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Module 2 - Javascript

Conceptualization

The target audience are ethically minded people looking for healthy recipes to cook, and empower a community that wants to prepare, share food and create values: to care for the environment, for animals, for each other.

Goal:

- Give focus, direction, and action to the project
- Provide a interactive platform to the user
- Create a integrated functionality within the website

Analysis

Main Content

Centralized space for displaying recipes with navigation buttons for previous and next recipes

Step-by-Step Instructions

Emphasis on practical and easy-to-follow recipes

Content Sharing Feature

Function to export the current recipe in social media like plain text

User-Friendly Interface

Simple and clean gallery layout, with easy navigation

Search functionality

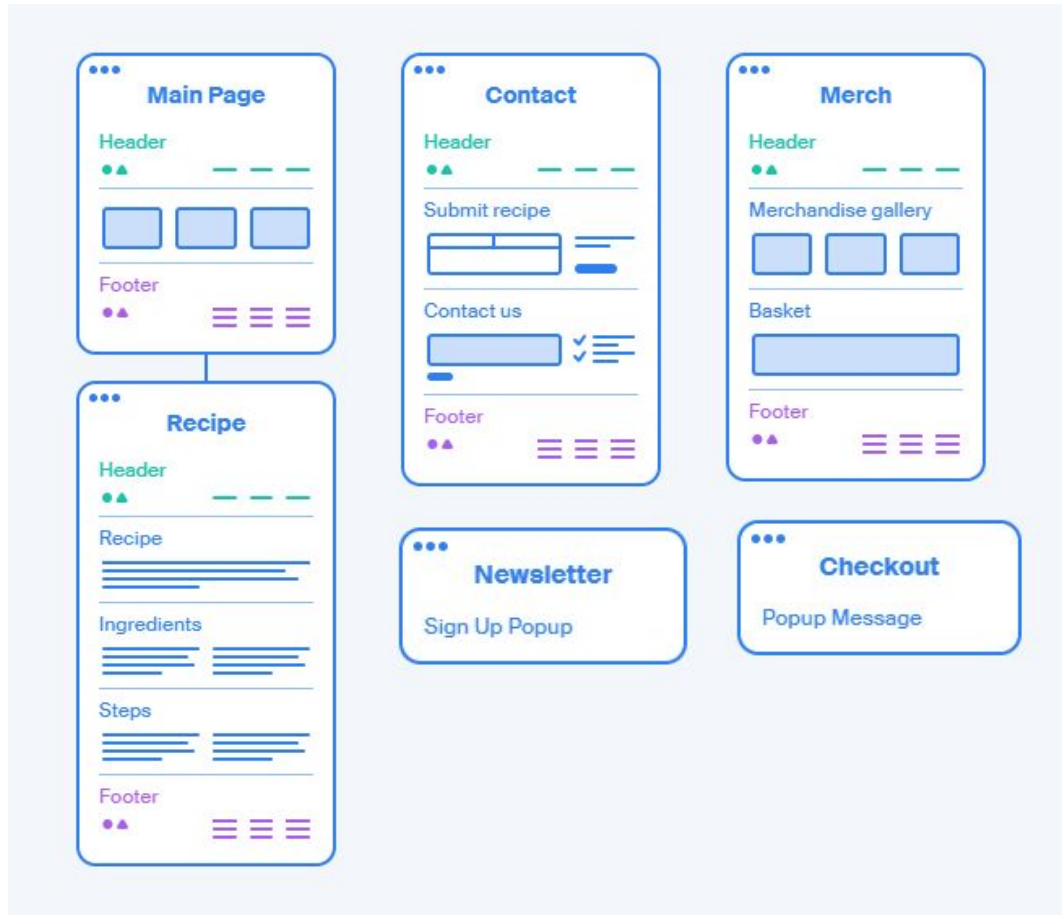
Filter recipes based in the search and displays only the matching recipes

Contact and Merchandise Links

Allows users to reach out, submit their own recipe and image or purchase related products

Clear and consistent navigation panel

Sitemap

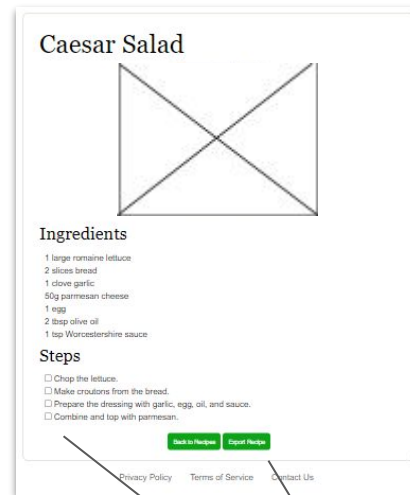
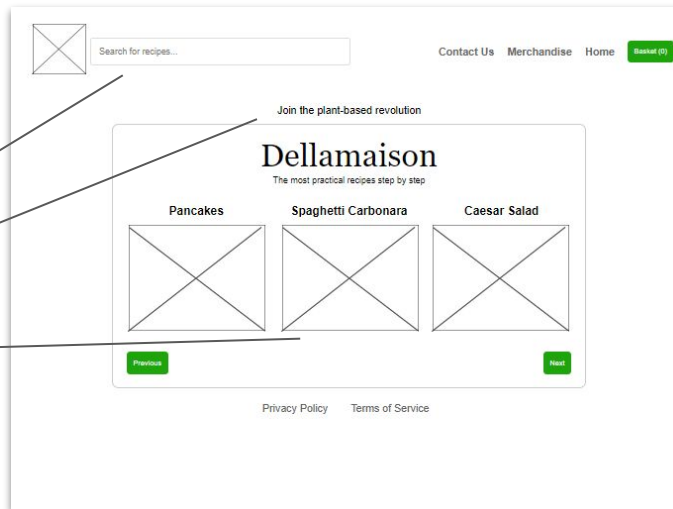


