Responsiveness:

This website works at the size of a desktop (width: 1920px) and at a mobile size (width: 414px).

Accessibility:

This website has alt text for all of the recipes and uses semantic elements.

0 Errors

0 Contrast Errors

2 Alerts

1 Features

5 Structural Elements

0 ARIA

View details ›

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

☑ ⚠ **2 Alerts**
☑ 1 X Missing first level heading
☑ 1 X Possible heading

☑ ✓ **1 Features**
☑ 1 X Language

☑ **5 Structural Elements**
☑ 3 X Heading level 3
☑ 1 X Main content
☑ 1 X Footer

0 Errors

0 Contrast Errors

87 Alerts

2 Features

26 Structural Elements

0 ARIA

View details ›

Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

☑ ⚠ **87 Alerts**
☑ 7 X Skipped heading level
☑ 36 X Possible heading
☑ 44 X Device dependent event handler

☑ ✓ **2 Features**
☑ 1 X Null or empty alternative text
☑ 1 X Language

☑ **26 Structural Elements**
☑ 7 X Heading level 1
☑ 16 X Heading level 3
☑ 1 X Header
☑ 1 X Main content
☑ 1 X Footer

Part 1:

This website is a digital collection of recipe cards from my friends and family members. It is meant to house the recipes in a fun and appealing way, also built for sharing these recipes with other people. Most importantly, the site is meant to convey the tangible and fond feeling of food being passed from one person to the next, as a way to express love and share culture. Website users are drawn in with simple but colorful graphics that have physically-inspired animations applied to them. My target audience is anyone who cooks, but wants to feel more connected to family and friends history through their food—specifically my friends and family.

Part 2:

1. **Interaction**: entering the website from the intro page
   a. *Execution*: clicking the enter button
2. **Interaction**: card stacks moving
   a. *Execution*: hover over any of the card stacks
3. **Interaction**: opening a card stack sidebar
   a. *Execution*: clicking on a card stack
4. **Interaction**: shuffling the cards in the sidebar
   a. *Execution*: hovering over any of the cards in the sidebar
5. **Interaction**: exiting the sidebar
   a. *Execution*: clicking on the X next to the sidebar title
6. **Interaction**: highlighting the timer buttons
   a. *Execution*: hovering over any of the timer buttons
7. **Interaction**: adding time to the timer
   a. *Execution*: clicking on any of the timer buttons

Part 3:

I used the Spline 3D library for hosting 3D web graphics.
- I wanted to include an animated 3D graphic in my website, so I chose this for its easy integration with my preferred 3D modeling tool (which is also Spline). Three.js was also an option for me, but that is typically used for more complex 3D interactive elements, which was further than my preferred scope.
- I used it to display my 3D recipe box on my intro screen. Instead of hiding a video behind some text, the 3D box was able to be rendered directly into the browser.
- The 3D element adds a unique entry point into my website, while also providing the user with some added context. I didn't want to be too on-the-nose with the execution of my website and the 3D box allowed me to include the necessary visual elements to understand the full effect of the website while still letting me play with cohesive graphics.

Part 4:

Because of my professional experience as a UX designer (limited, yet still present), I was able to iterate off of my prototypes while still in the designing phase, before I got to code. I went from a much more modern and minimalist design to a more whimsical and colorful design. This is because I felt that the modern and minimalist take removed some of the beautiful homely feeling that I wanted to embed into

the website. When I moved to a serif font, rounded corners, and distinctive colors, the entire website came to life in a way it hadn't before. The only notable change to my website from the prototyping stage to the programming stage was the non-inclusion of the store recipe option. That was simply out of scope for this project, which I feared would be the case but was also affirmed by our TAs.

Part 5:

Firstly, I experienced challenges implementing the "open the box" button over the top of the Spline 3D asset. I assumed that I would be able to just use different z-indexes, but that was unfortunately not the case.The timer also gave me a lot of trouble. Making sure that the timer would update and parse the correct information was surprisingly difficult, but was manageable to figure out.

- Submit your write-up with proper grammar, presentation, style, etc.