

SUPERFAN

*INTERACTIVE
EXPERIENCE*



BRAINSTORM

come up with three different ideas of themes + interactive features

Idea 1: Terraria



Theme

At the bottom there will be a bar with the class names + weapon when you pick one the character in the bottom left above the class bar will change with the armor set and weapon. 3 bosses in the middle on seperate divs when click it changes to second form. When click again turns into treasure bag. Could possibly have sound.

Interactive JS Feature #1

Pick class:

Melee

Range

Mage

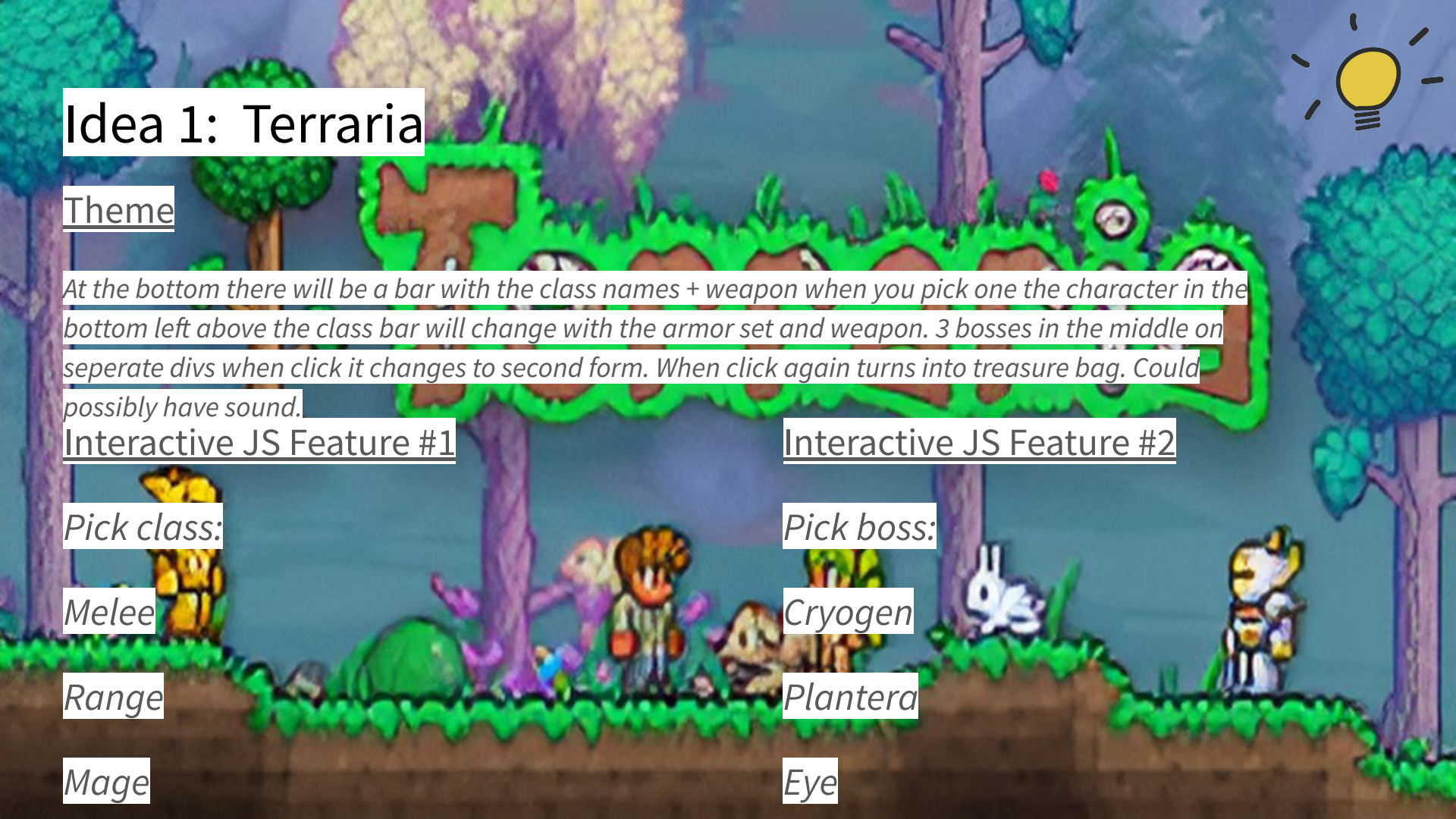
Interactive JS Feature #2

Pick boss:

Cryogen

Plantera

Eye





Idea 2: Pokemon

Theme

There will be 2 pokemon once one is clicked a box will appear and say battle or capture.

