Ethan Lin
Lab C

FP4 - Final Project Writeup

Screen Size to Test Interface:

- Computer Screen (1200px width)
- iPhone 12 Pro (390 x 844)

Part 1: Website Description

My project website is titled "My Memory Photo Gallery," which is a web page compiling multiple significant memories collected through my life. The purpose of the site is to convey my personality and values and provide myself and others who want to learn about me a visually appealing representation of these cherished memories that shaped my life. The home page is a gallery that has an introduction and layout similar to Pinterest of memory photos. The heading conveys the title, significance, and purpose of the website. Instructions are included to help users navigate the website. When the user hovers over a memory photo, the title of the memory and the date(s) are displayed. A button to view the memory is also shown and if clicked, the user will be taken to a page for that specific memory. On each memory page, the title and dates of the memory are shown again and a brief description of each memory is provided.

To make the site interesting and engaging for my target audience of both myself and people who want to learn more about me, I implemented numerous stylistic elements to make it more visually appealing. On the gallery page, the hover effect of blurring along with text display of information makes the page more engaging to navigate. For each memory page, I included a brief description of each memory and its significance to provide the user context and show the impact of each memory book, piquing reader interest. The page flip capability of the page to mimic a photo album makes the page more interactive and interesting. Overall, this project is very sentimental and memory based, which could provide me a fun, immersive experience to remember and relive old childhood and college memories when I am older.

Part 2: How to Interact

- **Gallery Page** - Show photo memory title, date(s), and "View Memory" button
    - Hover over image
- **Memory Page** - Page Flip
    - Go forward a page
        - Click on right page
        - Click "Next page" button on bottom of book
        - Drag right page to the left to flip page
    - Go backward a page
        - Click on left page

        - Click “Previous page” button on bottom of book
        - Drag left page to the right to flip page
- **Memory Page** - Return to Gallery
    - Press “Back to Gallery” button on bottom of page

Part 3: External Tools

JavaScript Library #1

- Name of tool
    - **StPageFlip**
- Why you chose to use it?
    - I chose to use StPageFlip to implement the physical book layout and physics on each memory page to make the experience more immersive and interactive.
- How you used it?
    - I used this library by using the HTML, CSS, and JavaScript layout to provide a base for the page layout and then added my own content, images, and buttons to suit my page’s purpose and navigability.
- What does it add to your website?
    - The page-flipping function of the page mimics a real photo album, which adds more depth and value to the page

JavaScript Library #2

- Name of tool
    - **Masonry**
- Why you chose to use it?
    - I used Masonry to implement the photo layout for my gallery page. I chose to use this tool to make my photos mimic a Pinterest page, which is more visually appealing and organized than listing different images. This allowed me to effectively use page space and minimize user scrolling
- How you used it?
    - I used this library by implementing it on the entire photo section to automatically organize them into the page space. The CSS controlled the container sizes and spacing to produce a concise photo gallery.
- What does it add to your website?
    - This adds organization and navigability to my website, which makes the user experience more efficient and visually appealing.

JavaScript Library #3

- Name of tool
    - **Bootstrap**
- Why you chose to use it?

    - I used Bootstrap to implement the hover function for each memory photo in the gallery page. I decided to use this hover function so I could convey the necessary information without using up too much space or affecting the photo layout.
- How you used it?
    - The hover function allowed me to show both the photos and the necessary information depending on where the user is hovering. I used this by editing the HTML and CSS structure to fit the relevant information and link the button to the correct pages.
- What does it add to your website?
    - This library adds another layer of interactivity to my page and provides a visually appealing method of viewing information for each memory.

