

# SUPERFAN

INTERACTIVE  
EXPERIENCE



## BRAINSTORM

*come up with three different ideas of themes + interactive features*

PHASE 0

### Idea 1: The Battle Cats

#### Theme

Show the intro to the game and evaluation of some of the base cats with information

#### Interactive JS Feature #1

When you click on the logo it sends you to a re-made intro

#### Interactive JS Feature #2

when you click on the cats, it'll change to their final evolution

#### Interactive JS Feature #3

Your explanation here...  




### Idea 2: Ena

#### Theme:

Intro to all the characters and when clicked you find out more about them

#### Interactive JS Feature #1

when clicking on each character it'll bring an individual character profile

#### Interactive JS Feature #2

also when clicking on the characters their voice lines will be heard

#### Interactive JS Feature #3

Your explanation here...  




## Idea 3: Gambling Machine



### Theme:

You press the side of a gambling machine and it'll randomize giving you all 3 of the same icon, if you win you can get another spin, if not then you lose all your money. You can also input a specific amount of money.

[Interactive JS Feature #1](#)

[Interactive JS Feature #2](#)

[Interactive JS Feature #3](#)

A randomizer brings different symbols down

You can input specific quantity of money

Your explanation here...



## EVALUATE

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

PHASE 1

## Evaluate + Choose Your Idea

	Pros	Cons
Idea 1: The battle cats	-easy to get information -simple layout	-making the intro by scratch might be hard -making a possible skip button might be hard
Idea 2: ENA	- Easy to get information - Easy to get Va's - Can add animation	-seems to simple, and a copy of the first idea - pictures might be tough to find
Idea 3: gambling slot machine	- Simple layout -	-might be hard to create a randomizer

