

Assignment 8 - Snakey Write-up

Link to Github Site:

<https://esuder.github.io/snakey/index.html>

(Github had some issues displaying CSS/JS/images in the Assets folder so I had to remove them from the folder.)

PART 1

I really enjoy watching this Youtube channel called Snake Discovery and wanted to make something based on the info I learned there. I enjoy the fun, excited way that Emily (host of Snake Discovery) presents information and wanted to capture that attitude of presentation, which I believe is engaging across many age groups, not just children.

My website is an educational site about snakes. It includes an interactive diagram of a hognose snake with information on its body parts and its different color morphs. There's also a little section I included for fun that adds accessories to the snake.

PART 2

- Find what part of the snake you're hovering over
 - Hover over parts of the snake. Tet above snake will show you name of the part
- Learn more about the body part
 - Click on the body part. You will be taken to the section of the page with that information.
- Look at the different color morphs
 - Hover over the buttons at the bottom of the snake to change the images.
- Learn more about the color morphs
 - Click on the buttons to see the information drop down, and click again to collapse it.
- Add accessories to the snake
 - Click on the buttons to the right of the snake (or the bottom of the snake if your browsing window is small)

PART 3

1. Animate.css

2. I chose to use animations for my site because I thought it would be appropriate for the fun, goofy tone of my project.
3. I used animation to animate the title when the page first loads. Clicking on the “For Fun” buttons animates the accessories as they appear on screen -- the tongue moves back and forth, the sunglasses spin in, and the hat bounces into place. I also used animation to just make the color morph cards bounce in once expanded.
4. I used animations in areas to make interactions more engaging and eye-catching and add some more flavor to my website. I think it’s a lot more fun to see the accessories appear with the animations, rather than if they just suddenly appeared.

PART 4

My prototype originally only included the snake and information on its different body parts if you clicked it. For the final, I added the section about the snake’s color morphs and the ability to switch the images of the snakes to the different color morphs. The section where I added the ability to add accessories to the snake is new. I also added a footer so I could write credits for information I used.

PART 5

I was struggling mainly with the image map, because it was based on coordinates and would only work correctly if the image was at a specific size. I was able to solve this with a piece of code that resizes the image map for you (credited on my site).

I also had struggles with my original plan to make clicking on the snake open pop-ups with information on the body part you clicked, since this was actually not possible for image maps. In the end, I worked with the image map’s capabilities and instead had clicking each part bring you to a section of the site with the information—same info, different way of getting it.