

## Sports Car Gallery

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<https://csma113-project.glitch.me>

In this experience, a title page explains that the user will be entering a sports car gallery. In the sports car gallery, there are five fact cards showing interesting facts and some brief history about sports cars. The graphics that are shown when the fact cards are tapped, demonstrate an example of what the fact cards are describing. Anyone interested in sports cars, the mechanics of muscle cars, or racers just interested in learning more about the vehicle they are racing would find this experience very helpful to replenish their knowledge on sports cars.

In the next phase I would follow the advice that my users gave. I would add more three-dimensional objects such as two more cars and maybe even a gas station. I would also add sound effects such as button clicks, car engine starting when the cars are tapped, and sound effects representing the facts cards when they are pressed. I probably won't put a theme sound for the world only because that can get annoying. I am not sure how I can make the fact card background animated like my mother wishes since we created them in Illustrator, so I probably won't do that until I learn how to have a gif as the background of the fact cards.

The series that this experience would be a part of would be the Dominance of Speed.