Wireframes

Filter - Search Box

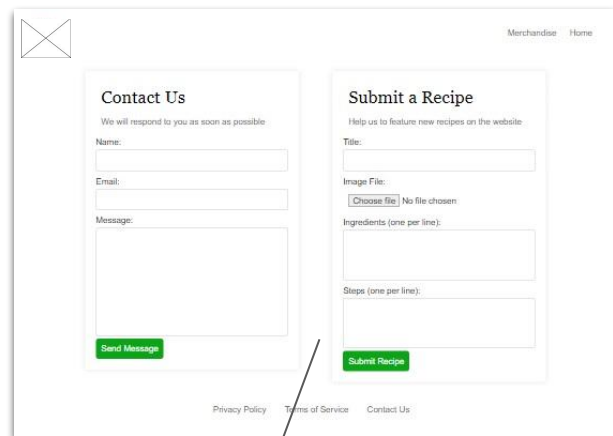
Slideshow - Main page

Clickable Gallery - Previous / Next



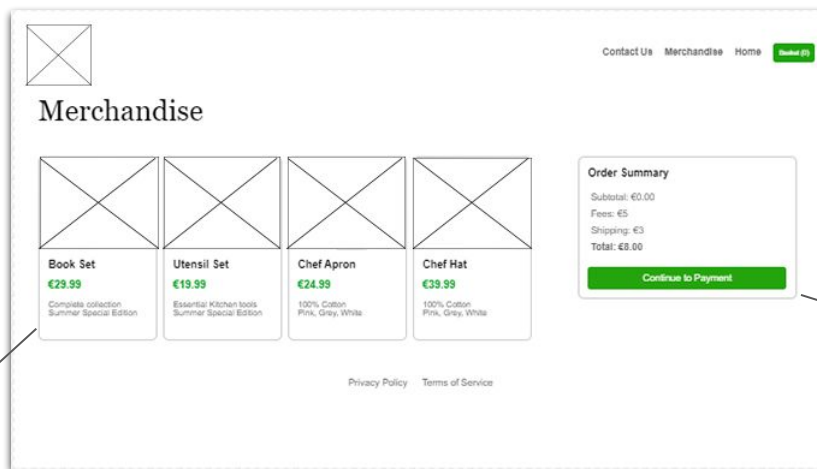
Checkboxes

Export recipe



Input formulary
Parameters

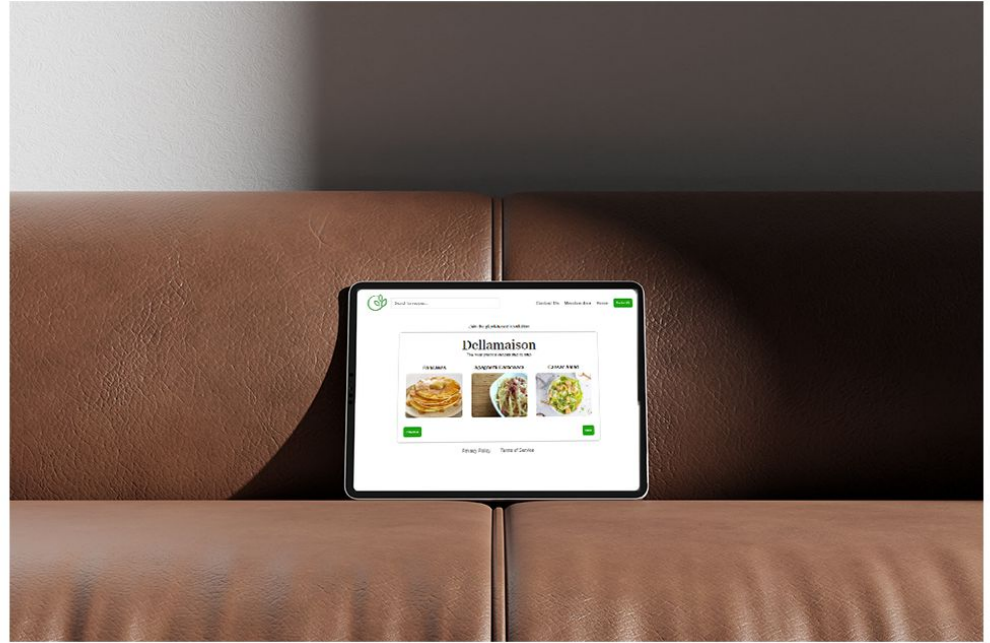
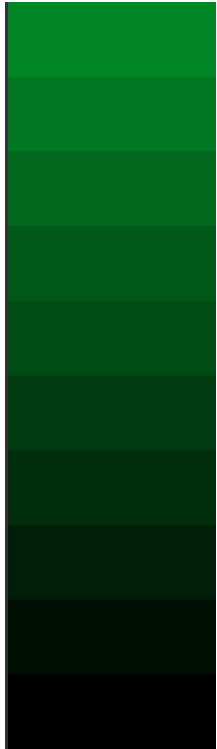
Add to basket
Clickable
items