Depending on what you chose the pokemon will either be gone or the image will be replaced by a pokeball that if you click will show the pokemon

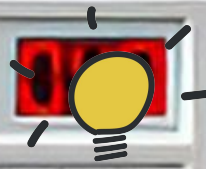
Interactive JS Feature #1

click to battle or capture

Interactive JS Feature #2

If clicked battle click which attack. If clicked capture click a pokeball to capture it.

035



Idea 3: Minesweeper

Theme

There will be a minefield that I can get from the game that is already mostly done and if you have the shovel selected and dig an empty spot it will be cleared and be replaced by the background if you have the flag selected and click on any square the spot will be replaced by an image of the spot with a flag on it.

Interactive JS Feature #1

Click the flag or shovel in the bottom to select them

Interactive JS Feature #2

Click the already half cleared minefield with the shovel or flag selected to either dig the spot or mark it

EVALUATE

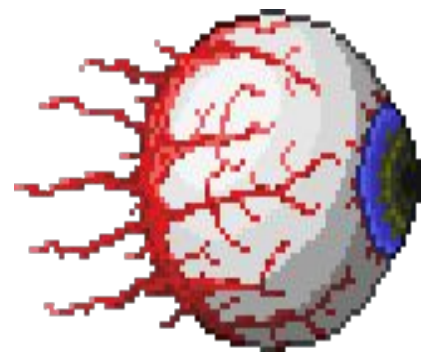
think about the good and bad for each idea then choose one

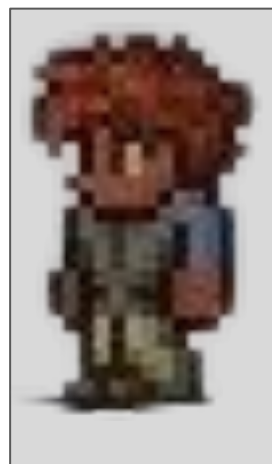
Pros/Cons of Each Idea:

	Pros	Cons
Idea 1: Terraria	<p>It is the thing I want to do the most</p> <p>It would probably look the best as I have thought of it much more than the others</p>	<p>It is also probably the most complicated to code in javascript</p> <p>I would need to know how to make it so that I can click an image one time and it would change and then click it again and it would change to something else</p> <p>Possibly have sound</p>
Idea 2: Pokemon	<p>It is probably the most simple</p>	<p>It is the one I want to do the least</p>
Idea 3: Minesweeper	<p>I think this one would be really cool if I did it right</p> <p>Unique idea</p>	<p>Coding the divs might be hard because I need to do a large grid pattern made of small boxes</p> <p>I would also need a way for the person to know when the game is over which would be challenging because I need a way that would only end the game after all mines were marked correctly</p>

CONTENT

gather and edit essential content for your site





DESIGN

create three possible responsive designs for your chosen idea

Hand-drawn diagrams on graph paper:

- Post-Op Design:** A large rectangle divided into three vertical sections labeled 1, 2, and 3. Each section contains a square with an 'X' inside. To the right of the sections are three smaller squares, each also containing an 'X'.
- Soil Spill Wall:** A vertical wall structure labeled "Soil Spill Wall" and "Wall". It consists of four rectangular blocks stacked vertically, each containing an 'X'.
- Scale:** A note indicating "Scale of 1:10 ft".
- Page 2:** A label for the second page of the drawing.
- Notes:**
 - "Large area of rocks" with an arrow pointing to the top left corner.
 - "Advisable change in rock and possibly clay mass of sand" with an arrow pointing to the top right corner.

