PUI Final Project: Write Up

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Part 1

About the Project

Description
What is this website?

My website is a soundscape platform for sleeping or studying.

Purpose
Why this?

Sometimes when I have trouble sleeping, I like to listen to certain playlists or have background noise, for example, rain sounds, or even white noise to help me fall asleep. I also find that providing a calming environment helps me study as well – making it less distracting and more relaxing to focus. So, the purpose of this application is essentially to combine a timer feature that allows for people to track their sleeping or studying time.

Information
What information does it convey?

Time, music name and artist, weather for 6 days, temperature for those 6 days, music for each type of weather, time choices for timer.

Uniqueness
How is it interesting and engaging?

I will focus on providing an auditory and visually calming environment – an calm image for the background and sound effects. Also, it is interesting to combine that with weather, making it an even more immersive experience.

Target Audience
Who am I targeting?

My target audience are younger people who enjoy lofi music. Also, people who are interested in providing a relaxing and non distracting environment for themselves.

Part 2

How to Interact

- First, change screen size to either
  - Ipad Pro (1024 x 1366)
  - Iphone SE (375 x 667)

Most of the features are revealed from page loading, because the point of this website is based on the weather API.

Before anything,
- **Start music** (according to current weather)
  - Click anywhere on the page

On the screen you can see the weather icon and type currently displayed and the music is playing based off of this weather. Also, you can see the temperature for 6 days laid out. The music's name and artist is also displayed out at the bottom of the screen.

Now, here are the overall functionalities of the website:

1. **Set Time**
   a. Click on Set Time button
   b. Choose a time you would like to set it for
   c. Click out of modal
   d. Press Start button
2. **Stop Time**
   a. Press Stop button
3. **Stop Music**
   a. Press Pause button

Part 3

API's?

Weather API
Why I chose to use it.

Because I am doing something related to soundscapes, I thought it would be interesting and a challenge to use the weather API to determine the sounds. It's also interesting to see how I could code things dynamically and see my output changing because of the weather.

How I used it.

I found a weather API online and fetched it. Then I had to parse through it to find the correct information I needed (temperature, day, forecast for other days) and relay it back to the javascript. I created (complicated!) functions that matched this information up and displayed the information.
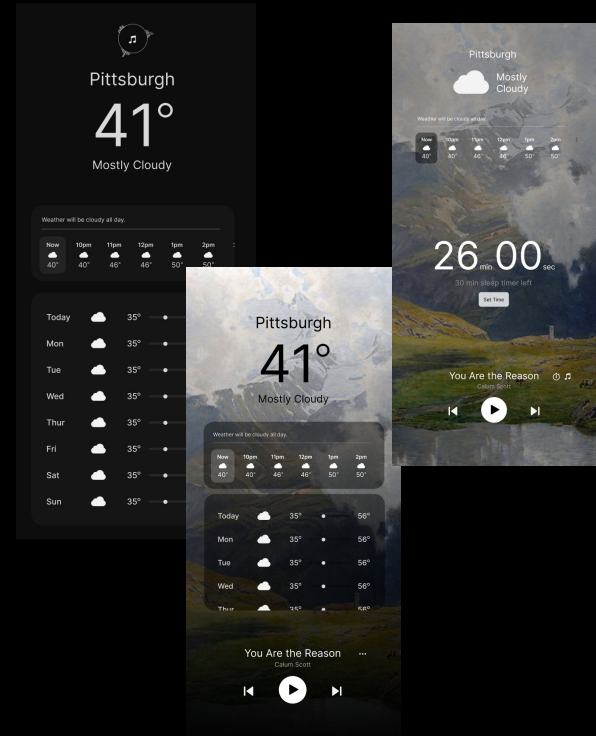
What does it add to the website?

It provides for a more immersive experience, I believe, by having real life and virtual connect. It's also very cool to see how it updates the music, the icons, and the text.

Part 4

Iteration of Prototypes

Originally, my first draft was very similar to the weather application and through feedback and some iterations in the overall concept, I pivoted to a more visually sound approach (play, pause, artist, song name). I was much more ambitious in the features that I could include, for example, including a sleep timer and a queue. I also wanted to include some sort of animation and and dynamic background, but in the end didn't get a chance to do that. In terms of good design improvements, I ended up improving the contrast of the text (more white) and background (more black) because the background image started to tackle with the white text.

Part 5

Challenges

There was lots of challenges, most notably, working with the API to get the right information and relaying it properly onto the screen, trying to code out features and ultimately scrapping them, and working through bugs took a significant amount of time. An interesting challenge was the the fact that the WAVE tool stated that my contrast was too low and I spent a good amount of time pushing and committing several times to find out it was just a bug. The javascript with the timer was also very confusing for me as well as small bugs could completely ruin the functionality. But overall, it was a very interesting and challenging project!