the easier programming languages to learn, whilst still being powerful enough to make efficient websites. I also decided to use JQuery as it is a library of JavaScript, therefore it carries out the same functions, however the syntax is a lot easier. On top of that, I’ve had prior experience with these languages, and they work well when it comes to creating a home page. I also went with XML as it is an efficient datastore resource and easy to use and setup. It also offers a more flexible structure than a database table and is very good for data interchange, which will be useful for me to implement my data into the interactive poster.

In terms of the interaction, I have two buttons currently working, being the 1995 button, that has a hover effect, located next to the timeline made entirely with CSS, and the Final Fantasy 7 button at the bottom which has an image overlay effect. Once either of those are clicked, a modal popup is triggered using the JQuery code “$(document).ready(function(){ $("#modal").click(function().” The data displayed within these modal boxes are external XML files implemented using JavaScript and styled using CSS. For example, in the displayTEXT(i) function on line 67, an xmlhttprequest is made to open, get and send to the specified xml file on line 74. The function underneath the request is used for passing elements within the tag you choose you display and how. You can do a table for instance, as shown on line 175 and loops through each element (line 177), or you can navigate between elements and tags, as shown on line 85 and 92 to view more data.

If I had more time and skill, I would have presented the data in as MySQL and added interactions to the buttons located on the PlayStation console to give users more information behind the hardware and the innovations it made at the time, as well as added interactions to the rest of the existing buttons. I would have also placed the ‘playstation logo’ button overlay on the screen with animations that the user would interact with to enter the poster. Finally, there is an inconsistent error with the FF7 data that sometimes doesn’t allow you to scroll through the data which I would have fixed. Refreshing fixes it.







