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Final Project  
Documentation

Audiences: General Public, people Looking to gather polling info

Interactive graphics: I'd like to create a way to create polls. Having a screen to select the Question being asked and its answers. I'd like to create interactive graphics involving the following

- 1) Having the choices enlarge and possibly transition to a new background color while hovering over
- 2) Animation when selected of other option spinning and growing slightly, then shrinking till nothing is left.
- 3) Drop down menu color change

Library: I was thinking of using the suggested Anime.Js. It looks like something that'll help me create smooth, simple transitions and animations to react to the user input/use.

Description-

My Target Audience is the general public, I wanted to make a page that could display simple 2 answer questions and quickly receive input. Whether it be for a business or personal project in need of opinions, the most important part was that anyone could use it.

Design-

I went with a simple grayscale for almost all of the colors. I figured it would allow me to focus on whether or not everyone could see it, regardless of if they were colorblind or not. The only

use of color is when an option is hovered over, which is used to create an emphasis on the fact that the buttons themselves were interactable.

### Beyond Class-

I learned how to use the Anime.js library! I might not be an expert, however I feel extremely comfortable doing animations and transitions with it. Although a lot of my information had to come from the git repo, I was able to find some stack overflow explanations to help me understand a few values and attributes that didn't quite make sense with the original wording. I have to admit, the Anime JS library is extremely useful. The fact that you can be simple and straight to the point by directly declaring values while also having it be able to take more complex values into each slot such as a function. For example, the scale property controls the size, so if you put 'scale: 2' it will double the size. However, if you type out 'scale: { value:[1,2], duration: 1000, delay: 200}' it change your size from 1 to 2, take 1000 to do the animation, but won't start till 200 after the rest of the animation has begun. This allows it to fine tune every piece to get just the right outcome. Even to the point where you can target only specific pieces to have certain animations in a group!

### Sources-

I used - <https://hackernoon.com/how-to-create-a-favorite-animation-with-anime-js-5f9ec02c80dd>  
- to help figure out how to use ease in and shrink objects(the main documentation didn't explain shrinking. Only growing)  
<http://animejs.com/documentation/#CSStransforms> - for all the base information on the library

<https://github.com/juliangarnier/anime> this has a little more detail in a more readable fashion for the library

<https://stackoverflow.com/questions/44351075/anime-js-backgroundcolor-giving-unexpected-results> - was to double check the background color change inside the anime functions.

And finally I used

<https://stackoverflow.com/questions/12983869/how-to-open-a-new-html-page-using-jquery> as an example to figure out how to open another html file within the window so that if the user decided to complete a poll question it would load the page.