Part 4: Iterations on Prototypes

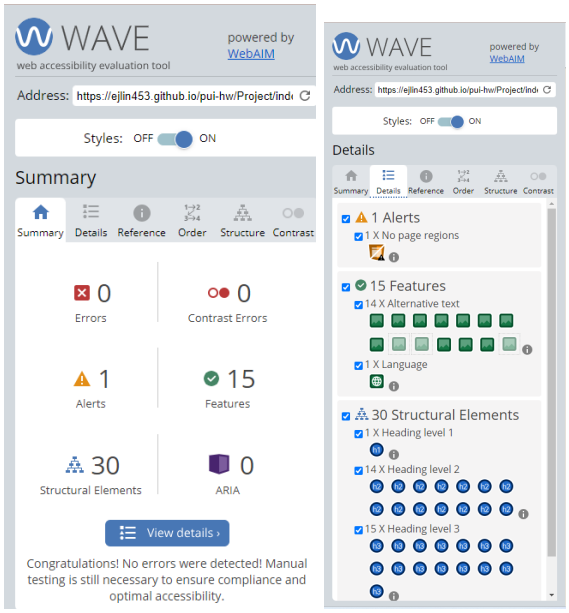
My final design for my website was a bit different from my prototypes from FP2. For the gallery page, I decided to implement a Pinterest page layout instead of a book layout so the memories would be more organized and readable. To stay consistent with the memory book feel and color scheme, I incorporated an old paper cream color to the gallery page background. For each memory page, I removed the "Back to Gallery" buttons on the first and last pages of each book and implemented one on the bottom of the page, making it more accessible so users can return to the gallery no matter what page they are on. I also changed the page layouts of the memory pages to incorporate more photos and make them less cluttered, improving readability and organization. Throughout the process, I iterated multiple times on my prototypes and experimented with different layouts and elements. I believe my final webpage is the best result of my iterations.

Part 5: What challenges did you experience in implementing your website? (2-4 sentences max)

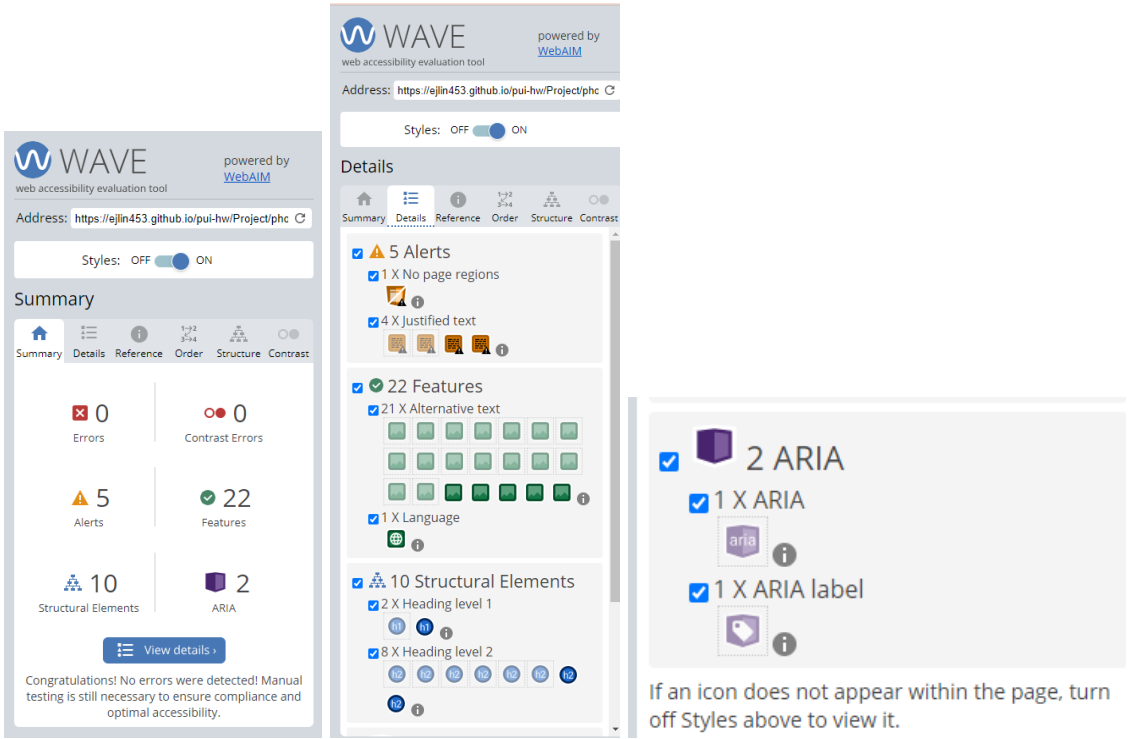
One issue was implementing a large number of photos since there were many cases where formatting was off or photos were linked incorrectly, leading to a lot of tedious work for corrections. Another issue was making the pages responsive, primarily because text size and alignment were very finicky in certain areas of the page when the browser size is different. Handling the spacing with text and information was also challenging, especially for the hover effect since the space was so limited. Generally, debugging formatting and functionality errors was common throughout the process, which ultimately trained my patience and skill as a coder.

