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HTTP-5214-ONA

Useless Website Pitch:

"Best of Owen Wilson See N' Say"

Submit Date: January 19, 2024

Submit To: Adam Thomas

Submit For: HTTP-5214-ONA

Domain: https://karscottcodes.com/owenwilson_seensay/

GitHub: https://github.com/karscottcodes/owenwilson_seensay/

Submitted by:

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Application Purpose

The application will be modelled after the classic children’s “See N’ Say” toy. It will have an arrow in the middle of a round, segmented dial. Upon user input, the arrow will spin and randomly land on one of the segments, triggering the corresponding audio clip.

The featured audio clips will be Owen Wilson delivering the line “Wow!” that occurs in many of his performances, or “Super Irritating Noises” – nails on a chalkboard, babies crying, etc.

Front-End

The front-end facing application will include the following features:

- A rotating arrow that will have animation effects, and land randomly within 360 degrees.
- A round, segmented image (8-10 segments) an image that corresponds to the desired sound clip.
- An interactive start/submit button to begin the rotation.
- Share to social media links.
- All elements will be responsive to all device sizes.



Expected Technology Usage:

- HTML, CSS, JavaScript (jQuery)
- Frameworks
 - o Bootstrap – Responsive Design

Back-End

Future iterations of the application will include an admin control panel to achieve the following:

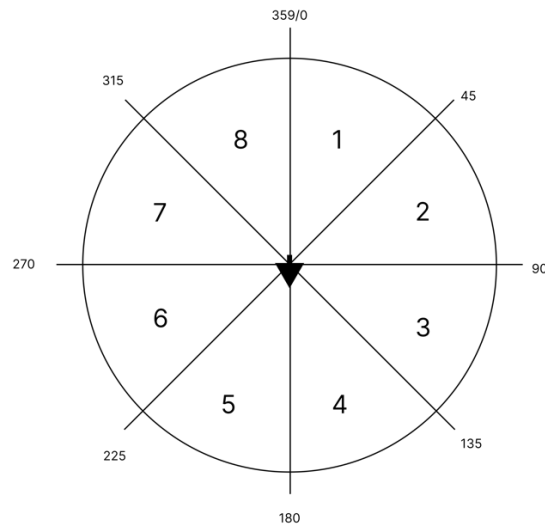
- Change Pictures/Sounds Associated with a Segment
- Change Branding to Reflect Changes in Pictures/Sounds

No major data security considerations would be required as we will not be collecting any input from the user, except clicks.

Hosting solutions will be provided in my portfolio domain.

API

The application API may include calls to APIs such as the Rotten Tomatoes API or the OMDb API (Open Movie Database) to make calls regarding the specific films the audio clips are pulled from. Otherwise, most of the assets will be hosted on the domain.



Pseudocode

```
button on.click = function spin();
```

```
function spin() {
```

```
    var randomSpin = Math.Random() * 360 // Degrees in a circle
```

```
    arrow.style.transform = rotate (randomSpin) degrees
```

```
    if randomSpin >= 0 OR <=45
```

```
        play noise #1
```

```
    else if randomSpin >= 46 OR <=90
```

```
        play noise #2
```

```
    else if randomSpin >=91 OR <=135
```

```
        play noise #3
```

```
    ...
```

```
    else if randomSpin >= 315 OR <=360
```

```
        play noise #8
```

```
}
```