The name of my library is called tiles.js.

This library aims to enable users to easily display content in the form of “tiles”, which are customizable rectangular blocks which can hold content of different types, such as images, text, links, etc. Developers have the option of sorting and customizing the tiles, including things like color, size, position, opacity, etc. End users will be able to interact with the content in the tiles, depending on what developers have put there. There could also be things like customizable buttons which can be mapped to different functionality. Developers would use this instead of writing their own code because its often frustrating to get the CSS and HTML code just right to align different blocks in the way that you intend to. I hope that with this library it cuts down on the frustration of dealing with the structure of the page and allow developers to focus their time on producing the actual content that would go on there.

For this alpha release, I have implemented a simple tile system which allows users to create tiles and add images inside. The tiles also indicate that they are being hovered over, and the developer can choose what happens when each tile is clicked.

My alpha release is deployed at: <https://csc309-alpha-release.herokuapp.com/>. The page just has a basic use case of the library, which uses the library to create some tiles and some tiles with images. The tiles show a visual indication when they are being hovered over, and the developer can specify what they want the tile to do when it is clicked.