

SUPERFAN

INTERACTIVE
EXPERIENCE



BRAINSTORM

come up with three different ideas of themes + interactive features

PHASE 0

Idea 1: Hear me outs

Theme

Interactive JS Feature #1

Changing images

Interactive JS Feature #2

Changing text

Interactive JS Feature #3

Audio of my explanations



Idea 2:

Theme

Dispatch



Interactive JS Feature #1

Changing images and gifs

Interactive JS Feature #2

Gifs

Interactive JS Feature #3

Your explanation here...

Idea 3:

Theme

Foxy Animation

Interactive JS Feature #1 Interactive JS Feature #2 Interactive JS Feature #3

Changing images and Gifs Audio and sound, moving images

Counters to track animation



EVALUATE

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

PHASE 1

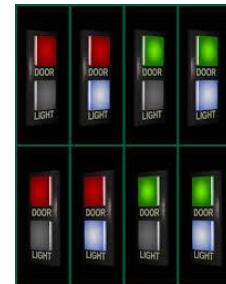
Evaluate + Choose Your Idea

	Pros	Cons
Idea 1: Hear Me Outs	Lots of Images	Lots of Images
Idea 2: Dispatch	Immersive	Kind of adult-y
Idea 3: Foxy Animation	Immersive Lots of content	Lots of content Coding the variables and transitionalalals

CONTENT

gather and edit essential content for your site

PHASE 2



<https://www.youtube.com/watch?v=buiYhZoYvFQ>

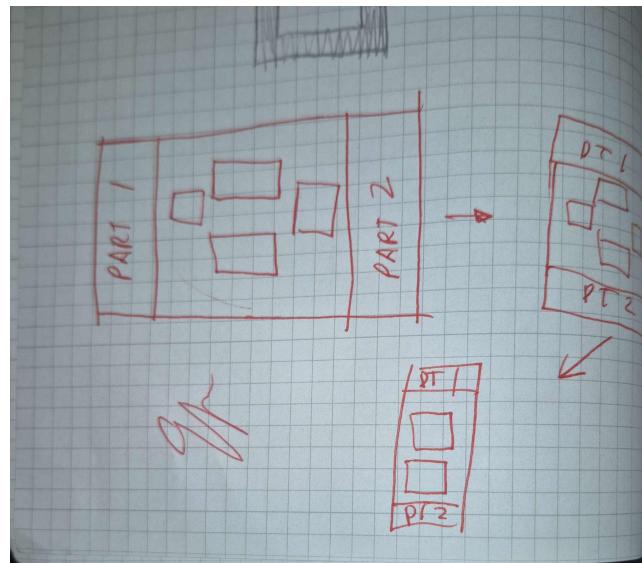




DESIGN

create three possible responsive designs for your chosen idea

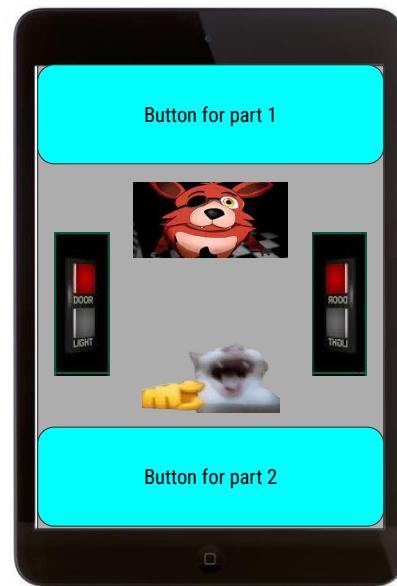
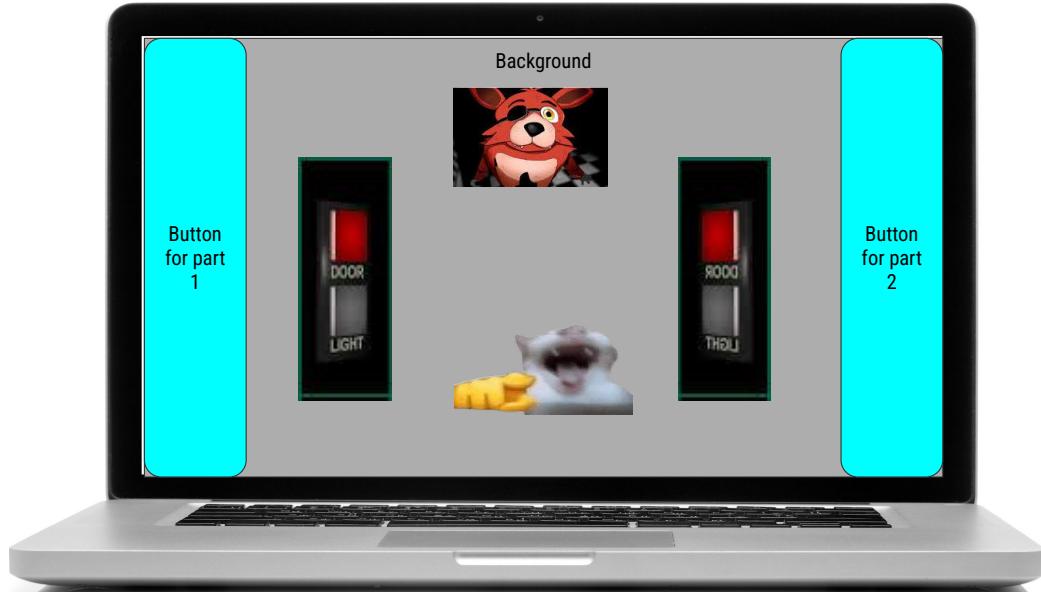
PHASE 3



