

SUPERFAN

*INTERACTIVE
EXPERIENCE*



BRAINSTORM

come up with three different ideas of themes + interactive features

Idea 1: Persona Interactive Website

Theme

A website that showcases party members from all of the Persona Games(3-5).

Interactive JS Feature #1

The party members on screen will say a random voice line when you click on them.



Interactive JS Feature #2

There will be 3 buttons that are the logos for the 3 Persona Games and when you click on them, the characters on screen will change to the characters from the game you picked.



A vibrant, colorful illustration for the Puyo Puyo 2011 event. It features a large crowd of various Puyo Puyo characters, including the classic Puyo creatures (triangles, squares, circles) and numerous human-like characters in various outfits. The scene is set on a large, golden, circular platform with the text "Puyo Puyo 2011" visible. The background is filled with stars, confetti, and a lightbulb icon in the top right corner. The overall style is whimsical and celebratory.

Idea 2: The Puyo Puyo Interactive Experience

Theme

Common Characters will be on the screen. There will also be music in the background.

Interactive JS Feature #1

When you click on a character, their random voice line will play.

Interactive JS Feature #2

There will be a pause button for the music.



Idea 3: The Danganronpa Interactive Experience

Theme

There will be characters from the games, the 3 game icons will be at the top, and music playing in the background.

Interactive JS Feature #1

When you click on a character, a random voice line will play.

Interactive JS Feature #2

When you click on of the game icons, the characters will change to characters from the game you chose.

EVALUATE

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

Pros/Cons of Each Idea:

	Pros	Cons
Idea 1: Persona Interactive Website	<ul style="list-style-type: none">• Not many characters (9 each game)• A lot of voice lines	<ul style="list-style-type: none">• Not a lot of good images
Idea 2: The Puyo Puyo Interactive Experience	<ul style="list-style-type: none">• A lot of good images• Not many characters• Not a lot of work to be done• A lot of voice lines• Most interested in this idea• School Appropriate	<ul style="list-style-type: none">• A bit bland• Hard to come up with things to add
Idea 3: The Danganronpa Interactive Experience	<ul style="list-style-type: none">• A lot of good images• A lot of voice lines	<ul style="list-style-type: none">• TOO many characters (16 each game)• May not be “school appropriate” (game is rated M)

CONTENT

gather and edit essential content for your site



DESIGN

create three possible responsive designs for your chosen idea

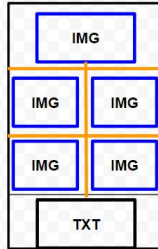
Phone/Tablet



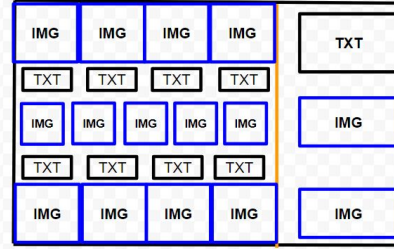
Desktop



Phone/Tablet



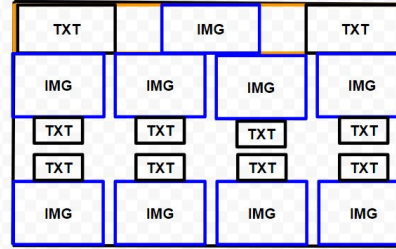
Desktop



Phone/Tablet



Desktop



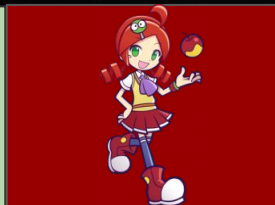
MOCKUP

choose your final layout and create a digital mockup


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PuyoPuyo™

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RINGO ANDO



MAGURO SASAKI



RISUKUMA



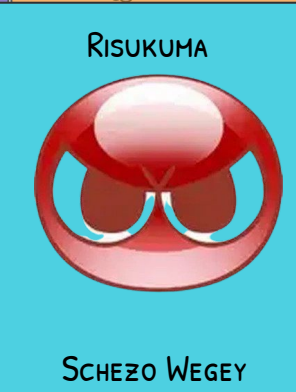
ECOLO



ARLE NADJA



SATAN/DARK
PRINCE



SCHEZO WEGEY



SIG

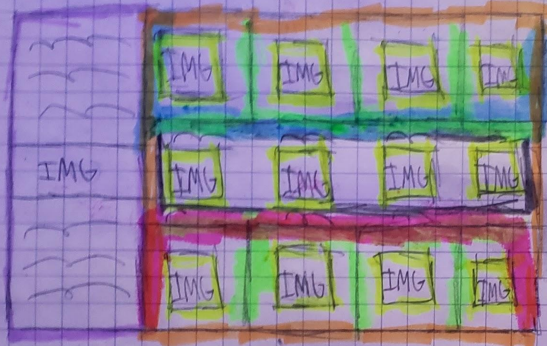




ANNOTATE

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

Desktop



body
h: 100%
w: 100%
d: flex

side
h: 20%
w: 100%
d: flex

square
h: 100%
w: 100%
d:

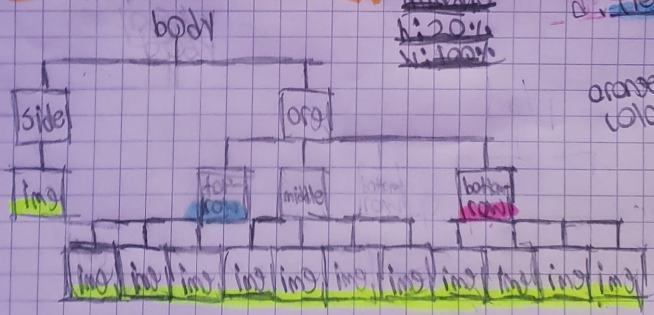
img
mh: 100%
mw: 100%

top-row
h: 40%
w: 100%
d: flex

bottom-row
h: 40%
w: 100%
d: flex

middle
h: 20%
w: 100%

orange color → org
h: 100%
w: 80%
d: block



Purple color
body
d: block
mh: 100%
mw: 100%

side
h: 20%
w: 100%
d: block

square
h: 75%
w: 100%
d: block

orange color
org
h: 100%
w: 80%
d: flex

top-row
h: 40%
w: 100%
d: flex

bottom-row
h: 40%
w: 100%
d: flex

middle
h: 20%
w: 100%

HTML

CSS

