

Life under the water

Milena Famler Webapp Antrag

- Um welche Art von Webapp handelt es sich?
It is a Multi Page Application e.g. Wikipedia.
- Welche Tätigkeiten können User auf der Seite ausführen?

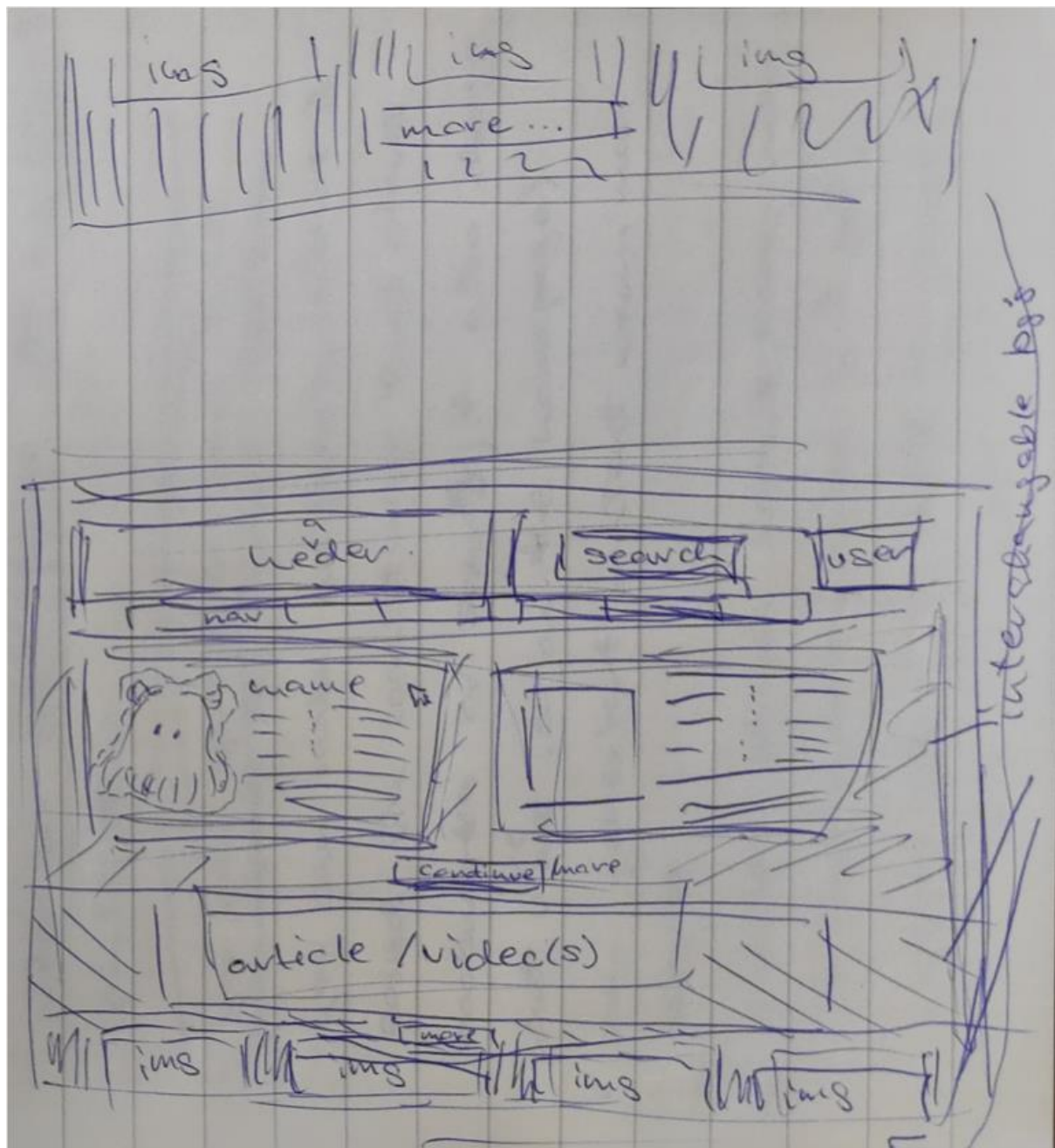
Users can search for specific things they want e.g. animal, plant etc.

They can play videos or audio.

They can set up an account/profile, so their homepage is more personal, via setting bookmarks/favouriting something.

They can look at a map and find out about the thing they clicked on.
- Welchen Benefit – Stichwort USP – hat der User von deiner Webapp?
The website is (supposed to be more (than competitors)) interactive and easy on the eyes, able to change more of the overall look of the website and even when you're on your phone can easily use it and still look appealing.
- Welche Zielgruppe möchtest du ansprechen?
My target are people who show an interest/want to get educated in a fun way about what is going under the watery depths of our world.
- Welcher Content ist grundsätzlich auf deiner Seite geplant?

The basic of content that is planned to be, are videos, audios, images, text, links and a map(image map/ svg karte/ leaflet).
- Welcher Content wird auf deiner Seite dynamisch generiert?
The content that gets dynamically generated are images, videos, on scroll animations. The images and videos can change according to what the user has interacted with and has shown interest in. So every time the user has e.g. bookmarked something and then reloads the gallery the content will have changed. The gallery and images might also get generated randomly via an API or something of that nature.
- Skizziere grob den Umfang deines Projekts.



- Welche Interaktionsmöglichkeiten (JS-Event, Inputmöglichkeiten, ...) gibt es für den User?

The user can spring to other sites, can make an account/a profile (fake)(that is saved via local storage that stores bookmarks or something, it also changes what you're recommended on the home page).

The user generates content when they scroll.

Things stand out when they are hovered over.

Things that get pressed e.g. nav, stay pressed to show where u are in this case.

On the map the user can click on certain items to spring to a different page e.g. to the animal/plant.

- Welche Möglichkeiten zur Veränderung/Customization der Seite bestehen für den User?

The user can change the background, set an icon/image for their profile/account, can set their name, choose what u want to see/get recommended (through curating bookmarks e.g.)