



RUBEN'S DECK ASSIGNMENT

FINAL INTERVIEW



GOODR5 PROMO POP UP

BUILD//TEST//IMPLEMENT//RECOVERY

BUILD

Test Environment

<https://boobenholes.myshopify.com>

Password: saltyfeet

GitHub Repository

<https://github.com/boobenholes/DigitalDevPopUpAssignment.git>

- README: /README.md
- Section Location: /sections/goodr5-popup.liquid

Deliverables

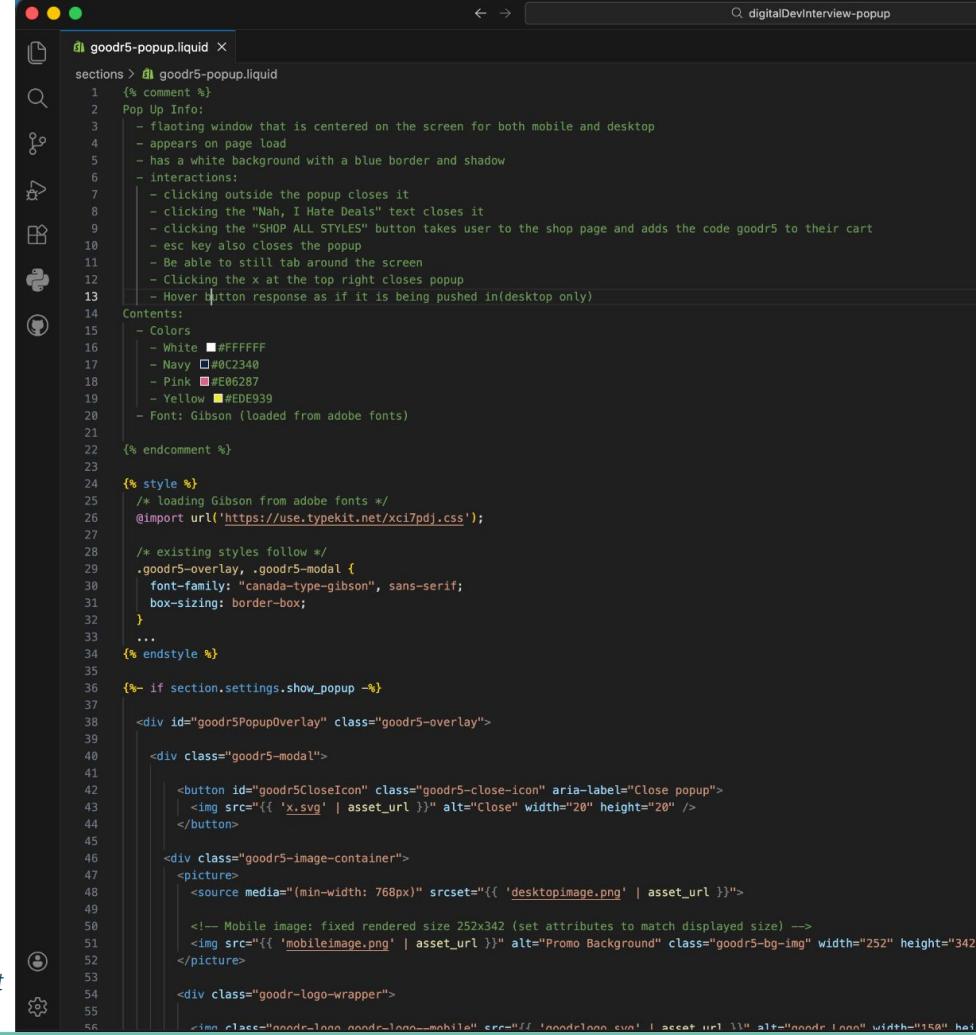
✓ Pop up(Modal) built as a Shopify section
</sections/goodr5-popup.liquid>

✓ Triggers, Persisted Dismiss State
button, X, nah.., esc key, clicking off, session cookies

✓ Spec Accurate, Accessible, Responsive
goodr branding, mobile first approach, tabbing around, button response(desktop only)