Screenshots of WAVE

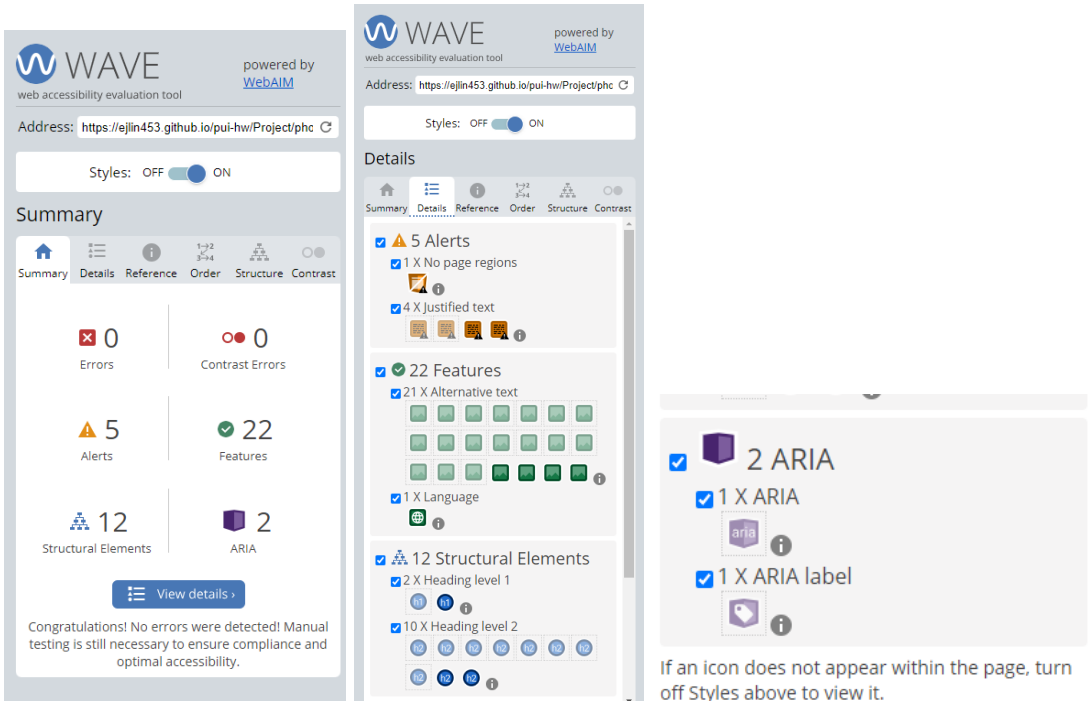
Memory Gallery Page: index.html



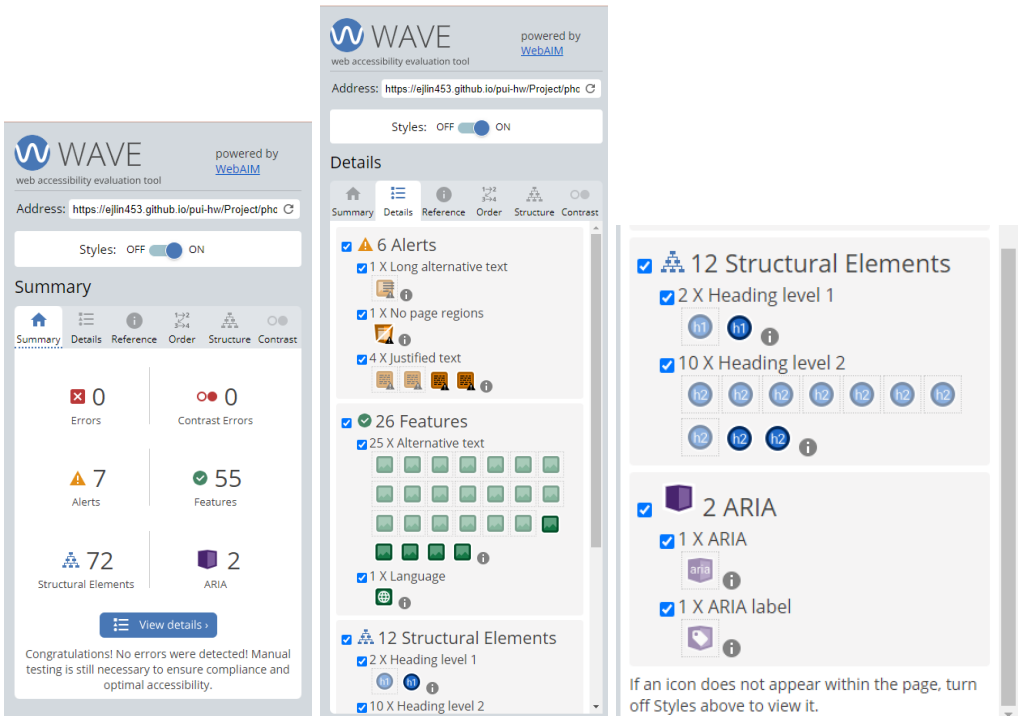
Memory Page: photobook-skate.html



