Database

Navigation

Nav item

* Smooth scroll to section when item clicked
* Hover animation

Dot Nav

* Dot UI changes and animates according to section in view when the section is scrolled to.
* Smooth animations
* Hover animations

\*\*\*\*\*\*\*\*\* SECTION 1 \*\*\*\*\*\*\*\*\*\*\*

Search

* Shadow animation on input and button to look like it is hovering
* Button animation
* No results
* Blank input shows all
* Pagination adjusts accordingly (e.g. result: 13 items, will have 2 pages if limit is 8 items per page).
* ‘Displaying no. of items’ and ‘Go to page’ adjusts accordingly.
* When on other pages, search will stay on same page but number of pages after search is less than current, will go to last page.

Book Display

* Scale animation when shown.
* (Hover) 3D rotate animation
* (Hover) Tooltip with extra information
* If text exceeds container width, will truncate the last few letters.
* Engagement buttons (unreserve, bookmark, share)
* If book is reserved, it will have a banner to indicate it (along with the disabled button)
* Banner 3d rotates with book

Reserve Button

* Button disabled and color change to reflect disability.
* Alert pops up when it is reserved

Unreserve Button

* Enabled when ‘Reserve’ is clicked/disabled.

Display Number of Items

* Options are 8, 12, 16.
* Options are disabled according to number of items displayed current (e.g. for searched items)

List/Grid View

* Each row has 2 items each.
* ‘Display Number of Items’ options change to 6, 9, 12, 15.
* Pagination adjust accordingly.

Pagination

* Buttons update according to number of pages.
* Pages and buttons update accordingly to number of items displayed current (e.g. for searched items)
* Arrow buttons are enabled or disabled when on first or last page.
* ‘Displaying ex of ex items’ text updates when changes occur.
* Stays on same page when ‘number of items to display’ changes
* Goes to last page if current page exceeds total number of pages.

Sort

* By
* Descending, ascending
* Pagination and other features are maintained and adjusted accordingly.

Go to page

* ‘Enter’ key to go to page.
* Changes are reflected accordingly.
* If didn’t press ‘Enter’ key, will revert value back to current page.

Modal

* 3D Book 360-degree rotation animation
* Unable to scroll when modal is active
* Exit by button or clicking outside of modal
* Animation buttons

Chart

DataTable

* Table is populated with
* Cover image is rendered into the table.
* Rental status is indicated with color
* Hover over image will expand the size.
* The key point was to define ‘data’ key as null OR with relevant data (in this case I used my dataset array) so that you don’t have to call on AJAX functions/data which would return a null result (table) if AJAX was undefined. To define the image, I extracted the row index from the meta arg from the ‘render’ callback function and get the value (image name) to populate accordingly. There was no guide/post/online resource for this, I had to identify the problem and devise a solution for this.

Animations

* Section entry animations (once per load)
* Micro animations

Micro Animations

* Buttons

1. NIL  
     
   (2)  
   i. interesting puzzles (content and backbone)  
   ii. decently fun game
2. (3)  
   i. I had too many ideas and tried doing too much. After learning/doing 1 thing, I kept moving on to the next instead of stopping.  
   ii. I tried some intermediate/advance concepts without a good foundation so I spent some time to debug but it wasn't a big issue as it was a matter of understanding.  
   iii. i spent too much time on ideation (70% brainstorm 30% development). I also spent too little time on level design. I realised it was better to just do it first or at least have a basic set up ready.  
     
   (4)  
   i. I still havent figured out how to deal with this. (doing too much/perfectionist)  
     
   ii. By helping others debug, it improved my basic understanding because I was able to view certain concepts and issues from different perspectives. (e.g. how RigiBody affect physic interactions such as falling through planes or going through objects, basic set ups, common mistakes, strong understanding of the APIs, etc.). I could feel a slight-to-drastic improvement everything i helped, so it was a good experience.  
     
   iii. Viewing documentations, forums, tutorials and also creating a 'playground' or test environment to try out ideas and features. I also try many variations instead of the standard one such as different settings on RigiBody and how it would affect the interaction diffferently.  
     
   iv.