[illegible]

2

same possibility of same

a) Change or
Click (clicking
space (cm)
(change))

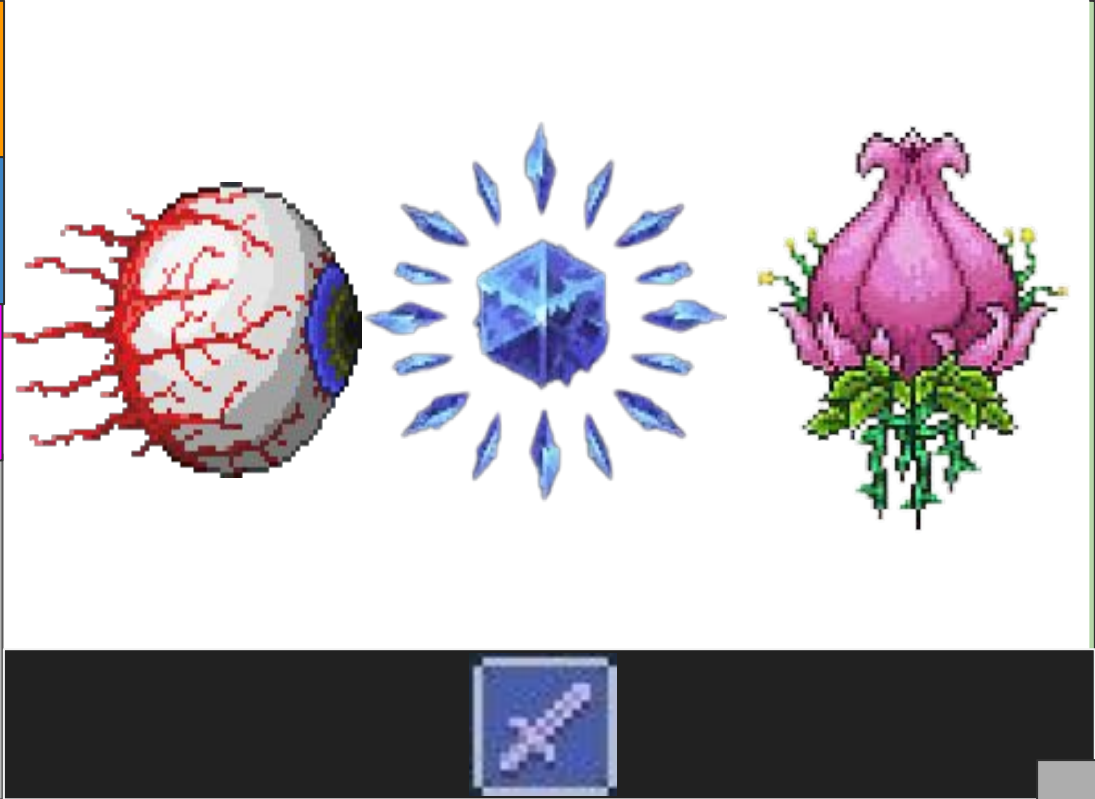
Design 2

See as
rather
page

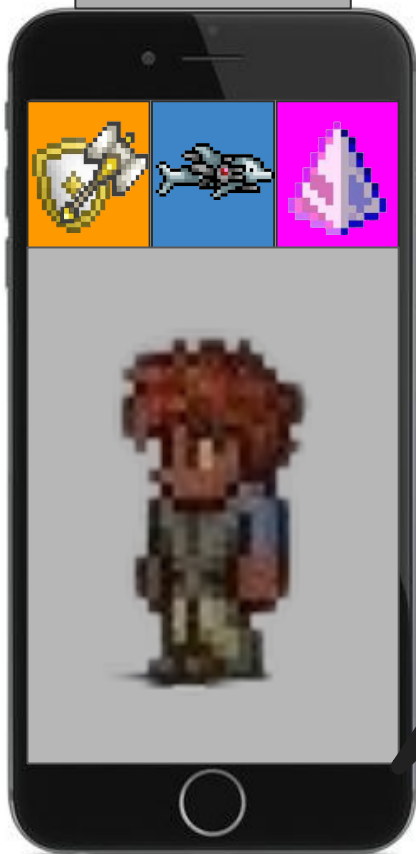
Page 1

MOCKUP

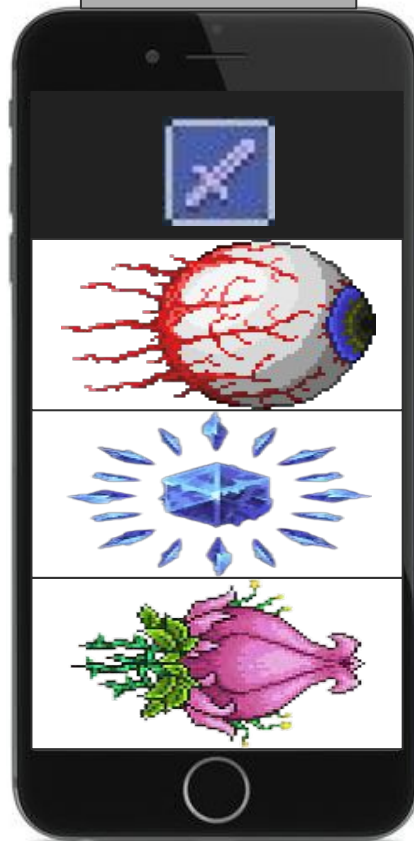
choose your final layout and create a digital mockup



On click,
change to next
slide



Scroll down for
second page



ANNOTATE

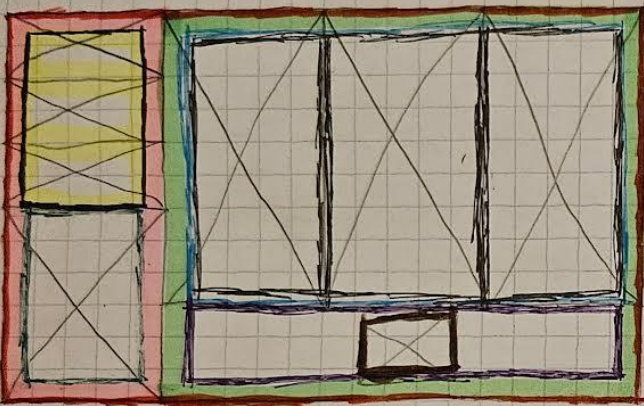
add explanations, colors, percentages, and display properties + draw your dom

FIVE STAR.

FIVE STAR.