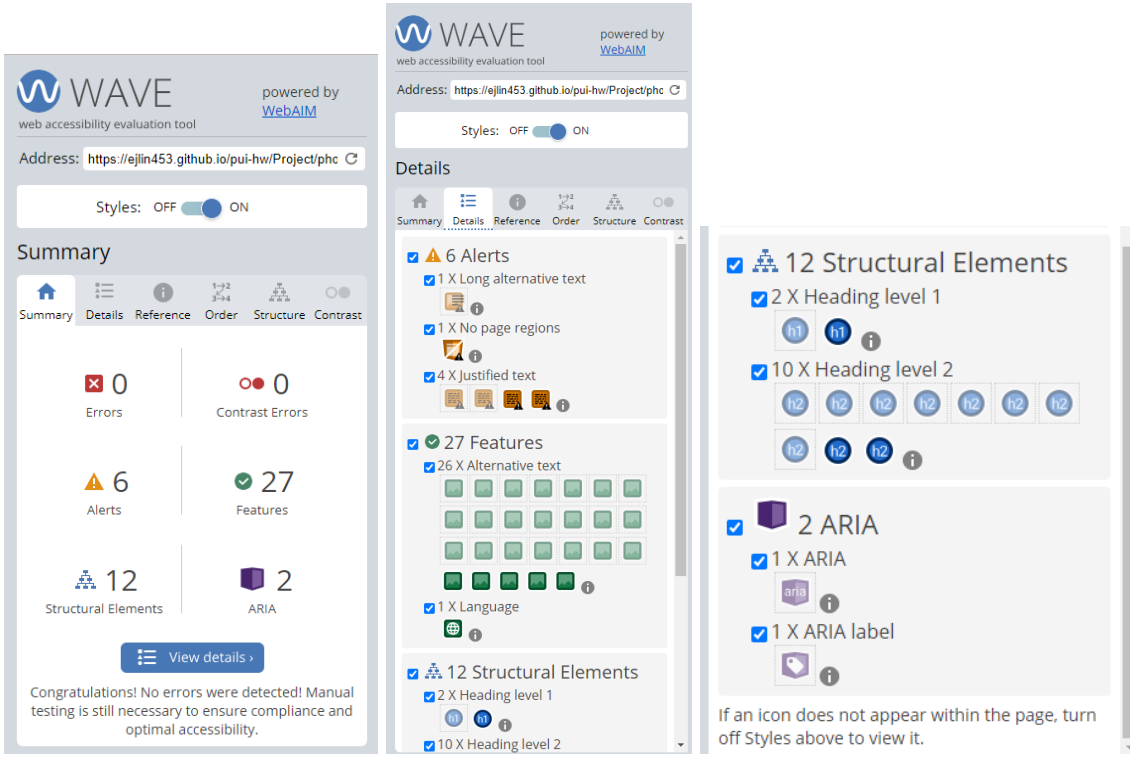
Memory Page: photobook-zoo.html



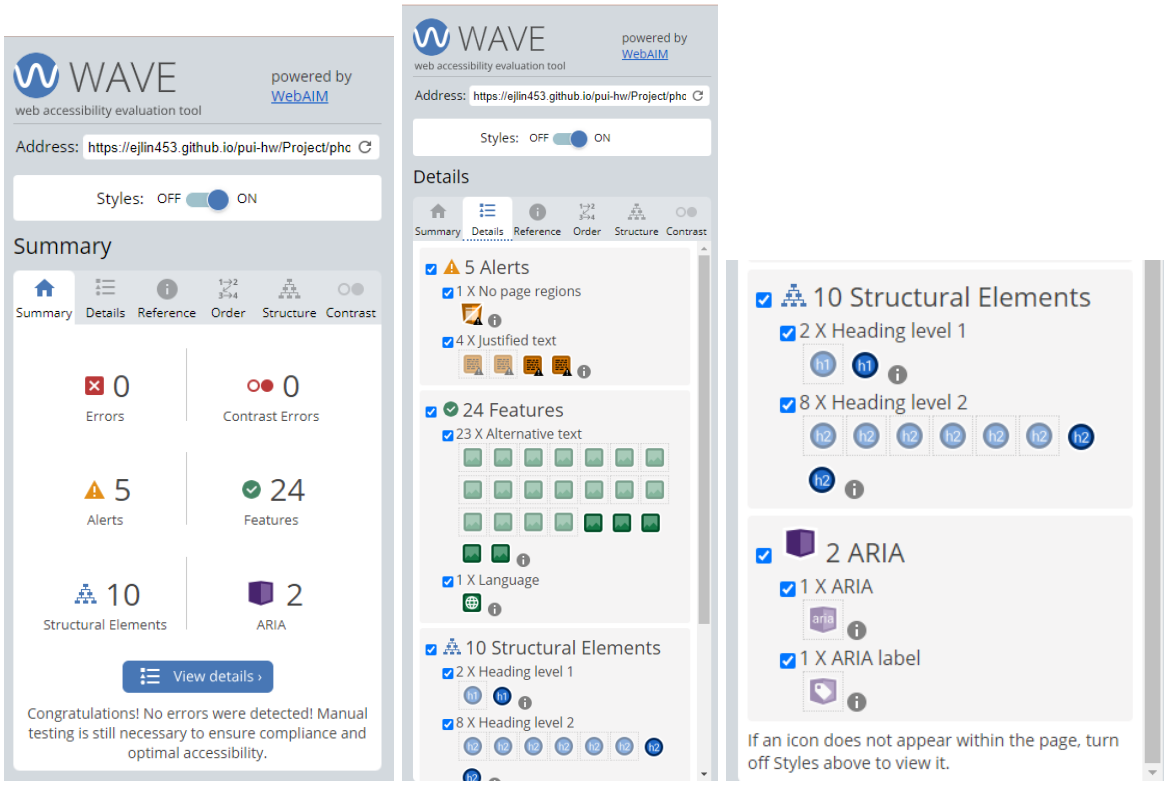
Memory Page: photobook-overcast.html



