Project Planning Analysis Sheet: Grammy Awards: Winners & Records - JavaScript Assignment

Alexis Sammut

For this assignment, I chose to expand the existing "Grammy Awards: Winners & Records" website, originally developed for the Web Design assignment. The foundational website previously included the following pages:

- **Home Page:** Features a historical timeline detailing the Grammys' evolution from its inception, to the present day. A sidebar included on the page provides engaging ‘fun facts’ related to the awards.
- **Nominees & Winners (2024 & 2025):** The pages make use of tables to present nominees and winners for popular categories from the 2024 and upcoming 2025 Grammy Awards.
- **Historical Moments:** This section showcases significant past events from the ceremonies, incorporating both image carousels and embedded YouTube videos.

My primary objective for this JavaScript assignment was to transform the existing informational website into a more interactive experience for users. While the original project focused on static content, this iteration aimed to integrate interactivity across existing pages and introduce entirely new and engaging features. The target audience remains consistent; music enthusiasts and pop culture followers, with the expectation of reaching a broader audience through enhanced user engagement.

Before introducing new pages, I prioritised integrating JavaScript to modernise existing functionalities and improve maintainability.

Initially, I implemented dynamic loading for the header and footer sections across all pages using JavaScript. This approach significantly streamlines website maintenance, allowing for quick updates to common elements, ensuring consistency when implementing new content to the site.

The website's original design featured a consistent dark visual style with a gold/yellow and black colour scheme, chosen to evoke the prestigious theme of the Grammy Awards. Recognising that a dark theme might not suit all users, I have added a light/dark mode through a toggle button available at the top right hand corner of the site. This button allows visitors to switch to a lighter version of the site, featuring white and light grey backgrounds while retaining the distinctive gold accent, thereby enhancing ease of use and accessibility. The user's preference is also saved using `localStorage` for a persistent experience.

Additionally, I have upgraded the image carousels on the "Historical Moments" page by replacing their CSS-only interactivity with JavaScript functionality. This change allows for a more robust control and future expandability of the carousel behaviour.

The existing feedback form in the footer was enhanced using JavaScript to implement client-side input validation for all fields (Name, Email, Feedback). This ensures data integrity and provides instant, constructive feedback to the user, therefore improving the form's usability. This fulfils the requirement of at least one form being processed by a JavaScript function and serves as a graphical interactive element.

Subsequently, I have focused on the development of entire new pages designed for enhanced user interaction rather than passive consumption of text. This led to the creation of a ‘Games’ section, aimed at providing an interactive dimension to the project.

The first game implemented is a 10-question quiz centred around the theme of Grammy Awards trivia. This quiz not only tests the viewer's knowledge but also encourages exploration of the website's other informational pages, where many of the answers can be found.

Using JavaScript, I have ensured that questions are displayed one at a time, with immediate visual feedback (coloured indication) on whether the selected answer is correct or incorrect. A ‘Next Question’ button facilitates navigation throughout the quiz, while the user's score is continuously tracked following answer submission of each question. Upon completion, the final score is presented, and users are invited to share their results on social media platforms, with pre-populated share URLs for convenience. Additionally, separate links back to other relevant website pages and a ‘Play Again’ button are provided to encourage continuous engagement.

Expanding to the ‘Games’ section, I have also developed a crossword puzzle, which proved to be the most challenging feature to implement. My aim was to emulate the user experience of popular online crosswords.

The crossword grid itself was structured using CSS Grid and styled to maintain the website's existing colour scheme.
A key interactive feature was the dynamic display of clues. Upon selecting a cell, JavaScript intelligently toggles between displaying the "across" and "down" clues relevant to that cell.

Furthermore, the crossword provides real-time feedback: once a word is correctly entered, the corresponding cells turn green, and further input into those cells is disabled.

Upon successfully solving the crossword, a congratulatory message is displayed, mirroring the quiz's social sharing options to celebrate the user's achievement. For user convenience, I also included a "Reset" button to clear all inputs and a "Reveal Solution" button for those who might get stuck.

Here is a link to the website : https://alexis-sammut.github.io/js-grammy-awards/index.html
Here is a link to the GitHub repository : https://github.com/alexis-sammut/js-grammy-awards