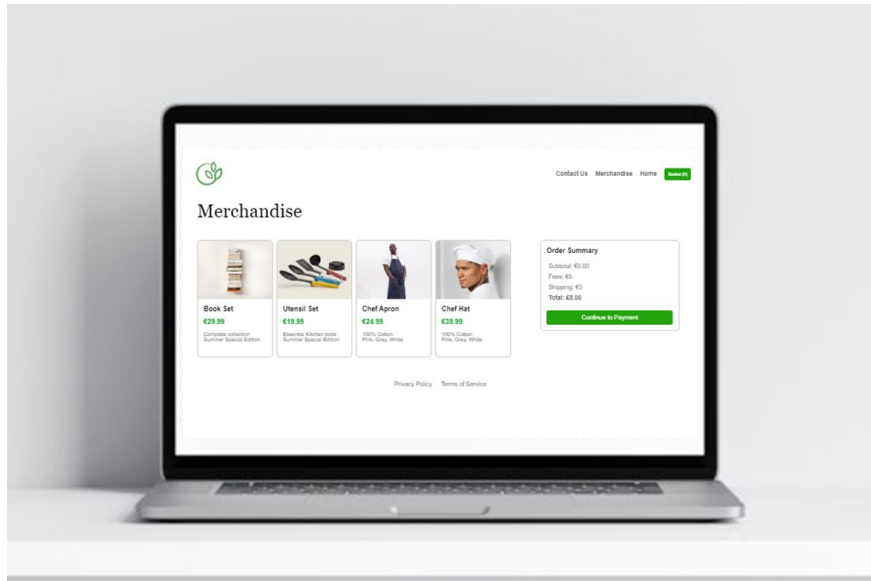
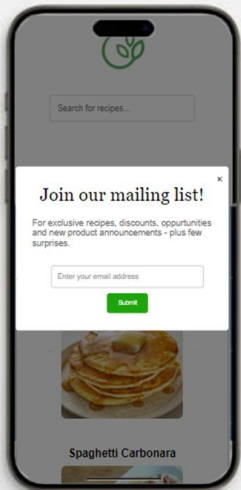


Checkout box

Summary calculations
Remove item from list

Palette, Logo and Mockups





Main page: Search Bar, Gallery & Recipe Page

When the page loads, the *RecipeManager* is initialized, and the first set of recipes (3 recipes) is displayed in the gallery.

The user can navigate through the recipes using the "Previous" and "Next" buttons.

A slideshow on top changes a slogan message each 6 seconds.

If the user types in the search bar, the *filterRecipes* function is triggered, updating the displayed recipes based on the search term. No results show a message.

When a user clicks "View Recipe" on a recipe item, the *showRecipeDetails* function is called, which redirects the user to a detailed view of the selected recipe on a new HTML page, with functions to click steps and a button to export recipe.

A modal box is called to appear 3 seconds after the page is loaded.

Interactivity and functionality using Javascript code

Interactive aspects implemented:

- Forms for input and submission
- Clickable gallery
- Transitions
- Popup modal boxes
- Basket interactions

JavaScript implementations:

- Handling form submissions and validations
- Image gallery and details rendering
- Popup modal interactions
- Basket item management

Event listeners used:

- Form submission handling
- Button click events for showing modals and adding/removing items from the basket
- Slideshow transitions
- Document loading events to initialize features

Validation implemented:

- Email validation in the newsletter form

DOM Manipulation examples:

- Updating recipe details dynamically
- Creating and appending basket items
- Showing and hiding modals

Graphical elements implemented:

- Forms for input (e.g., newsletter form)
- Image gallery
- Sliders for messages
- Basket with item images and details

Development Testing, Debugging Notes & Challenges:

Website hosted and tested, responsive in all devices. Previous changes in GitHub

GitHub Pages updated from a HTML and CSS website to include JS upgrades in functionality and interactive design

Checkboxes are pre-checked based on the saved state in `localStorage`

Basket item counter is set on (0), added *localStorage* so the basket will persist even after the user refreshes the page or navigates away and comes back

Link to Github

[Dellamaison | Home Page](#)

Resources used for this project:

- [Chat GPT](#)
- [Meta AI](#)
- [Gemini](#)
- [Figma](#)
- [Octopus](#)
- [MDN Web Docs](#)
- [W3Schools](#)
- [Stack Overflow](#)



<https://dribbble.com/illotv>



<https://dribbble.com/samalfaro>