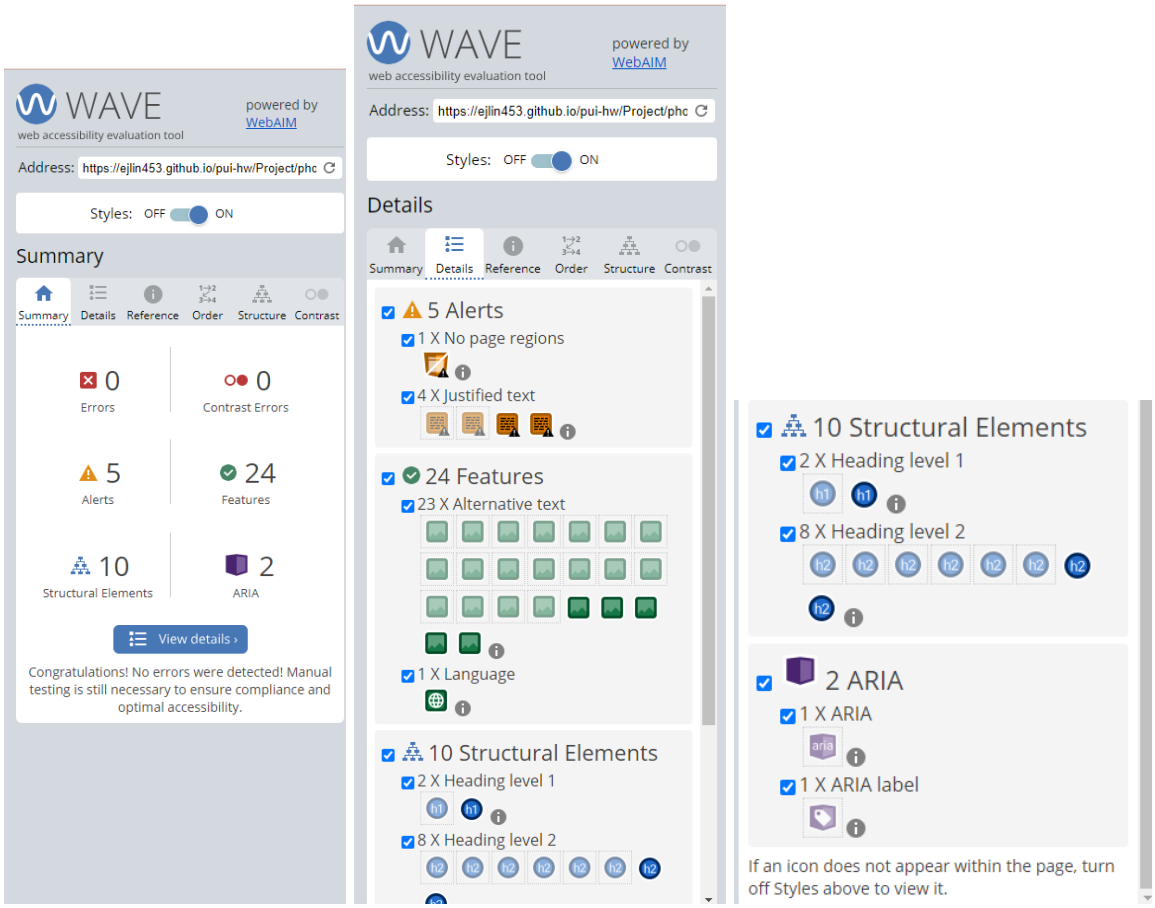
Memory Page: photobook-chicago.html



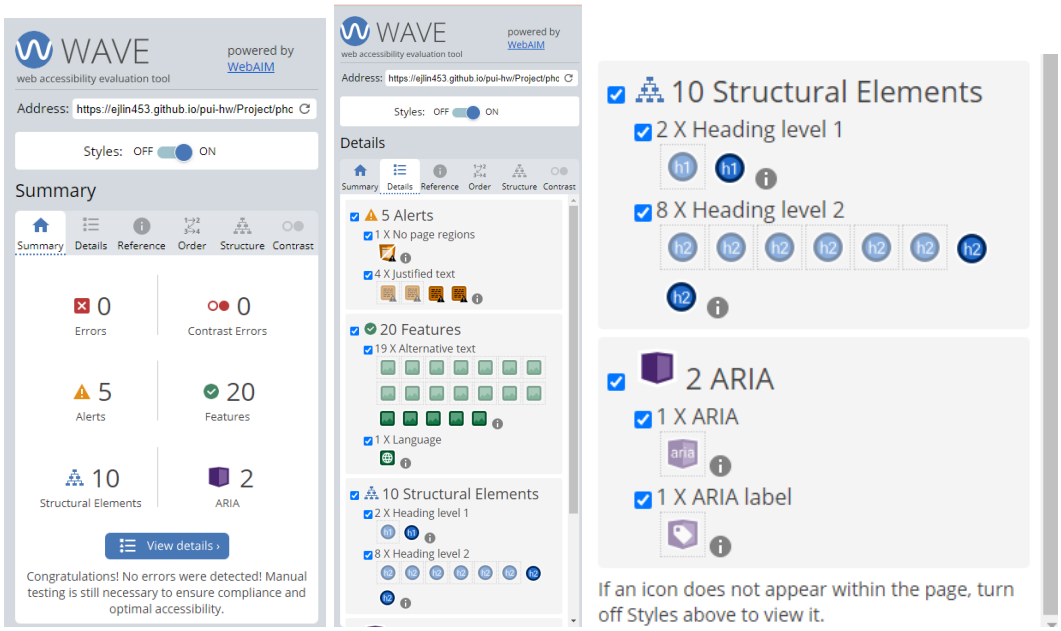
Memory Page: photobook-ingrid.html



