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Starting Ideas

Idea #1

- Idea one is a quiz game with a single picture per question layout
- When the user hovers over the image, a hint will appear
- Hint will be what the relationship to the user is
- When the user clicks on an image the image will expand to allow the user to see better
- Clicking submit will inform if correct or not
- Next button will appear after submitting to move onto the next picture
- After all questions are complete, the final score will be provided with a play again option available as well

Idea #2

- Idea two is a memory card matching game
- User clicks from a grid of cards
- Half will be images, the other half will be names
- User has to memorize what card was where and try to match the face to the correct name.
- Score will be based on how many turns it took to complete.

Idea #3

- Idea three is a name dragging game
- User will be presented three images and names per page for 3 pages
- User will drag the name over to the correct image
- Incorrect answers will be punished with added time
- Once the 3 answers are correctly placed, the next set of images will appear
- When all 9 images are completed, the score is based off total time.

Final Design

For my final design, I choose to go with Idea number one. I felt that in terms of a memory game, the name quiz would be the most beneficial since there is a way to have a zoomed in image and hint in case the user gets stuck. The three javascript GUI interactions in this design would be when the user hovers over the image, a hint appears, when the user clicks the image the image provides a blow up, and when the user clicks submit the next button appears. The first two javascript interactions also provide the interface with interactivity. I believe idea number one is also the best suited for smaller screens. Since only one image would need to be presented at one time, it makes it suitable for screens as small as phones, and the ability to click to enlarge would be very useful on a phone screen. It is also much simpler to adjust for variable screen sizes with image and button sizes adjusting with the screen size.