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PUI Section D
Assignment 8
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Part 1:
The purpose of my website is a simple, educational game. By using pictures of animals, and animating them, I want to convey the message that learning to code can be fun and not as hard as many people think. Looking at code may be intimidating at first, but if it is viewed in the perspective of a fun animal game, it can remove any inhibitions around coding. The target audience is mainly for children, but anyone of any age can play this game to get started with the building blocks of coding. The game is very simple and easy to learn  - it starts with directions then continues on to an area where users can drag-and-drop pictures of animals and actions. Once users fill in both "Animals" and "Actions" squares, they can click on the "Generate Animal" button to generate a randomized picture of an animal. If the generated picture matches with the picture they initially dragged into the "Animals" box, the animal will act out the action that was placed in the "Actions" box, which teaches the users that a successful if-then statement will result in an effect.

Part 2:
i. The interaction types I implemented are dragging-and-dropping and clicking to generate a randomized image.
ii. Users can click on any animal picture (outlined with a blue border), drag it, and drop it in the "Animal" box (outlined with a dotted blue border). Users can also do the same with any action picture (outlined with a green border) in the "Action" box (outlined with a dotted green border).

Part 3:
i. Name of tool: CSS Animations & Bootstrap
ii. Why you chose to use it?: I wanted to animate the animals, which would reinforce users' successful if-then statements. I also wanted to make the website look nicer and have elements work well together.
iii. How you used it?: I used CSS Animations through Animista.com. I used keyframes and CSS from Animista in my code. I used Bootstrap classes in my HTML to style it.
iv. What it adds to your website? The animations add value and feedback to the if-then statements. Bootstrap makes the website look nicer.

Part 4:
I completely changed the concept and design from Assignment 7 to Assignment 8. I had initially done a portfolio mock-up in Assignment 7, but I wanted to create something I can add to my portfolio, so I switched to an educational game. My career goal is UX research in games, so I saw this as a good portfolio piece.

Part 5: What challenges did you experience in implementing your
website?
One challenge was understanding how Bootstrap works. The website was designed nicely and
had clear information on the different ways I can use Bootstrap, but I was confused as to how to
actually implement it. I had to visit a lot of different pages and websites to understand that I had
to first use a default template in my HTML file, and then apply different classes to my elements.
Once I figured that out, it was fairly simple to apply the style I wanted.

**Resources:**

Animations
www.animista.net

Beginner Drag-and-Drop Game with HTML, SCSS and JS
https://medium.com/javascript-in-plain-english/beginner-drag-and-drop-game-with-html-css-and-
js-58653f974285

Bootstrap
www.getbootstrap.com

Stack Overflow
www.stackoverflow.com

W3Schools Online Web Tutorial
www.W3schools.com