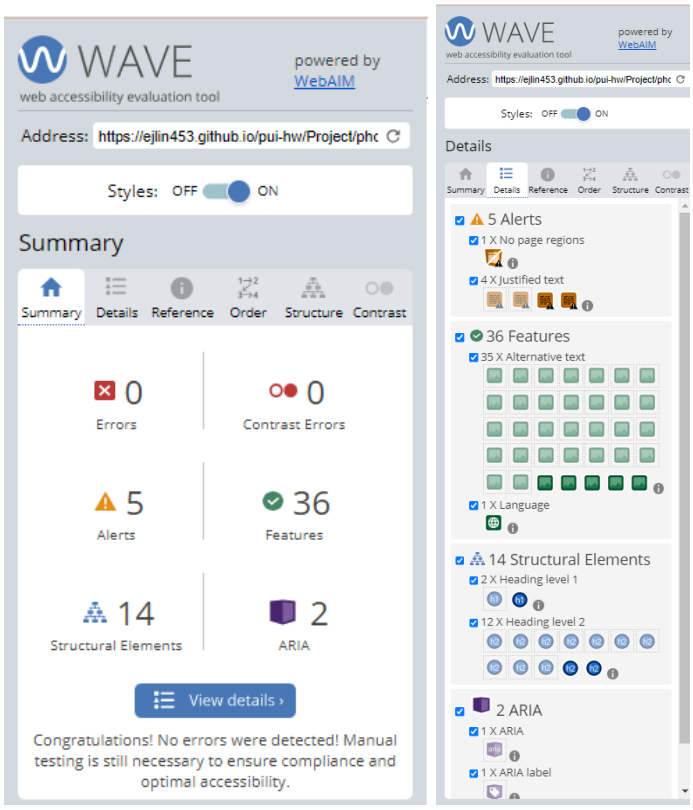
Memory Page: photobook-overcast.html



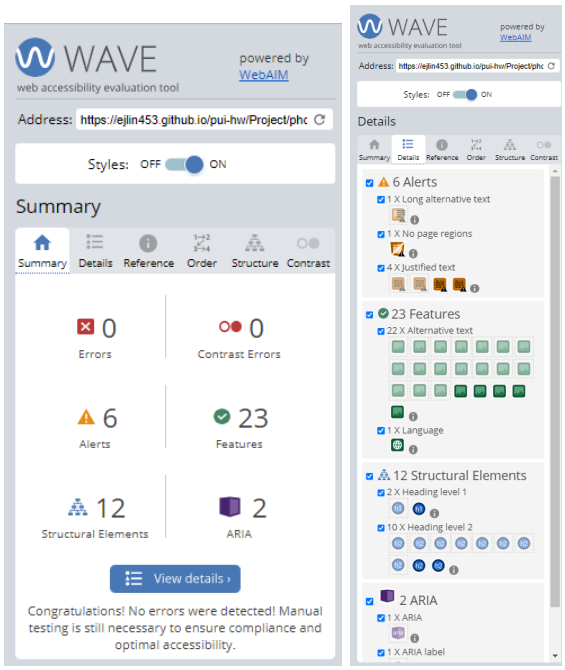
Memory Page: photobook-etower.html



