

Garrett and Savannah Project Proposal:

- Project name

Canvas Quest

- Description of the project

A game where users match artworks with their artists.

- Target audience

College students and educators studying art history.

- Features and functionalities

Users can create and save their favorite artworks to albums. There will be a login. There will be a game where users match one out of several artist names to the displayed artwork.

- At least two wireframes for the main page (mobile, wide screen)

Wireframe for mobile <https://wireframe.cc/m9F70F>

Wireframe for PC <https://wireframe.cc/ltVjOL>

- What will the detailed form be used for? What other forms might you need?

Player login would be one of features a form could be used for.

- What data would you need to store in Local storage for persistence?

Remembering a player's high score and the albums containing favorite artworks.

- What data will your app need? Is there an API or will you need to build your own dataset in a json file?

We will be pulling data from the API provided by the Chicago Art Museum.

- Where would it make sense to use a drop-down menu or modal?

Nav bar.

- Where are opportunities to use CSS Animations?

Users will have animations for correct and incorrect answers while playing the game.

API FOR ART MUSEUM: <https://api.artic.edu/docs/>

Github Environment Link

<https://garpunk.github.io/CanvasQuest/>