Katie Sun PUI Lab C Final Project Write-up

# Responsive screen sizes

Laptop: 1440pxMobile: 425px

### Part 1: Website Overview

The **purpose** of this project is to a showcase an illustration challenge I completed that involved painting one random Pantone paint swatch a day, over the course of 100 days. Each painting was inspired either by the original shade of the swatch, or the name of the color itself.

This project will be featured on the 'play' section of my professional portfolio, and will offer an interactive experience wherein a visitor can click on a color **swatch to see the painting that specific shade inspired, as well as the day of the challenge on which it was painted** (i.e. PANTONE #B7BF96 Sage Green [Original Shade], Day 9, Painting). Its primary motivation is to show **prospective employers** that I like to challenge myself to experiment creatively outside of my professional and academic career in a way that is structurally befitting the specific nature of the project, given that most existing 'image gallery' templates only allow for one facet of information (the final painting itself).

To make the information more **interesting and engaging**, I've incorporated several interactions and animations that 'gamify' the exploration experience and encourage a user to explore more cards. Additionally, this project will eventually be expanded to all 100 swatches, and thus I've also included 'sort by day,' 'sort by color,' and 'filter cards by color' functionalities to help parse the information even more.

#### Part 2: Interactions

- **Hover** over a color swatch card to enlarge the swatch
- Click a color swatch to select that color swatch + reveal the corresponding painting, hex code, shade name, and day of the challenge
- Click the button on the lower right-hand corner to enable and disable dark mode
- Click the first button on the navigation bar to reset the color grids and the Pantone card
- Click the second button on the navigation bar to sort the color swatches chronologically (by date of the challenge, ascending)
- **Click** the third button on the navigation bar expand and collapse the menu of options to filter by color family
- Click any of the colored buttons on the navigation bar to filter color swatches by color family

## Part 3: External tools

- Darkmode.js (dark mode JavaScript library)
  - Why you chose to use it: Darkmode.js allows me to easily incorporate both a black and white background for color contrast that can be toggled by the user, rather than having to find a single solution.

- How you used it: I imported the JavaScript library with JSDelivr CDN and left the button at the bottom right corner to allow it to be present on all screen sizes.
- What does it add? User feedback during earlier testing revealed a split between individuals who felt that a darker background provided better contrast for the Pantone card text section and those who felt that a white background allowed the paintings to be feature more clearly. Incorporating a darkmode.js library allows both user segments to choose the background that augments their personal experience the most, regardless of the value of the color shade.

## Animate.css (CSS animation library)

- Why you chose to use it: The CSS animation library provided a skeleton structure that allowed me to easily add animations to my project, without having to code them by keyframes or in pure CSS transformations.
- o How you used it: CSS animations are present when the reset button is clicked to fade the Pantone card in. A bounce animation is also used when the filter by color family buttons drop in and out. A flip animation is used on the Pantone card to mimic the 'flipping' of the card to a new shade and to draw attention to that section of the page. Finally, another flip animation is used on the counter to draw attention to the change in the day counter as well.
- o What does it add? CSS animations allow me to draw attention to certain parts of the page to provide both feedforward and feedback for the user to encourage certain actions and highlight pieces of information. When used subtly, they can augment the user's experience.

#### CSS animation

- Why you chose to use it: Vanilla CSS is also an excellent feature and I wanted to learn how to use keyframes!
- How you used it: With keyframes as a gradient background.
- What does it add? As a home screen, it creates a nice background that serves as a parallel for the 100 other colors this project features.

### Part 4: Iterations

For this final iteration, I included a number of features I didn't have in my earlier prototypes due to user feedback. One included Darkmode.js as an unexpected solution to an ambiguous problem, as noted before. Another item of feedback was the inclusion of a sort function based on feedback that the date was as important as the shade of color.

# Part 5: Challenges

I personally found the inclusion of the Darkmode.js library to be particularly difficult, given that the code did not adapt well to modifications. I also struggled initially with figuring out how to set up my classes and object in an array to then pull that information with functions and update dynamically, rather than hard-coding separate objects in.

# Accessibility Checker (WAVE)