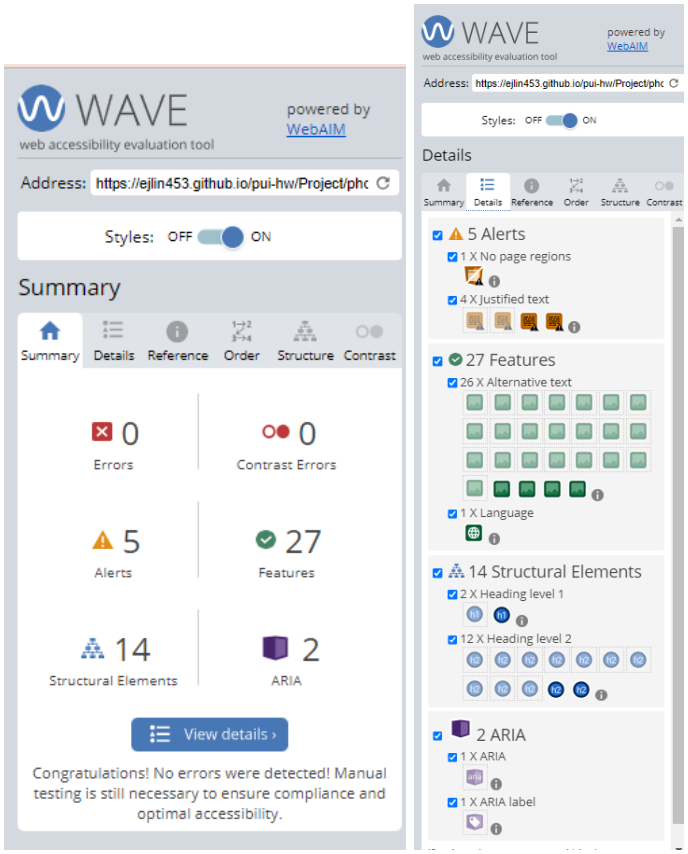
Memory Page: photobook-taiwan.html



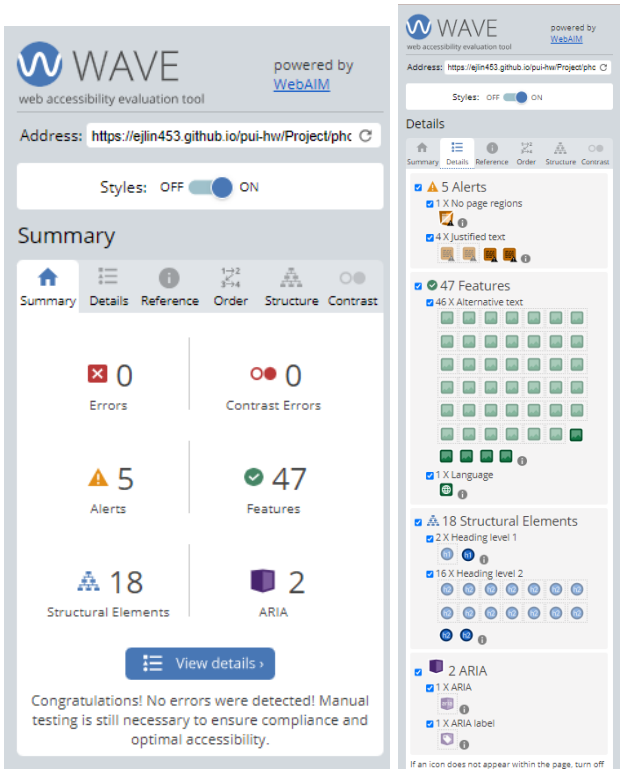
Memory Page: photobook-banquet.html



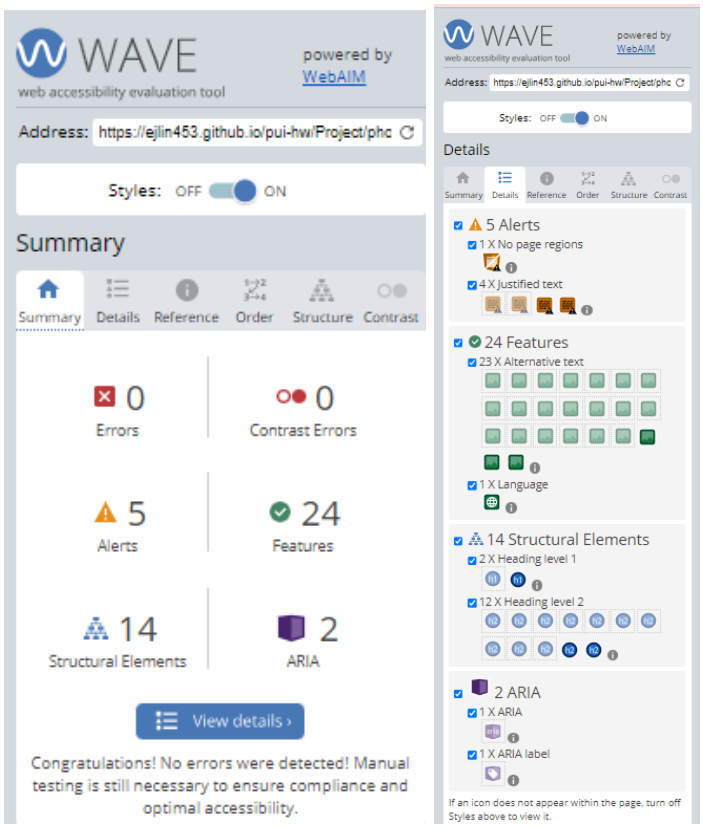
Memory Page: photobook-disney.html



Memory Page: photobook-cynthia.html



Memory Page: photobook-viewpoint.html



Memory Page: photobook-PR.html