FIVE STAR.

FIVE STAR.



body
 height: 100vh
 width: 100vw
 display: flex
 margin: 0

.column
 height: 100%
 width: 20%
 display: block

.box
 height: 20%
 width: 100%
 display: flex

.box2
 height: 40%
 width: 100%
 display: block

large box
 height: 100%
 width: 100%
 display: block

.box3
 height: 100%
 width: 33.33%

.box4
 height: 100px
 width: 100px

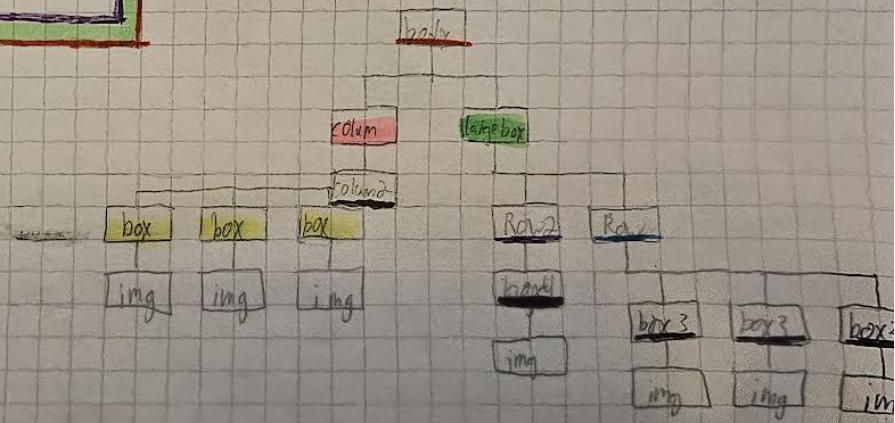
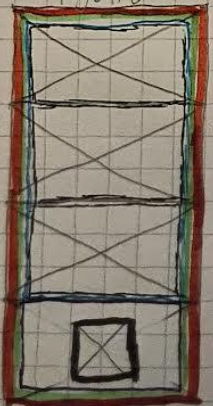
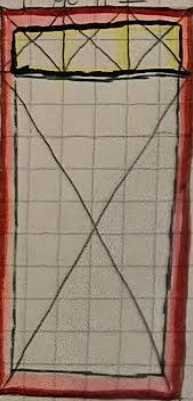
.row1
 height: 85%
 width: 100%
 display: flex

