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PUI Homework 8 Write-Up
Section B

Part 1:

The purpose of my site is to offer a fun and easy way for people to remember what foods they can eat to help with the common cold. Through interactive flashcards and a playful drag feature where users can feed the panda character the actual food icons, the site offers up a guessing game experience that helps users retain the facts and keep themselves healthy and well over the course of the cold season.

The food is categorized as good and bad food. Good food are food that it helps alleviate cold symptoms such as congestion or boosts immunity while bad food are food that weakens a person's immunity or causes the symptoms to get worse. Good foods would include carrots, honey, sweet potatoes, and the like that reduce histamines and have other nutrient that helps immunity; bad food would include shrimp, coffee, and the like that actually increase histamine or dehydrate that can help worsening symptoms.

One of the reasons I chose a guessing game format is that there are quite a few number of foods that may come to surprise people in how they help you get better or make you feel worse. Much about this more unpleasant experience is knowing some simple ways to take care of yourself that can go a long way in your recovery. I built the information out this way for people who want to play with something engaging about health and want to learn how to better take care of themselves away from home or on travel. This is also a fun trivia share with people who want to learn something new that is relatable.

Part 2:

Interactions:
- **Drag feature of food icons to panda:** food icons that are on the front side of the flashcard can be dragged to the panda's mouth that will flip the flashcard and relay on the back if the food is good or bad to help a cold
  - Click on the food icon on any flashcard
  - Hold on the click and drag the food towards the panda's mouth
  - Once on top of the panda mouth, let go of the click
  - The food should bounce back to its original position with the flashcard flipping to reveal the other side
- **Panda opening mouth/frown animation:** When the panda eats good food, it will open its mouth widely; if it just got fed bad food, it will frown
  - Hover the food over the panda's mouth
  - If it is "good" food, the panda will open its mouth wide with a smile
  - If it is "bad" food, the panda will frown and not open its mouth
- **Flipping flashcards:** when clipped, the flashcard will flip to reveal the answer of good or bad food on the other side; the back side will be red or green corresponding to the food's status
  - Clip on any of the flashcards
  - Once clicked, the other side should reveal a panda icon and information on the food with a red/green background
- **Carousel:** The flashcards automatically shuffle away in threes and will stop when a flashcard is selected or hovered over (desktop); this allows the user ease to play with the panda animation within the confined location
  - Click on the previous or next arrows on the side of the carousel for manual browsing
  - Wait for the automatic scrolling every 5 seconds or so
- **Modal:** For reminders of the instructions on how to work the game, there is a modal named "?" that will show the instructions in a modal.

- Click on the circular ? Button to reveal the modal
- Click out either anywhere around the modal or on the "close" button **Flashcard Grows when Hover:** The flashcard will grow in size a bit when the mouse hovers over it.
- Hover the mouse over a flashcard

Part 3:

Greensock JS Library for Draggables
Why I chose it? I chose it because it was the most lightweight and easiest JavaScript library that allowed for drag-drop functionalities.
How I used it? I used it on the food icons so that the flashcard and the panda animation would respond when it is placed near the panda's mouth. Syntax custom to Greensock make an appearance in my main.js file.
What it adds to my site? It allows another fun and engaging way for people to interact and even involve themselves with the content of my website akin to an experience of feeding a cute pet.

Hover.css
Why I chose it? I chose it because it had the most library of hover effects to play with and I was not sure at first which hover effect I wanted.
How I used it? I used it on the flashcards. They will grow if you hover over them.
What it adds to my site? This clearly helps emphasize which card the user chose.

Bootstrap.js
Why I chose it? I chose it because I wanted my website to be responsive and it was the recommended library to be used to make my site responsive.
How I used it? I used it to create the modal buttons, the carousel, and the site responsive.
What it adds to my site? It provided me with the carousel, the modal buttons, and the ability for my site to be responsive.

Part 4:
      I completely changed my idea from HW 7 from a site about helping with procrastination to one about health. I did take the idea of using flashcards to represent information in an interactive way from my previous prototype. Most of my prototype came from later iterations after homework 7 where I experimented with multiple layouts and eventually landed with this one where the drag-drop functionality could work with the flashcard flipping feature.

Part 5:
      My biggest challenges were trying to learn the libraries and the custom syntax that came with each one and being able to adopt guideline examples I found online for the animations and the libraries to work on my own website. The hardest thing to code was the drag and drop functionality and how it was to work with the carousel feature in Bootstrap. A lot of the Javascript libraries conflict at times and much work was placed to make them work together.