

Final Project Breakdown

Fallout style retro terminal interface

1. Features and Functionality

a. Home page(index.html)

- i. Functioning navigation buttons that link to the appropriate pages
- ii. Ability to enter a custom username that is updated in the footer section of the screen using JS function that specifically updates the footer.
- iii. To enter a username the user can either click the confirm button or hit the enter key on the keyboard.
- iv. The screen is updated in real time when a username is entered with a custom welcome message.
- v. The username is saved for the whole session using session storage.

b. About page(about.html)

- i. Functional nav buttons that link to appropriate pages.
- ii. Two buttons, a Vault info button and a System diagnostics button that display different data types in real time on the screen.
- iii. A flag that displays a different message if the user tries to display the same information more than one time. (Auto resets when the user clicks to a different page)

c. Logs page (logs.html)

- i. Provides a list of pre-written logs for the user to view.
- ii. Provides a form for user to fill out to write their own logs to the terminal. This is by having each log stored as an item, and then all of the logs stored into an array.
- iii. Uses session storage to store all new logs written during the session.
- iv. Screen is updated in real time with new log entries by rendering the logs in real time using JS.

2. How JavaScript enhances the user experience

- a. The JavaScript in this project makes the experience unique for each person that uses it, or unique for each session if used by the same user. Being able to enter your own username that is shown for the session and being able to create your own logs make the interface more immersive and more realistic. Also, the session storage that saves the log makes the terminal really feel like a usable object other than a web application as the user can go back to read previous logs they have created (in the same session).

3. Challenges faced.

- a. One of the biggest challenges I faced during this project was making all the elements work cohesively together to create an immersive experience. The logic used to render and iterate over the logs to print each new entry to the terminal and the session storage to save every entry are integral parts of this project to make the terminal feel more immersive. Figuring out these elements of the logic took some time as well as trial and error. I had to reference other git-hub projects

to find more information on these specific implementations, and then re-work them to fit my applications needs. Overall, it was a great learning experience.

4. Plans for additional features.

- a. A loading screen or pause of some kind between hitting a button and something happening to give it more of an authentic feel.
- b. Screen flickering to give it the effect of a CRT screen to give it a retro feel.
- c. Update the logs page to make it more immersive and closer to the fallout terminal interface including sorting through logs by category and the titles being auto generated by date and time. The user would have to click on the title to read the log instead of all of the logs being printed on the same screen.
- d. Add a security feature that allows the user to “hack” the password to enter the terminal for a specific pre-created user.
- e. Add a more permanent storage solution so that logs could be saved beyond one session.
- f. Update the about section buttons to pull different information each time they are pushed instead of displaying the same information each time.

The purpose of this project is for hobbyists and fallout enthusiasts to be able to use a terminal-like system that could (with more work) actually function similarly to the terminals found in the game franchise.