.row2
 height: 15%
 width: 100%
 display: flex

img
 height: 100%
 width: 100%

Page #1

Page #2



HTML



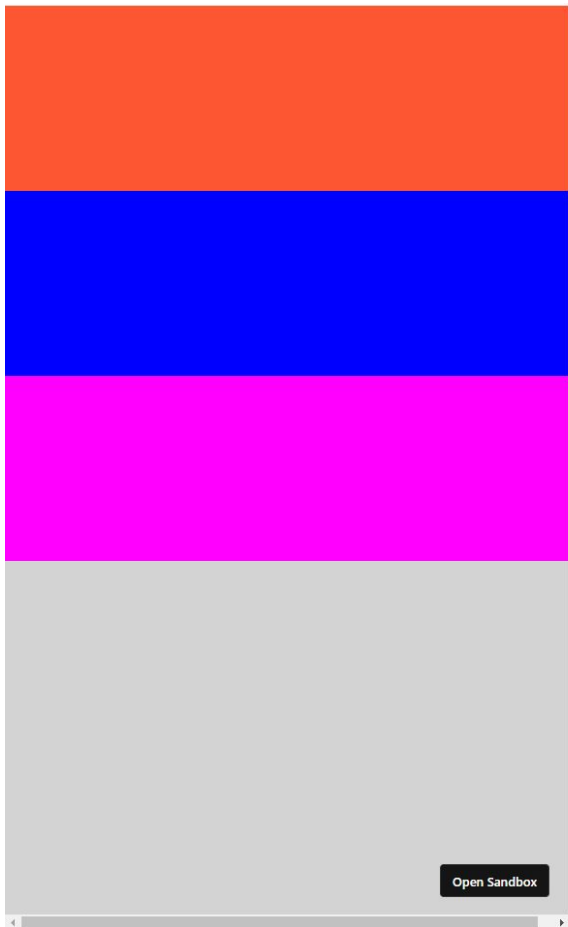
CSS



BUILD

create your desktop divs using html and css then make it responsive





```
Elements Console Sources Network Performance Memory Application Security Lighthouse Recorder Performance insights
<!DOCTYPE html>
<html lang="en">
  <head>
  </head>
  <body data-new-gr-c-s-check-loaded="14.1136.0" data-gr-ext-installed>
    <div class="column dim_grey">
    </div>
    <div class="largebox orange">
      <div class="row light-grey">
        <div class="box3 black"></div>
        <div class="box3 black"></div>
      </div>
      <div class="row2 green">
      </div>
      <script src="script.js"></script>
      <script crossorigin type="text/javascript" src="https://codesandbox.io/static/js/watermark-button.eeb14a97b.js"></script>
      <script type="text/javascript" src="https://nrhm77.csb.app/83e09c4w/loader.js?fn=inject.js"></script>
    </div>
    <iframe id="sb__open-sandbox73" style="
      position: fixed;
      margin: 0;
      padding: 0;
      bottom: 16px;
      right: 16px;
      border: none;
      width: 118px;
      height: 36px;
      z-index: 999999999999999;
    "></iframe>
  </body>
  <grammarty-desktop-integration data-grammarty-shadow-root="true"></grammarty-desktop-integration>
</html>
```

html body div.largebox.orange div.row.light-grey div.box3.black

2

Styles Computed Layout Event Listeners >>

Filter :hov .cls + - []

element.style { }

@media only screen and (max-width: 600px)

.box3 { height: 33.33%; width: 100%; style.css:106 }

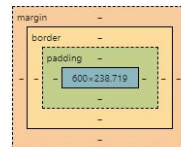
.black { background-color: black; style.css:89 }

