# The Trinket Repository | PUI Final Project Write-Up

## Part 1
This website archives trinkets, knickknacks, and miscellaneous objects sent in by multiple people. It will serve as a study of the culture of collection and biography through artifacts. Each item includes details about its origins, when and where it was acquired, perhaps who gifted it to the owner, etc. The website is meant to serve as a kind of digitized item catalog, taking inspiration from the typical designs of "analog" physical catalogs. Profiting off the digital medium of websites, the page includes interactive features such as animations that create a new level of engagement for viewers. Target users may be anyone: those who are fond of trinkets, those who are fond of people, object analyses, or just curious. Currently, the website serves as a fully-implemented template, as I haven't received many submissions.

## Part 2
– "Home page" hover interaction: When hovered over, trinkets rotate, and the associated trinket name is bolded in the fixed tab at the bottom.
  ▪ Recreate by hovering over trinkets on the home page
– Click interaction: clicking on a trinket pulls up the fixed tab, populating it with the trinket description
  ▪ Recreate by clicking trinkets on the home page
– Push trinket interaction: hovering over the trinket in the pop up tab will push it around the screen
  ▪ Recreate by using the mouse to hover over the trinket in the pop up tab
– Exit tab interaction: clicking the down arrow in the top left corner of the tab will bring the user back to the "home page"
  ▪ Recreate by clicking on the downward arrow.

## Part 3
– anime.js • JavaScript animation engine
– I chose to use anime because it is a straightforward and lightweight library.
– I used anime to animate the movement of the trinket in the pop-up tab.
– It adds an element of playfulness and additional interactivity to the website, adding a twist to the typical physical catalog that does not allow for interaction with the items it catalogs.

## Part 4
From my usability testing, I added the rotation animation for hovering interactions to my following prototype. However, the most significant change was the change from horizontal to vertical scrolling. With feedback from my peers in the lab, I realized that it was a large usability and accessibility tradeoff for the sake of a more creative choice. This pushed me towards the conceptualization of this website as a kind of digitized catalog instead of an exploratory space for trinkets. Finally, feedback for even more interactivity led me to implement the animations in the pop-up tab.

## Part 5
Though I only used the Javascript library for one animation, I found it challenging to get the exact behavior I wanted from the trinket upon interaction. Because I chose to make the descriptions populate a pop-up, I also faced issues adjusting the HTML content to simulate another page opening, as it involved removing and adding content, listeners, and styles.

**Screen Sizes:**
1250 x 900
700 x 900

**Accessibility Screenshots**