

**Responsive Screen Sizes:**

Desktop: 2880px × 1800px

iPad Mini: 768x1024px

**(WAVE Summary and Detail Screenshots are at the end of this document)**

**Part 1: In 300 words (only!) describe your website (We will stop reading at 300 words, so please be concise).**

Memory Box is meant to be a place for me to revisit forgotten, or more niche, memories that are still precious to me all the same. For the purpose of this project, I kept the stored memory count to around 10, and with each click a new memory would pop up. To exit the memory, you could click the escape button. For accessibility purposes you can also access the memory by pressing the “m” key on your keyboard.

Including the image of the memory itself, I also convey a name I remember the memory by, the date of the memory, who was with me at the time, and a little excerpt on why the memory is precious to me.

I purposely didn't want to structure Memory Box sequentially, or with too much focus on the image itself. I feel like Google Photos or Instagram already does that. Instead I want this to be focused on the writing and who was there with me at the time, so that way I could share with them these silly little memories that appear. I feel like this nonsequential aspect of Memory box creates a sense of exploration, along with the giddiness of finding forgotten memories.

The target audience would primarily be myself, and for anyone that wants to see what I've been up to. I might add this to my website so that people can see what I've been up to in a more casual context.

**Part 2: Use a bulleted list to describe how a user would interact with your website. For each item in your list, state the interaction type you implemented how we should reproduce it (e.g., click on X on page Y, or scroll on page X, etc.)**

When you first enter Memory Box, you'll be greeted with a short blurb on the project, why I wanted to create this and how to interact with it. To get to the main interaction page, you will need to click the button on the bottom of the page.

When you enter Memory Box you will be greeted with a moving smoke effect. You can use your mouse wheel to move closer or further away from the smoke, and you can also right click to move between the smoke effects. If you ever get lost, just hit the reload button.

To access the memory, either right click anywhere on the smoke, or use the “m” key. A memory should pop up! There would be a reload memory button at the bottom of the page, which you could use as a shorthand to find another memory. Or you can use the “esc” key to exit the memory and click another part of the smoke to get to the next memory.

**Part 3: Describe what external tool you used (JavaScript library, Web API, animations, or other).**

I used three.js to generate the smoke background texture. When I started this project I knew I really wanted to represent the feeling of lost memories, and three.js gave me the most realistic way to create it. Additionally, I didn't want a blank screen to be what you see first when you enter the Memory Box, I wanted it to be moving so there's the promise of something more, and encourages the visitor to click around the swirling fog.

**Part 4: Describe how you iterated on your prototypes, if at all, including any changes you made to your original design while you were implementing your website. (4-8 sentences max)**


In my original design I used Figma to mock it up, but I realized from there some of the transitions I was able to quickly create on Figma were not possible within my skill set and the given timeframe. From there I focused more on the main memory exploration interaction. A lot of my iterations were with the way I laid out the pop up memory card, and how I could make it more responsive. I also showed people some versions of the memory card, and from tier feedback I determined what information I should include in the pop up card. When I showed my friends the prototype, they mentioned that it was a little confusing with all the different ways you could interact with the prototype, so I introduced an introduction sequence so that people could see more clearly how to interact with the project.

**Part 5: What challenges did you experience in implementing your website? (2-4 sentences max)**

One of the biggest challenges for me was getting started; it was a bit silly because I've gotten to know HTML, CSS, Javascript well over the course of this class, however when I was ready to start coding this project, I realized I didn't know how to do import a library. Additionally, I started using vite to run my code, but when I pushed my code into github things didn't work as I expected and I had to re-import and just redo some paths of my code. Aside from that, there were coding confusions that I faced. I was trying to use the template code for a while in my project, before I realized I didn't need to make a template and I could just use querySelector to dynamically update my html elements instead.

## WAVE Summary and Details

### Introduction Page







 **WAVE**  
web accessibility evaluation tool


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Styles: OFF ☐ ON ☒


### Summary

[Summary](#) [Details](#) [Reference](#) [Order](#) [Structure](#) [Contrast](#)

 <b>0</b> Errors	 <b>0</b> Contrast Errors
 <b>0</b> Alerts	 <b>1</b> Features
 <b>2</b> Structural Elements	 <b>0</b> ARIA

 View details >

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.


 **WAVE**  
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### Details

[Summary](#) [Details](#) [Reference](#) [Order](#) [Structure](#) [Contrast](#)


☒  **1 Features**

- ☒ 1 X Language
  -  

☒  **2 Structural Elements**

- ☒ 1 X Heading level 1
  -  
- ☒ 1 X Heading level 2
  -  


Main Memory Smoke Interaction Page


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
Styles: OFF ☐ ON ☒


### Summary


 Summary


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 Reference


 Order


 Structure


 Contrast


 **0**  
Errors


 **0**  
Contrast Errors

 **0**  
Alerts


 **2**  
Features

 **3**  
Structural Elements

 **0**  
ARIA

 View details >


Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.


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
Styles: OFF ☐ ON ☒


### Details


 Summary


 Details

 Reference



 Order

 Structure



 Contrast


☒  **2 Features**

☒ 1 X Alternative text



 

☒ 1 X Language

☒  **3 Structural Elements**

☒ 1 X Heading level 1

☒ 2 X Heading level 2

