**Assignment 8 – Implementing a Web Portfolio/Tool Project (Final Project Pt. 2)**
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# Final Website: https://hyoeunkcmu.github.io./

## Part1

### i. What is the purpose of your website?
: This website is designed for young children (2~5 years old) as an interactive tool in order to provide excitement and courage for the long journey. This project is inspired by the ashortjourney and my personal experience. The storyline is inspired by my little nephew who lives in South Korea. He became 3 years old this year but I haven't met him since he was 1 year old. When I had a phone call with him, he said that he wanted to visit me. I thought that it would be great if he could experience the journey from South Korea to the U.S. before he takes a real flight.

### ii. What information do you convey with your website?
: This website walks through the process of the long journey from the backpacking to flight. It will help them to make a simple mental model about the journey.

### iii. How is it interesting and engaging?
: I focused on creating cute and simple designs for young children. I chose soft but bright colors, and intuitive animation to make a comfortable experience. It has a short sequence but every scene has a different animation and interaction, and I think this can make this experience more engaging.

### iv. Who is the target audience?
: Target audience would be young children (2~5 years old) and their parents. The website itself doesn't have text explanation or information. This activity is needed for parent's guidance.

## Part2

### i. the interaction type you implemented
: The whole interaction is linear working with a simple click.
: There will be an arrow button to move the next page, if not, the user can click the object itself.

### ii. how I should reproduce i t (i.e. click on X on page Y, or scroll on page X, etc.)
: 1st page - click 'Start' button
: 2nd page - click 'letter' - click 'airplane ticket' - click 'arrow' button
: 3rd page - click 'bag' - drag/drop items in the bag (at least 4 times) - click 'arrow' button
: 4th page - click 'car'
: 5th page - click 'travel board'
: 6th page - click 'seat screen'

: 7th page - click 'arrow' button
: 8th page - click 'airplane'
: 9th page - click 'airplane'
: 10th page - click 'door'
: 11th page - click 'arrow' button

## Part3

**i. Name of tool**
  : JavaScript library (Bootstrap, GSAP, interact.js)
  : animation (GSAP)

**ii. Why did you choose to use i t? (2-4 sentences max)**
  : I used Bootstrap for the responsive design.
  : I used interact.js for the draggable items.
  : I used GSAP to implement the tween animation and timeline

**iii. How did you use it? (2-4 sentences max)**
  : For Bootstrap, I used its grid system to organize items. However, my website only works for the landscape mode (forced it using media query), so Bootstrap was not essential but I used it to study this library.
  : I used interact.js for drag & drop interaction. (This library helps to track the relative distance of the original location and the moved location, and then change the translate properties.)
  : I used GSAP for all the animation that I implemented. It has a great timeline function making it easy to control the animation.

**iv. What does it add to your website? (2-4 sentences max)**
  : These libraries make my website more interactive and easy to navigate.

## Part4

**Describe how you iterated on your HW7 mockups, if at all, including any changes you made to your original design while you were implementing your website. (2-4 sentences max)**
: I changed the airplane scene. My original plan was watching over the window but I thought it was not informative enough, so I changed it to 'seat screen' which shows the travel route from Korea to the U.S.

## Part5

**What challenges did you experience in implementing your website? (2-4 sentences max)**
: Responsive design was the most challenging part. It doesn't work super well across all devices. Especially, there were huge differences between the android and iOS devices.