Callie Riek– Final Project Write-UP
I made my webpage responsive on desktop and mobile.

Part 1:
For my project I decided to make an interactive map of the Great Ocean Road, highlighting six of the most popular stops along the way. I did a portion of this trip in 2017 and wanted to share more about the experience and encourage people to try it for themselves. The target audience for this site is anyone who enjoys travel or learning about new places.

The site is engaging because new information is revealed to the user as they scroll. I also created all the illustrations for each of the six locations, and I think the graphic style adds an element of fun that will keep viewers interested.

Part 2:
Ways users can interact with the site:

1. Scroll
    1. I used the JS library Scroll Magic to have different elements appear/ disappear as the user scrolls.
2. Click
    1. Users are also able to jump to specific locations using the nav bar on the left of the screen. I created this using a sticky flex box of buttons. Anchor links in each of these images jump to specific id's in the HTML. I also used Animate.css to make the buttons pulse when the user hovers over them. This provides some feedforward that allows the user to more easily understand how to use the site.
3. Hover
    1. Links and items in the navigation bar will change in appearance when the user hovers over them

Part 3:
External tools used:
Scroll Magic

- My TA recommended this library to me and I was excited when I looked it up and saw all the cool things it can do. It fit in well with the project idea I had proposed, and I wanted to challenge myself to become more familiar with a JS library because I still find JS very difficult.
- I used it to have the different locations appear/ disappear as the user scrolls.
- It adds a dynamic quality and interest to my site.

Animate.css

- As a user, I find feedforward incredibly useful. I wanted to add more information about interactions before the interaction actually takes place, and animating buttons is a good way to do that. Animate.css has the subtle, smooth pulse that I was looking for.
- I used it to animate the buttons in the nav bar on the desktop version.

- It adds more information to the interaction in the form of feedforward.

Part 4:

I tried my best to build the prototype I had created in Figma. I did end up having to change quite a bit because I originally wanted the detailed map to be interactive but I quickly realized that it would be too small and therefore inaccessible on mobile. I instead pivoted to use the illustrations I had made as a navigation bar.

Part 5:

The biggest challenge was navigating JS libraries. I had never used these before and struggled to use such big chunks of code.

Screenshots from WAVE: