

Part 1

Last year it was estimated that ~25 million Americans were affected by at least one autoimmune disease, costing the U.S healthcare system over \$100 billion. Recent research has shown that the foods people eat have larger impacts on overall health than most people are aware. While food is not a substitute for prescriptions and modern medicine, eating the right foods can significantly improve the lives of people living with diseases. Food Fellas is an interactive website that educates people with autoimmune diseases on foods that relieve and worsen disease symptoms. Users are introduced to three fellas with autoimmune diseases: Rheumatoid Arthritis, Multiple Sclerosis, and Lupus Erythematosus.

By clicking on the fellas, users can then learn about foods that are good and bad based on their disease by dragging the food to the fella, as well as other information about the diseases themselves.

Part 2:

- Hover over the fellas for them to expand and click to learn more about the specific diseases
- Scroll through pages to experience sections rising up/popping up into place.
- Drag and Drop food into the fellas mouths on a specific 'Diseases' page in order to make facts about the food to appear.
 - Green or red border outlines of the facts indicate whether or not the food is good or bad for the user based on disease.

Part 3:

- Interact.js
 - I chose to use interact.js because it substitutes having to code out numerous lines of vanilla javascript to create different instances of X and Y positioning for graphic elements.
 - In order to make elements more easily draggable I had to place a class inside an 'interact' function. I also restricted the element within a specific area of a div parent so that when an element is dragged it always springs back to its original position.
 - The ability to drag the food to the fella in the middle and, in response, tell the user how the food affects his or her health is the main interaction of the entire website. This interaction makes revealing somewhat boring or bland information more exciting by creating this sort of reveal by completing a certain action.
- jQuery
 - I used jQuery in order to create pop up effects for sections in the homepage as well as to incorporate certain plugins such as superfish, and wow in order to make scrolling transitions between sections of the pages more seamless.

- I used jQuery plugin superfish in order to enhance the responsiveness of the website by having the main navigation bar fold into a hamburger menu at the mobile-sized threshold. I used the jQuery plugin wow in order to make sections pop-up at a faster pace when scrolling through the website.
- The jQuery library and plugins makes the mundane tasks of going through a website slightly more entertaining. There is sort of an element of surprise that my website utilizes (mainly in the main drag and drop interaction of the foods to reveal information), and having page sections pop-up when scrolling and the navigation fold into a hamburger menu for mobile adds to this surprise.
- Bootstrap
 - I chose to use Bootstrap because I was unsure how to make the elements in my website respond and move around based on screen resizing. Bootstrap's grid system makes it easier to have elements on the page respond to changes in screen size.
 - I used this library in order to make my website responsive. Placing elements in columns and rows that break at certain thresholds allow for easier resizing.
 - Bootstrap provides organization and consistent structure for responsive screen size.

Part 4:

I pivoted from my HW7 mockups pretty significantly. Originally for HW7, I had planned on creating my portfolio. I realized I did not want to do my portfolio for the final assignment soon after I submitted assignment 7, and showed my TA (Rushil) low-fidelity screens for the new, and current, website concept. One of the main things I iterated from these early mockup designs was implementing the drag and drop food interaction. Initially, I had it so the user had to click on the food, which would then highlight, and then click a 'Feed Me' button to make the food move over to the fella's mouth.

Part 5:

One of the main challenges I faced was trying to figure out how to make a picture 'draggable', and for a fact to appear once the draggable picture had entered a specified target zone. I knew the interaction I wanted to create, but finding a library that would allow me to do so, and one that I understood well enough to be able to manipulate, took a considerable amount of time and effort. Another challenge I faced was figuring out how to make pictures draggable, but they would always return back to its original position after being dragged.