MOCKUP

choose your final layout and create a digital mockup

PHASE 4



ANNOTATE

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

PHASE 5



BUILD

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

PHASE 6



A screenshot of a browser's developer tools showing the Elements tab. The page displays a checkerboard pattern of colored boxes: blue, red, orange, and purple. The developer tools sidebar shows the HTML structure:

```
</> Elements       ... ⓘ X
```

```
<link rel="stylesheet" href="style.css">
<title>Checkerboard Challenge</title>
</head>
<body> 
  <!-- children of the body element -->
  <div class="col">
    <div class="box red center-content" style="display: flex; align-items: center; justify-content: center;">
      <div class="box2 orange"></div>
      <div class="box3 blue"></div>
      <div class="box4 blue bottom-right disappear" style="flex-grow: 1; opacity: 0; transition: opacity 0.5s ease-in-out; margin-left: 10px;"></div>
      <div class="box5 blue bottom-right disappear" style="flex-grow: 1; opacity: 0; transition: opacity 0.5s ease-in-out; margin-left: 10px;"></div>
      <div class="box6 purple bottom-right" style="flex-grow: 1; margin-left: 10px;"></div>
      <div class="box7 purple bottom-right" style="flex-grow: 1; margin-left: 10px;"></div>
    </div>
  </div>
</body>
```

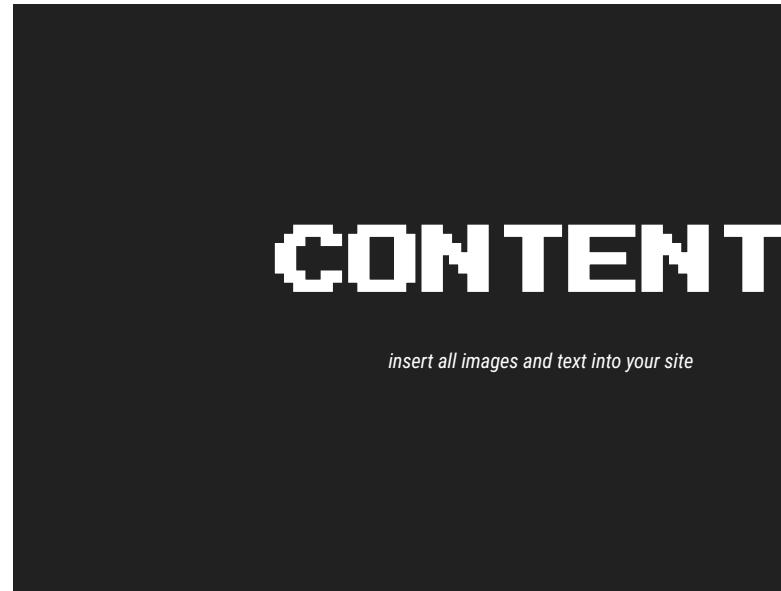
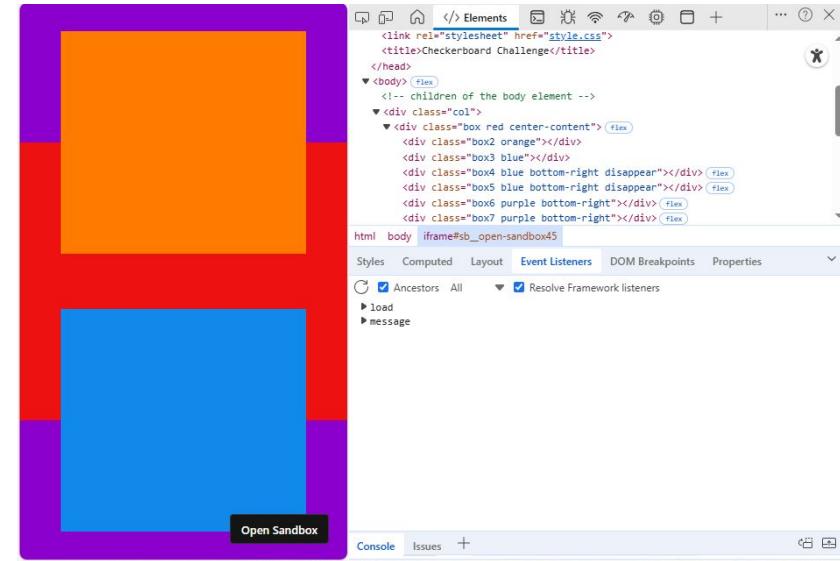
The sidebar also includes tabs for Styles, Computed, Layout, Event Listeners, and DOM Breakpoints. At the bottom, there are buttons for Ancestors, All, Resolve Framework listeners, and a message log.