## CONTENT

*gather and edit essential content for your site*

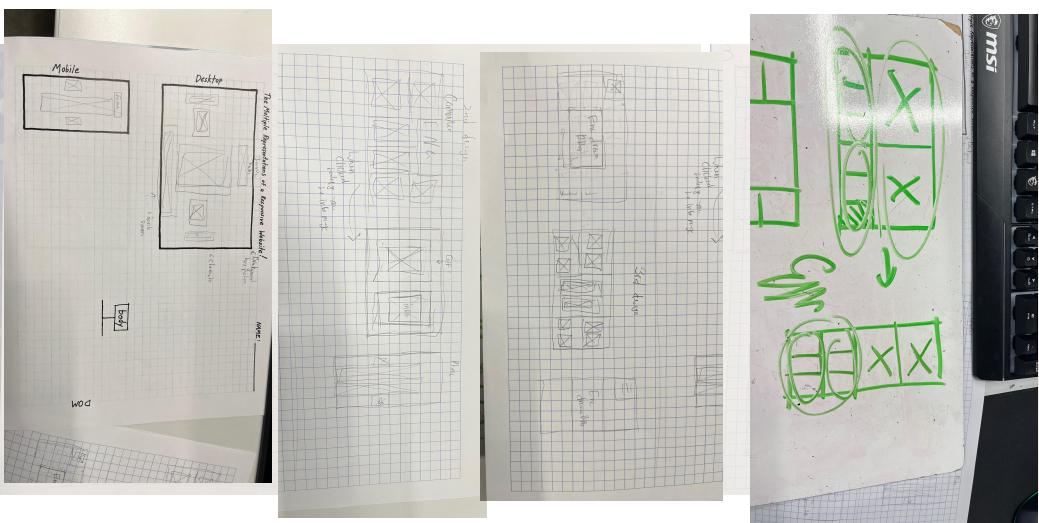
PHASE 2



# DESIGN

*create three possible responsive designs for your chosen idea*

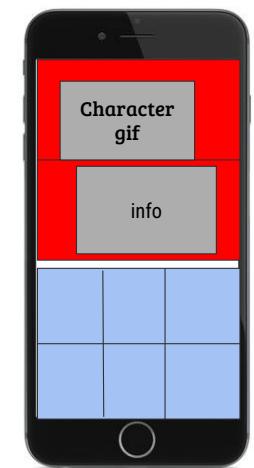
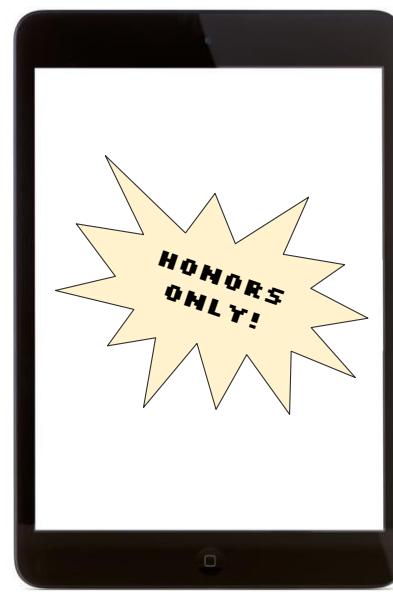
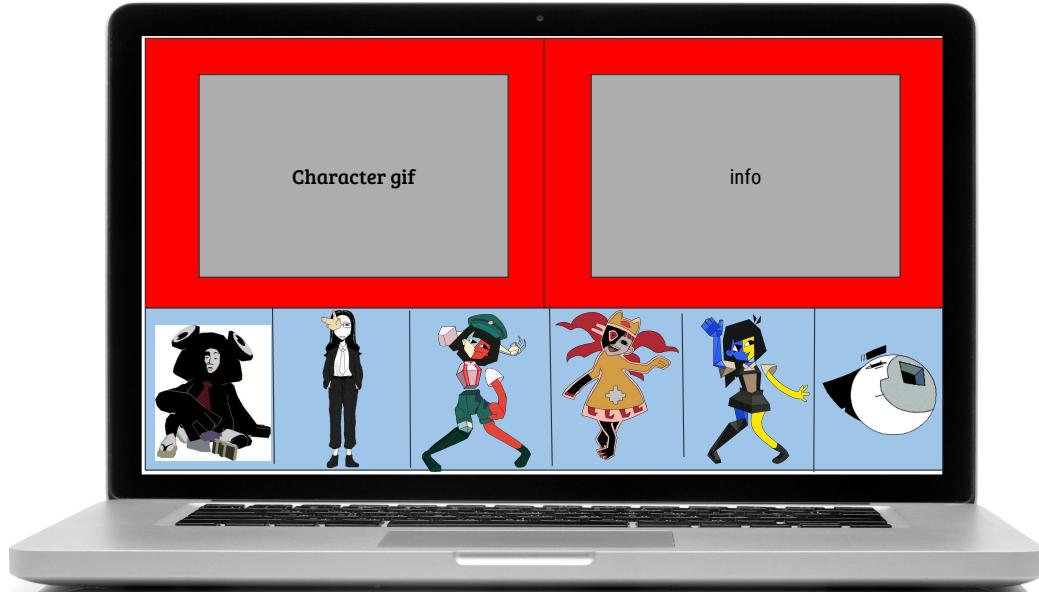
PHASE 3



# MOCKUP

*choose your final layout and create a digital mockup*

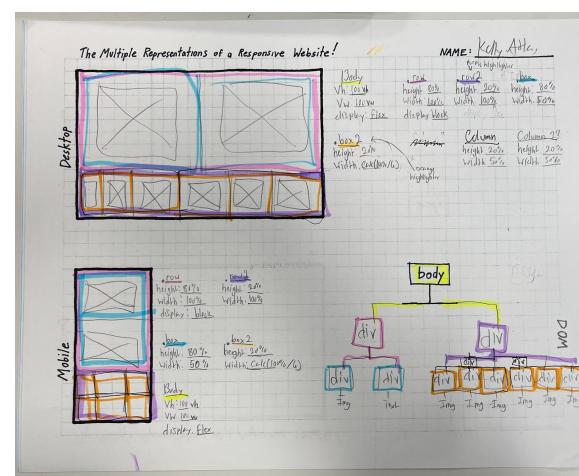
PHASE 4



# ANNOTATE

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

PHASE 5





# BUILD

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

PHASE 6

```
    }
    /* styles if the screen is 600px or less */
    @media only screen and (max-width: 600px) {
      body {
        display: block;
      }
      /* this class specifies shape */
      .shape {
        height: 40%;
        width: 100%;
        display: block;
      }
      .row {
        height: 60%;
        width: 100%;
        display: block;
      }
      .column {
        height: 50%;
        width: 100%;
        display: flex;
      }
      .box {
        height: 50%;
        width: 100%;
      }
      .box2 {
        height: 100%;
        width: 100%;
      }
    }
```

