

The Interactive prototype is based on HTML Canvas/JS. We choose this platform because of the limitation of coding skills and time. The canvas use x-y coordinate to determine the position of the component drew on the canvas which we think might be easier to control than the traditional HTML/CSS based website.

However, after we start the development, we found that there are a lot of fatal shortcomings of the HTML Canvas:

- 1, Hard to display rich-text content. The text content couldn't break line automatically, therefore text-based content couldn't display properly.
2. Some visual effects like hover/active which is quite simple on CSS but quite complex on JS.

The web-based prototype is based on the component class, which is the items going to display in the application, and the render function, which actually render the canvas every 20ms.

The prototype contains 2 main features:

1. Like, add to favorite, and leaves comment to others post.
2. send and check the message to counsellor

The window on the left is the canvas-based prototype, the two input boxes in the middle is for the function to simulate the user's experience of input.

The window on the right is a iframe of our HiFi-prototype, which is based on XD.