

SUPERFAN

*INTERACTIVE
EXPERIENCE*



BRAINSTORM

come up with three different ideas of themes + interactive features

PHASE 0

Idea 1: Fire Emblem: Three Houses

Theme



A page showcasing the three nations in the video game Fire Emblem: Three Houses, and two characters from each nation.

Interactive JS Feature #1

Clicking on each nation's flag changes the background, displays a description of that nation, and two character portraits.

Interactive JS Feature #2

Clicking on each character gives a description of them.

Interactive JS Feature #3

Clicking on the Crest of Flames plays a random song from the OST.

Idea 2: Medieval Weapons Showcase

Theme



A "display wall" of several cool medieval weapons. Sort of like a museum exhibit.

Interactive JS Feature #1

Clicking on each weapon pops it off the rack and makes it grow.

Interactive JS Feature #2

Hovering over each item makes it grow.

Interactive JS Feature #3

A display case in the center displays a different, random sword every time it's clicked.

Idea 3: Minecraft Interactive Timeline

Theme



A timeline of some of Minecraft's biggest updates. Arrows on either side can be clicked to go forward or backward.

Interactive JS Feature #1

Clickable arrows. The one on the right switches the display to the next two updates, the one on the left shows the previous two.

Interactive JS Feature #2

Hovering over each update picture plays a song.

Interactive JS Feature #3

Clicking the Minecraft logo does something different depending on what part of the timeline you're on.

EVALUATE

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

PHASE 1

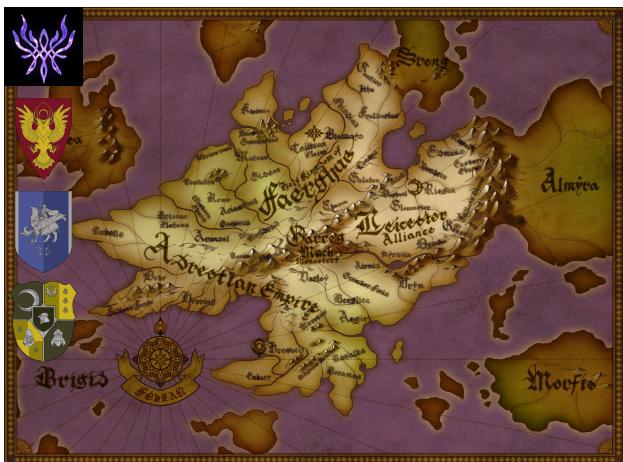
Evaluate + Choose Your Idea

	Pros	Cons
Idea 1: Fire Emblem Three Houses	Fun. Simple functionality. Easy to get the images. I know a lot about this game.	May have a complicated div layout. May have too many elements.
Idea 2: Medieval Weapons Showcase	Easy to code and display. Simple functionality. Probably the easiest to code.	May be tricky to swap out weapons (i.e., clicking on one when another one is being displayed.) Might be hard to get blank images.
Idea 3: Minecraft Interactive Timeline	Static. (Mostly) simple functionality. Easy to get music for.	Has the most things to code. Making the arrows work might be hard.

CONTENT

gather and edit essential content for your site

PHASE 2

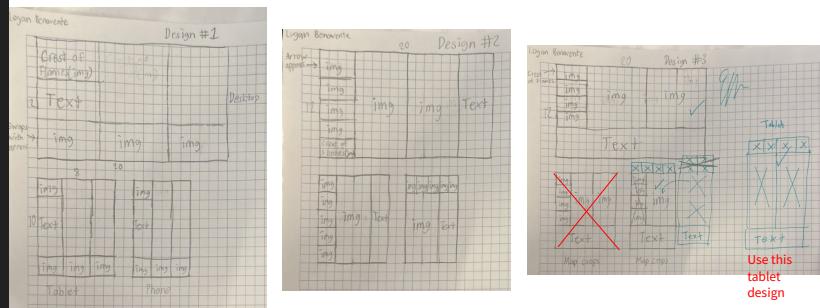


Find better image



DESIGN

create three possible responsive designs for your chosen idea



PHASE 3

MOCKUP

choose your final layout and create a digital mockup



PHASE 4

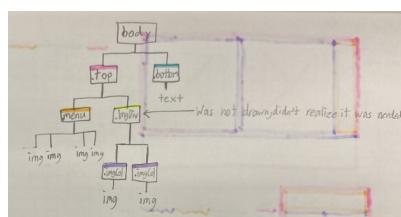
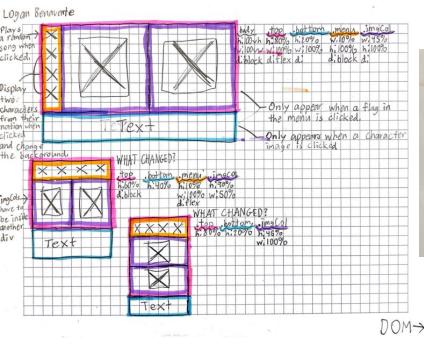


ANNOTATE

add explanations, colors, percentages, and display properties + draw your own



PHASE 5

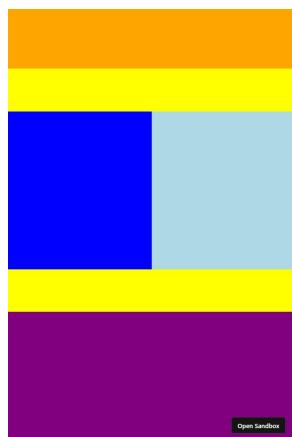
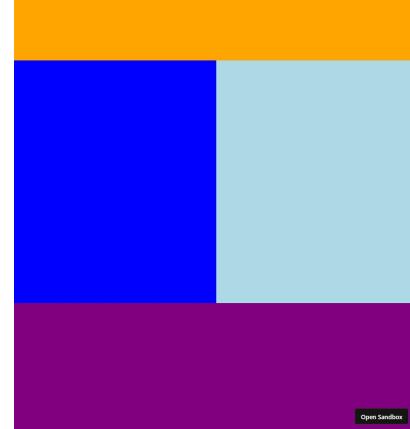
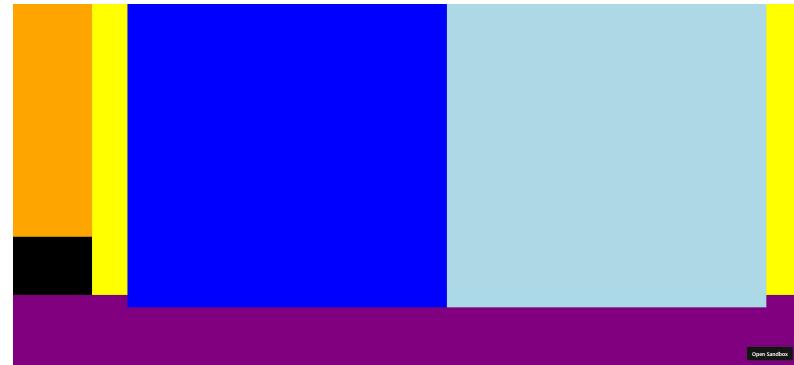


BUILD

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

PHASE 6

Note: Layout no longer has overlapping divs.



CONTENT

insert all images and text into your site

PHASE 7

