

Final Project - sushi-rrito!
Programming Usable Interfaces
Fall 2022

Website Link:

<https://ccharlene123.github.io/teach-pui-example/final-project/>

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Part One

The website I created, “sushi-rrito!”, is an informational and interactive website in which users select various ingredients to build their own sushi burrito. The purpose of the website is to inform users about the environmental impacts of the ingredients they consume, specifically about how much carbon dioxide is emitted. In general, users will find that seafood ingredients emit the greatest amount of carbon dioxide and also have fewer health benefits than vegetarian ingredients. One major goal of the website is to empower users with knowledge in order to encourage intentional eating habits that minimize the harm caused to the environment. Users interact with the website on the sushi builder page, where they scroll through a menu of options that drop onto the screen when selected. After selecting all the ingredients they desire, the analysis page reveals the amount of carbon dioxide the users’ sushi burrito would have emitted. The target audience is individuals who are below middle age because the visuals are more appealing to a younger audience, though individuals of all ages should find the website easy and straightforward to use.

Part Two

First Page – “Welcome to sushi-rrito!”

- Click on the “start” button the bottom left corner to begin the game

Second Page – “Let’s Roll!”

- Scroll through the menu of options on the right side of the page and select which ingredients you would like in your sushi-rrito
- Click on several ingredients and watch them fall into place on the left side of the page
- Click “Roll!” when you are done selecting ingredients and are ready to finish building your burrito

Third Page – “Your sushi-rrito”

- Read through your results
- Click on “Start Over” if you would like to begin the game again (losing the ingredients you selected)

Part Three

I had initially intended to use an external library such as Pixi.js to create the animations for my website but decided against it as I came to realize that the animations I would need for my website were very basic. I learned how to use transform to demonstrate ingredients “falling” onto the screen, which took a lot of time and I quickly realized I would not have the time to figure out another library to use. However, for the purpose of this website, I think that the basic animation I

ended up utilizing was more than sufficient to add interactivity and make the website enjoyable to view.

Part Four

The majority of design iterations took place on Figma prior to coding began. As a UX designer, I placed an emphasis on making the website logical and aesthetically pleasing. The only visible change I made after coding began was changing the color of the background on the third page from a shade of pastel blue to the same yellow that was utilized in the previous page to introduce uniformity. Beyond that, I scaled down some initial aspirations of calculating mercury levels and water usage levels when I realized that I was running low on time and wanted to be able to produce a fully functional website.

Part Five

The biggest challenge in creating my website was working on Javascript independently and not having lectures, labs, or homework to reference for certain topics. I tried to utilize concepts that we had practiced this semester like local storage, but certain other topics like animations required a lot of guidance from youtube, w3schools, and office hours. This project also made me realize that I need to limit the scope of the project that I choose to undertake. Because I was overly ambitious with certain details, it took time away from potentially figuring out more functional and crucial aspects of the website.

Wave Tool Screenshots



