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CART-351
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Assignment 4

In-class Demo Reflection

The first project I was able to review was Eamon's work, which was a simple website that allowed the player to either 'cast' or 'get' a fortune from a virtual well. The website itself was very nicely stylized, with the imagery and colour palettes clearly having been well considered. He explained that the website worked by taking whatever fortunes had been 'cast' by other users, and randomly assigning them to the current user if they choose to 'get' one. The fortune would then be deleted, allowing each fortune to be only used once. I thought this sort of implementation was an interesting one, as it definitely creates a sort of unique experience for each user. However, given that few people casted fortunes, I ended up receiving the one I cast. Despite this, I could imagine a website like this being interesting as a public display, where random passers-by are drawn in by the visuals, therefore contributing to the large volume of information needed for something like this to work. Overall, I thought the project was well thought-out and implemented the functionality needed for the assignment in an interesting way while also taking into account the visual aspect. Both of these things made it a simple yet memorable project.
Github link: https://eamon1000000.github.io/CART351_WEBSITE/
Note: I put the link to the website, unfortunately the Github link doesn't seem to work.

Next, I took a look at Maia's project, who went a more practical route with her work. Rather than a playful experience, she demonstrated an example of a booking system for a pilates class. Also having put obvious effort into the visual aspect to her project, she took the time to show me the various functionalities of her work. On the side of the person wanting to book a class, they were given multiple options to look through available time slots and/or cancel previous appointments. The instructor had their own page, where they were able to confirm/remove a potential customer's booking to keep track of the number of people that would be attending a class. Having said this, I thought that Maia's extra thought to the practical functionality of the site was a nice touch, allowing for a very possible real-world use of the skills learnt in class. This plus the carefully chosen visual aspects gave her work a professional edge. However, she did mention that restricting certain pages to specific users (ex: instructor → confirm/deny page) were far from being implemented, as this would most likely need a sign-in and different user options. Despite this, I think her project was well executed.
Github link: https://github.com/maiaarrais/CART351/tree/main/project%202

After looking at a few more projects, I had a look at Owen's work, who also took a more creative route to the implementation. His website was a visual interactive experience, which allowed the player to 'split' a triangle into an endless amount of smaller triangles

every time the mouse touched its surface. There were also two visual options, one which assigned colors to the triangles, and another that created a sort of effect resembling tv static. My first impression was that there was no obvious output of the information to a JSON file being displayed. When I asked, Owen explained that each individual triangle's dimensions and coordinates were in fact being stored in a JSON, however he had not figured out what to do with said information. With such a large amount of data, I feel like there is a lot of potential to make it more interesting. Being able to see the data outputted to a different visualization as a direct consequence of the user's actions would definitely elevate the experience. Moreover, maybe something more can be done with the two different visual options. As it was, the two options only changed the colors. However, maybe the options could secretly alter the second visualisation I mentioned, surprising the viewer as it displays the data in an unexpected way? Overall, I think this project has a lot of potential to be more visually interesting by using the stored JSON information.
Github link: https://github.com/Ow-Hill/CART351-SKELETON%20-
Unfortunately, Owen's Github link doesn't seem to be working either. I put the link that was available, even though it seems to be broken.