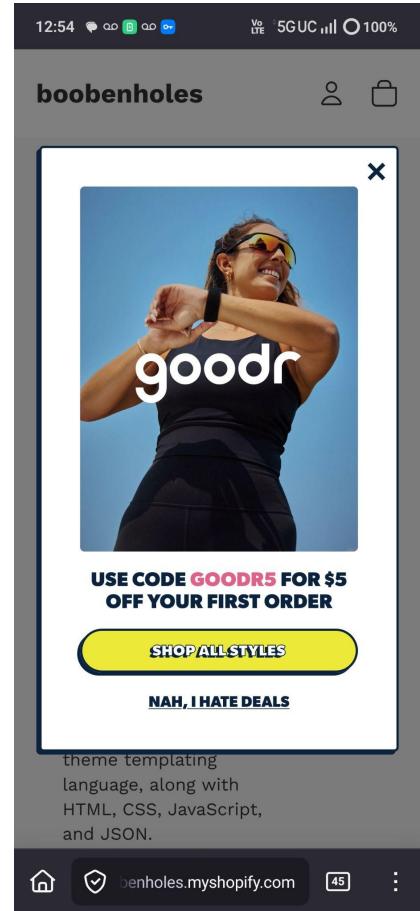
✓ Prod Safe
built-in "enable" toggle, segmented classes

✓ Event Logging, Integration Stubs
trigger event logging(timestamps, button clicks, etc..), button automatically applies discount redirects to "all products"



```
sections > goodr5-popup.liquid
1  {%- comment %}
2  Pop Up Info:
3    - floating window that is centered on the screen for both mobile and desktop
4    - appears on page load
5    - has a white background with a blue border and shadow
6    - interactions:
7      - clicking outside the popup closes it
8      - clicking the "Nah, I Hate Deals" text closes it
9      - clicking the "SHOP ALL STYLES" button takes user to the shop page and adds the code goodr5 to their cart
10     - esc key also closes the popup
11     - Be able to still tab around the screen
12     - Clicking the x at the top right closes popup
13     - Hover button response as if it is being pushed in(desktop only)
14
15   Contents:
16     - Colors
17       - White ■#FFFFFF
18       - Navy □#002C340
19       - Pink ■#E60287
20       - Yellow ■#EDE939
21       - Font: Gibson (loaded from adobe fonts)
22
23   {%- endcomment %}
24
25   {%- style %}
26   /* loading Gibson from adobe fonts */
27   @import url('https://use.typekit.net/xci7pdj.css');
28
29   /* existing styles follow */
30   .goodr5-overlay, .goodr5-modal {
31     font-family: "canada-type-gibson", sans-serif;
32     box-sizing: border-box;
33   }
34   ...
35   {%- endstyle %}
36
37   {%- if section.settings.show_popup -%}
38
39   <div id="goodr5PopupOverlay" class="goodr5-overlay">
40
41     <div class="goodr5-modal">
42
43       <button id="goodr5CloseIcon" class="goodr5-close-icon" aria-label="Close popup">
44         
45       </button>
46
47       <div class="goodr5-image-container">
48         <picture>
49           <source media="(min-width: 768px)" srcset="{{ 'desktopimage.png' | asset_url }}"/>
50
51           <!-- Mobile image: fixed rendered size 252x342 (set attributes to match displayed size) -->
52           
53         </picture>
54
55       <div class="goodr-logo-wrapper">
56         data:image/s3,anthropic-data-us-east-2/u/marker_images/1101/1110/0001/00001000/sfishman-chandramapper-0318035009/f0292c7fe0f5816d3c90810a5d099713.jpg</antml:image>

~ desktop//macOS//Safari



~ mobile//Android//Firefox

# RELEASE PLAN

## TESTING//VALIDATION

Browsers: Google Chrome(desktop), Safari(macOS, iOS),  
Firefox(Android)

- Layout

*color validation, alignment, and functionality*

- Mobile Responsiveness

*google chrome devtools, ensuring the pop up responds both on desktop and mobile*

- Accessibility

*zoom, tab and esc keys usage and functionality*

- Safety Checks

*ensure pop up is in disabled state when sent to production*

## RELEASE//RECOVERY//COMMS

- Duplicate live theme  
*easily revert to previous theme, if needed*

- Share with UX, Creative teams for sign off  
*screenshots & preview links*

- Utilize Pull Requests/Reviews  
*collaborating with Systems for quality control, logic reviews, integration dependencies*

- Shipping live code with pop up "off"  
*launch day, use toggle "off" feature*

- DR Procedures

*low impact: toggle pop up "off" (launch day mis-queue, etc..)*

*high impact: revert back to previous theme (integration, layout, etc..)*

- Involve E-Comms Team for DR

*develop and discuss primary, alternate, contingent, & emergency comms(PACE List) & direct*

*team to README for disaster recovery procedure review*

# FINAL THOUGHTS

## UX

- goodr logo and fonts were tricky to get to spec. Referenced goodr.com using Chrome DevTools
- Took some artistic freedom by leaving the gray overlay behind the pop up box
- Working with relative units(percentages) rather than absolute units(pixels) will achieve better responsiveness regarding different screen resolutions.

## OVERALL

- UX and deck instructions were clear and concise
- Had a lot of fun on this!

Thank you!



# QUESTIONS?