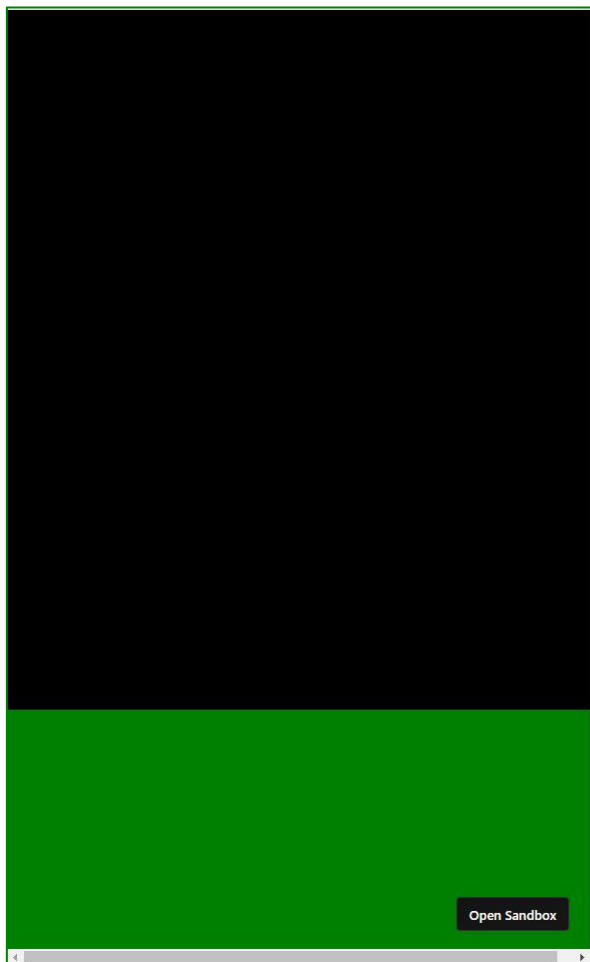
.box3 { height: 100%; width: 33.33%; style.css:48 }

div { display: block; user agent stylesheet }

Inherited from html

:host, :root { --rem: 16; injected stylesheet }





Open Sandbox

```

<!DOCTYPE html>
<html lang="en">
  <head> </head>
  <body data-new-gr-c-s-check-loaded="14.1136.0" data-gr-ext-installed>
    <div class="column dim_grey"> </div>
    <div class="largebox orange">
      <div class="row light-grey">
        <div class="box3 black"></div>
        <div class="box3 black"></div> == $0
        <div class="box3 black"></div>
      </div>
      <div class="row2 green"> </div>
      <script src="script.js"></script>
      <script crossorigin type="text/javascript" src="https://codesandbox.io/static/js/watermark-button.eeb14a97b.js"></script>
      <script type="text/javascript" src="https://nrhmf7.csfb.aop/83e09c4/loader.js?fn=inject.js"></script>
    </div>
    <iframe id="sb_open-sandbox73" style="
      position: fixed;
      margin: 0;
      padding: 0;
      bottom: 16px;
      right: 16px;
      border: none;
      width: 118px;
      height: 36px;
      z-index: 999999999999999;
    "> </iframe>
  </body>
  <grammarly-desktop-integration data-grammarly-shadow-root="true"> </grammarly-desktop-integration>
</html>

```

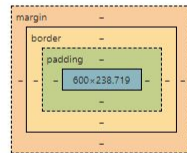
```
html body div.largebox.orange div.row.light-grey div.box3.black
```



The screenshot shows the 'Styles' panel in Chrome DevTools. The 'element.style' section is expanded, showing a list of CSS rules. The rules are as follows:

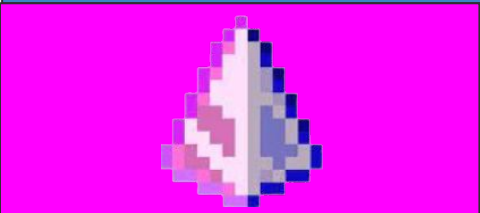
- element.style**
 - @media only screen and (max-width: 600px)
 - .box3 {
 - height: 33.33%;
 - width: 100%;
 - .black {
 - background-color: black;
 - .box3 {
 - height: 100%;
 - width: 33.33%;
- div {**
 - display: block;
- Inherited from html**
- :host, :root {**
 - rem: 16;

The rules are color-coded: blue for user agent styles, green for inherited styles, and red for styles that are not inherited. The 'display: block;' rule is highlighted in red, indicating it is the active style.

