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PUI Final Project

Part 1

The purpose of the website is to teach people about physical characteristics of cats through interactions and engagement with mouse-over and clicking different objects, especially with illustration/animation. The tool is a beginner-guide for people who first adopted cats. The website teaches users how different body languages communicate cats' emotions and which body parts cats like to get touched or not. By clicking the body parts users want to see information of, users can further explore specific parts by a pop-up page that contains detailed explanations on each body part. The website has 2 sections, where they deal with 2 different topics and users can always go back to previous section or move on to next section when they feel like they are done by clicking the arrow on left or right bottom of the page(depending on which section the user is currently on).

Part 2

- Introduction page for Physical characteristics of cats appears as a default page. Click X on top right of the Introduction page to close it and get started.
- Click body parts(ears, tail, eyes) to see more information about them.
- Click again to close the information bubble.
- Repeat this process(clicking body parts, click again to close)
- Once done, click the arrow on bottom right to move on to the next section.
- Next section is about body parts where cats like/hate to get touched. Introductory page is default, click X on the top left to close and start.
- Click body parts(face, back, tail) to see more information.
- Click again to close the information bubble.
- Repeat this process(clicking body parts, click again to close)
- Once done, you can visit previous section(about Physical/interesting characteristics of cats) by clicking the arrow on bottom left.

Part 3

i. jQuery and animations.css

ii. animations.css was an alternative tool that I chose to use after a failure from trying to use p5.js. It gives variations to text which may improve user interactivity. I also found using jQuery is more effective/quicker than using regular javascript codes.

iii. I chose to use animations.css because I found it to be an easy-to-implement tool to emphasize certain text and engage users. I also used jQuery because it was a best/simplest tool to implement toggle that I was using for the website where information bubble needed to appear and disappear when clicked.

iv. Using jQuery was an inevitable process unless I am creating a lot more html pages, and animations.css was an add-on options for interactivity and interesting quality of this beginner's guide website. As mentioned above, they enhanced overall interactivity of the website by moving texts and toggle objects.

Part 4

I kept most of the elements from mockups, only made minor changes and instead using more time to figure out different methods to implement the design on web through programming languages. I added animated texts which was not on the mockup, and deleted the part that additional pop-up windows for more media examples when users click on the texts of information bubble.

Part 5

As briefly mentioned above on part 3, I first tried using p5.js to render cat illustration, and tried to use mousepressed function for interactivity. Though I have some previous experience in p5.js, I've never used it for website-production purpose. p5.js was more limited than I expected so I had to use other tool for interactive quality of the website. Having that trial and error was a time consuming process and I ended up having to change some initial design choices(mentioned in part 4) while making the website and choosing new tools.