

WDD Final Project Writeup

1. Pseudo-selectors: Trees shake when hovered (sort of like the effect of a tree rustling when you pick a fruit), three fruits above carousel will rise when hovered (just for aesthetic so you can see when hovering over a fruit), big fruit inside carousel will rotate back and forth
2. Image Carousel: Each fruit description is located inside a carousel, which you can interact with by either (1) clicking a tree to bring you to a random fruit that you have “picked” or (2) by just using the slider left/right arrows inside the carousel
3. Interactive Button/Icons: Each tree is a button, will smoothly bring the user down to the image carousel and display a random fruit “picked”, up button located at bottom of webpage will bring user back to the trees so that you can pick another fruit!