

Anurati Sodani – Assignment 8 Write-Up

Link to my website: <https://asodani98.github.io/pui2018/assignment8/index.html>

Part 1

The purpose of my website is an informational tool, but rather than using facts I have used personal experience to convey my information. I decided to create this because traveling is important to me and I have always wanted to share my experiences and what I learned about different cultures with other people. I focus on 3 countries that have meant a lot to me and share random facts that I found interesting and some of my favorite pictures that I have taken while I was there. Each of the descriptions I give also have a personal take which adds to the depth of information a user is getting from the website.

I think it is engaging because the audience really has to interact with the website by clicking on buttons, hovering and scrolling to find out more about each of these places. With each movement of the mouse, the audience is meant to discover something new about the place or a new place altogether. I wanted it to seem like the audience was unfolding a map. The target audience could be any age, but specifically people who are curious about other countries and appreciate learning about different perspectives.

Part 2

- Plane moves automatically back and forth – Load the Home Page
- Manipulate Plane's animation (move forward, stop, move backward) – Click on the Go, Stop, Back buttons on Home Page
- Side navigation with links that slides across whole page – click on 3 horizontal bars on the top left-hand side of any page other than the ones accessed through the compass icons
- Scroll through the description of the website – scroll on About Page
- Find the exact place I visited in each country through the pins on the map – Click the red pins on the Map Page
- Go back to the main Map Page – Click on the back button
- Maneuver through the pages: Map, India, Thailand, England – Click on the left and right arrows on each page to move back and forth
- Typewrite 3 fun facts about each country – Click on the 'One', 'Two', 'Three' buttons on each page to typewrite the 3 fun facts
- Discover more through compass – Click Compass icon near the text "Click the compass to learn more" on each country page
- Scroll through different pictures I have taken – Scroll on the pages accessed through the compass icon
- Find more information about each picture and how it ties to culture – Hover over the image for a screen to overlay the image with text

Part 3

Tool 1:

- i- Animations
- ii- I thought the lab and lecture on animations was really cool and wanted to challenge myself to incorporate them into my design. Furthermore, I wanted my website to be

like a treasure hunt for my audience and I think the animations and discovery with each animation mirrors that.

iii- I used it for 3 different things: text, image and scroll animations. I wanted to try and incorporate it in as many different elements that I could have.

iv- It adds interactivity for the users as they can click, hover and scroll to

Tool 2:

i- Google Maps API

ii- I chose to use this because I think to provide locations it is the best way to show users where you went. Furthermore, we went over it in lab and it seemed really cool to me, it took me a while to understand exactly how to embed it into my code, but it ended up working out.

iii- I used it to show exactly which city I went to in the respectful countries. A lot of people may not know the places where I put the pins on the map and hence, I wanted to show them the specific locations as that is important to the information I give and the pictures too.

iv- I think it adds complexity and more interaction as the user has more to explore. Furthermore, with the Google Maps API, it models accurately how the real Maps work too and therefore, many users already know how to maneuver through that.

Part 4

When I created my mockups for homework 7, I wasn't aware of what all I could achieve with animations, web APIs, libraries, etc and so, I wanted to increase interactivity a lot more. My website still had the same backbone and aim but I changed it to incorporate all these different animations I had been exposed to. Also, I added some more pages to it because I found that I had the time and wanted to make it more complex.

Part 5

This project was hard because I wanted to incorporate so many things that I often found myself lost in all the features, so it was hard to decide which ones would be the most effective on the website front. I also found the debugging of some functions hard as I would find the code resources online but struggled to change it to fit what I wanted it to do. However, due to the experience from previous assignments and help from TAs I was able to eventually do this. The last thing I struggled a lot with is making my website responsive as I used fluid containers and media queries, but it is still not completely responsive as I had hoped it would be.