A second screenshot of a browser's developer tools showing the Elements tab. The page displays a checkerboard pattern of colored boxes: blue, red, orange, and purple. The developer tools sidebar shows the same HTML structure as the first screenshot, indicating no changes have been made to the code.

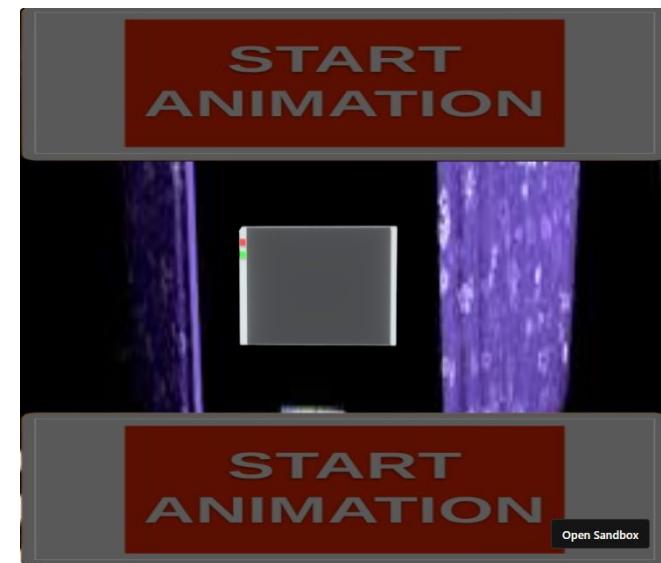
```
</> Elements       ... ⓘ X
```

```
<link rel="stylesheet" href="style.css">
<title>Checkerboard Challenge</title>
</head>
<body> 
  <!-- children of the body element -->
  <div class="col">
    <div class="box red center-content" style="display: flex; align-items: center; justify-content: center;">
      <div class="box2 orange"></div>
      <div class="box3 blue"></div>
      <div class="box4 blue bottom-right disappear" style="flex-grow: 1; opacity: 0; transition: opacity 0.5s ease-in-out; margin-left: 10px;"></div>
      <div class="box5 blue bottom-right disappear" style="flex-grow: 1; opacity: 0; transition: opacity 0.5s ease-in-out; margin-left: 10px;"></div>
      <div class="box6 purple bottom-right" style="flex-grow: 1; margin-left: 10px;"></div>
      <div class="box7 purple bottom-right" style="flex-grow: 1; margin-left: 10px;"></div>
    </div>
  </div>
</body>
```

The sidebar also includes tabs for Styles, Computed, Layout, Event Listeners, and DOM Breakpoints. At the bottom, there are buttons for Ancestors, All, Resolve Framework listeners, and a message log.



PHASE 7





JAVASCRIPT

add behavior to your page by inserting two pieces of javascript

PHASE 8



ENHANCE UX

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

PHASE 9



TEST + ITERATE

get feedback from users then make revisions to your user interface

PHASE 10