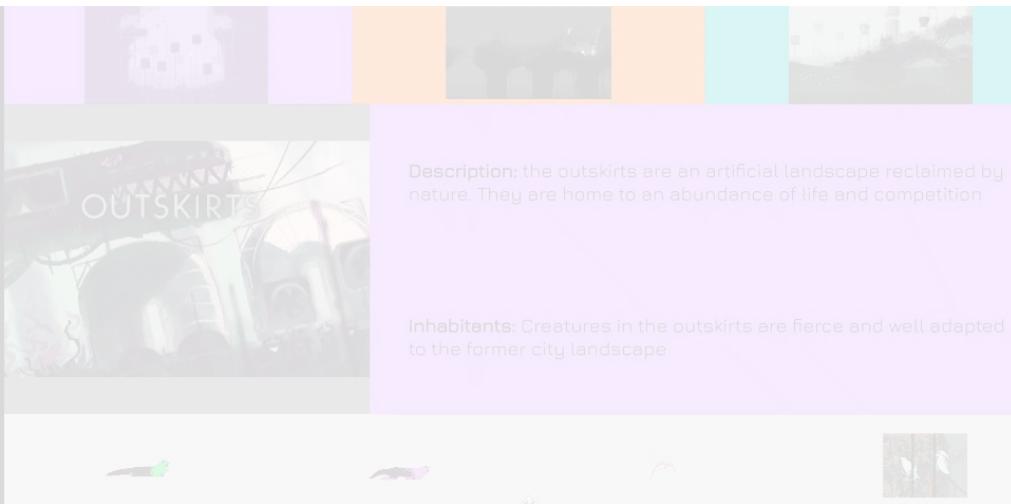
# CONTENT

*insert all images and text into your site*

# JAVASCRIPT

*add behavior to your page by inserting two pieces of javascript*

PHASE 8



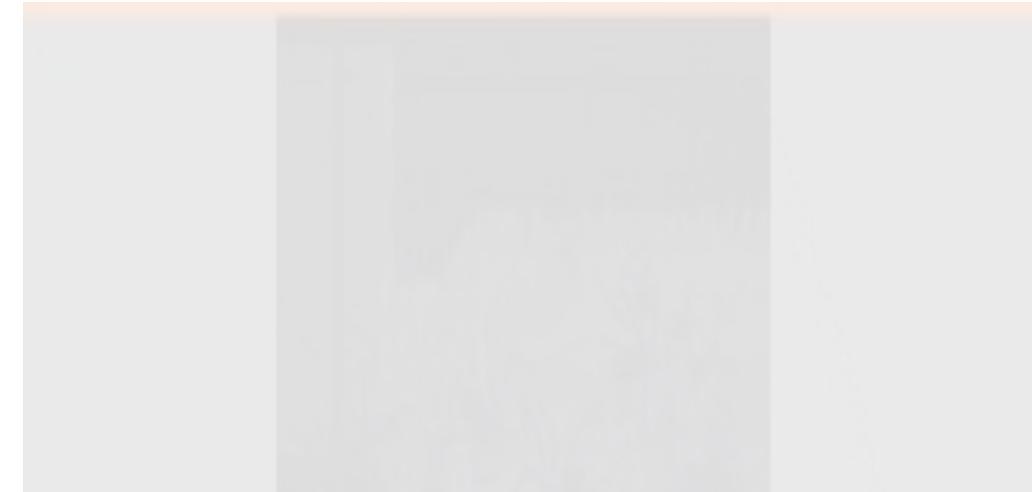
Description: the outskirts are an artificial landscape reclaimed by nature. They are home to an abundance of life and competition

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*

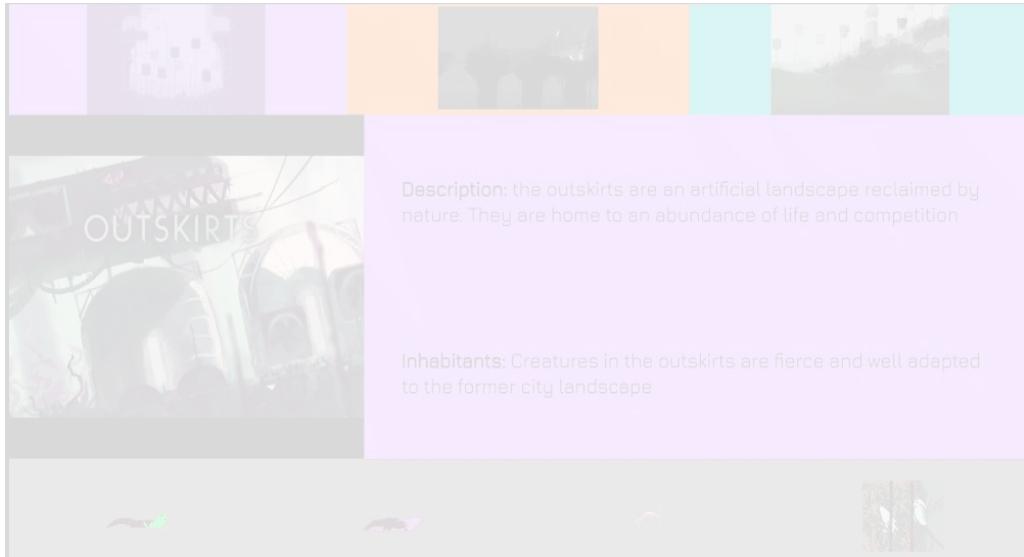
PHASE 9



# TEST + ITERATE

*get feedback from users then make revisions to your user interface*

PHASE 10



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