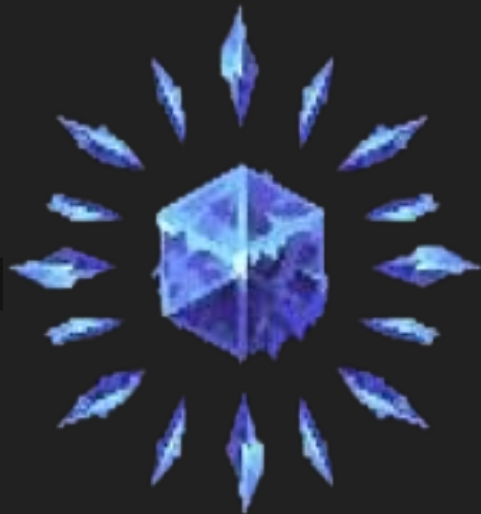


JAVASCRIPT

add behavior to your page by inserting two pieces of javascript



Click
Stuff



PHASE 1



RESET

ENHANCE UX

add in effects when the user hovers and clicks to make the page intuitive and fun



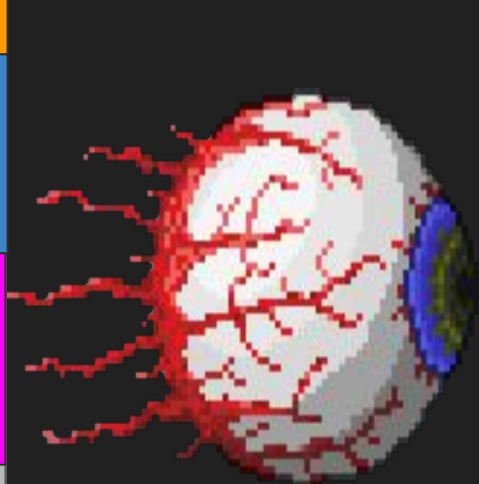
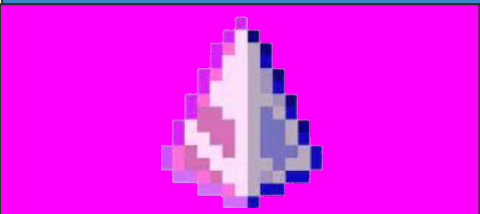
```
.clickable {  
  filter: brightness(85%) drop-shadow(2px 8px 3px);  
}  
.clickable:hover {  
  cursor: pointer;  
  filter: brightness(120%) drop-shadow(5px 10px 3px);  
  transform: scale(1.03);  
}  
.clickable:active {  
  filter: drop-shadow(0px 0px 3px);  
  transform: scale(0.9);  
}
```

TEST + ITERATE

get feedback from users then make revisions to your user interface

	User Interface: How could the styling of elements be changed to make a more visually appealing, clear, and space efficient layout? (ex: sizes, colors, fonts, alignment, etc.)	User Experience: What elements of the user experience could be improved to make the puzzle more fun/satisfying? (ex: sounds, hover effects, etc.)
User 1 Name: David	<ul style="list-style-type: none"> Make the images fit in their boxes Make some of the images less blurry Make the bags smaller 	<ul style="list-style-type: none"> Add a sound effect the person changing Add a sound effect for the middle characters changing Add a sound effect for the buttons
User 2 Name: Rodney	<ul style="list-style-type: none"> Get better pictures Make the bottom person a button instead of the box Do something with the 3 middle characters 	<ul style="list-style-type: none"> Add sounds for the buttons on the left Add sounds for the bottom buttons Add sounds for the middle characters
User 3 Name: Jayden M	<ul style="list-style-type: none"> Get better pictures The 3 middle ones look weird (they are the only things that are not buttons) Fix the sizes of the images 	<ul style="list-style-type: none"> Add sound effects for all the javascript elements Add some type of hover effect for the 3 middle characters Make stuff opaque when you click them or hover over them
User 4 Name: Clint	<ul style="list-style-type: none"> The colors on the left look a bit plain If the middle characters and the bottom buttons are 2 separate divs; make them look like it 	<ul style="list-style-type: none"> Add a sound when you click on one of the left characters to make the person hear that something happened Add a sound effect when you click the damage button to display the change Maybe add some background music that you can toggle with a small button on the side or in a corner
User 5 Name: Ray	<ul style="list-style-type: none"> Fix the size of some pictures Use less blurry pictures Spread the bottom buttons out like in the mobile layout 	<ul style="list-style-type: none"> Make it so you cant click the Phase 2 button before it comes up Add sounds for the bottom buttons Add sounds for the side buttons

End



PHASE 1



RESET



PHASE 1



RESET

