

SUPERFAN

*INTERACTIVE
EXPERIENCE*



BRAINSTORM

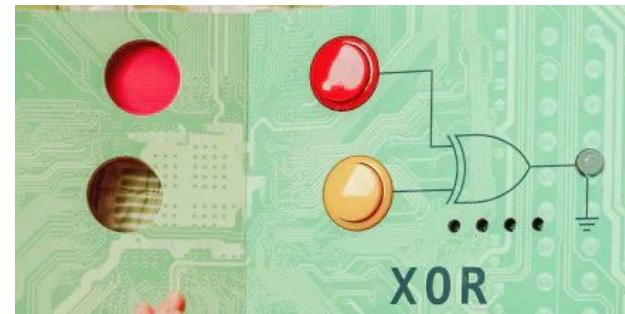
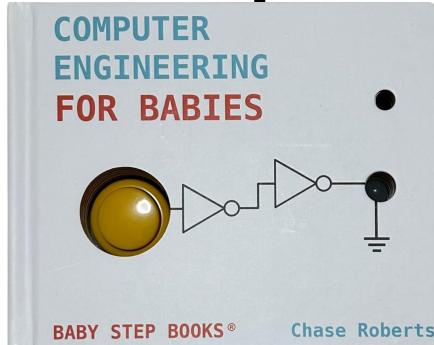
come up with three different ideas of themes + interactive features



Idea 1: computer simple coding like the book

Theme

Like that one book



Interactive JS Feature #1

Pushing button to show different types of actions (if, or, etc.)

Interactive JS Feature #2

Being able to create your own circuit

Interactive JS Feature #3

Being able to toggle through the pages



Idea 2: valorant interactive simple game

Theme

Planting the spike and using abilities

Interactive JS Feature #1

Click to pre fire angle

Interactive JS Feature #2

*Plant the spike and do a
line up*

Interactive JS Feature #3

Pick your agent



Idea 3: camping experience

Theme

Showing different places i've been and so main image is a road

Interactive JS Feature #1

*Clicking on a waypoint
sign to go to different
locations*

Interactive JS Feature #2

scavenger hunt

Interactive JS Feature #3

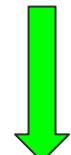
Set up your tent

EVALUATE

think about the good and bad for each idea then choose one

Evaluate + Choose Your Idea

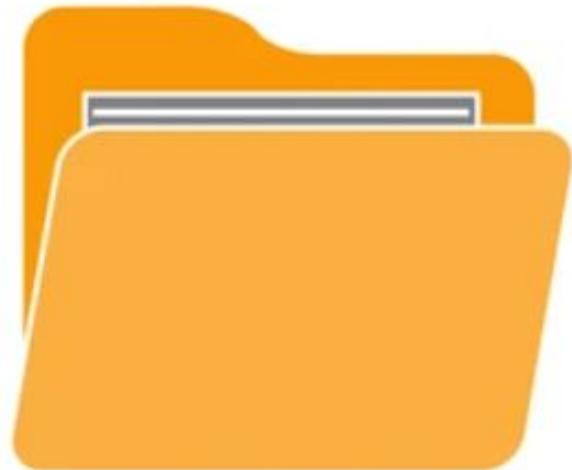
	Pros	Cons
Idea 1:computer simple coding like the book	Simple and has to do with coding	I dont know how to animate
Idea 2:valorant interactive simple game	I know alot about the game	The most intensive coding
Idea 3: camping experience	I go camping a ton I have pictures and videos of alot of different places	none



Idea 4: League of Legends site | i know alot about game and has lots of content | lots of words

CONTENT

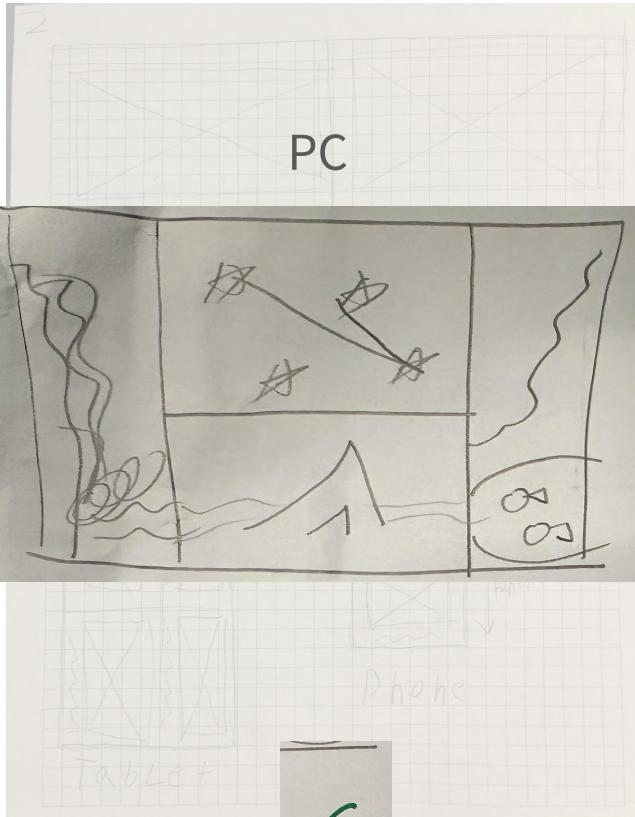
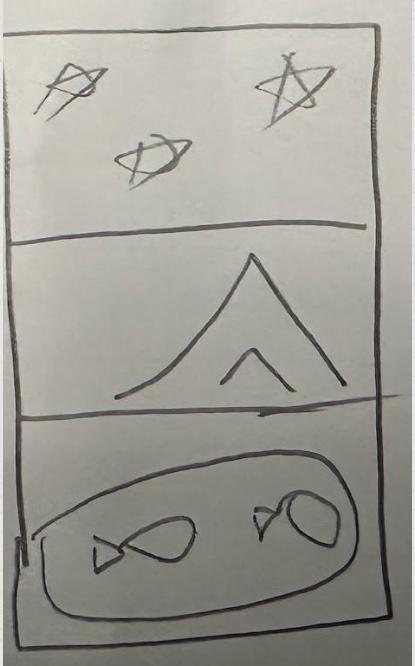
gather and edit essential content for your site



DESIGN

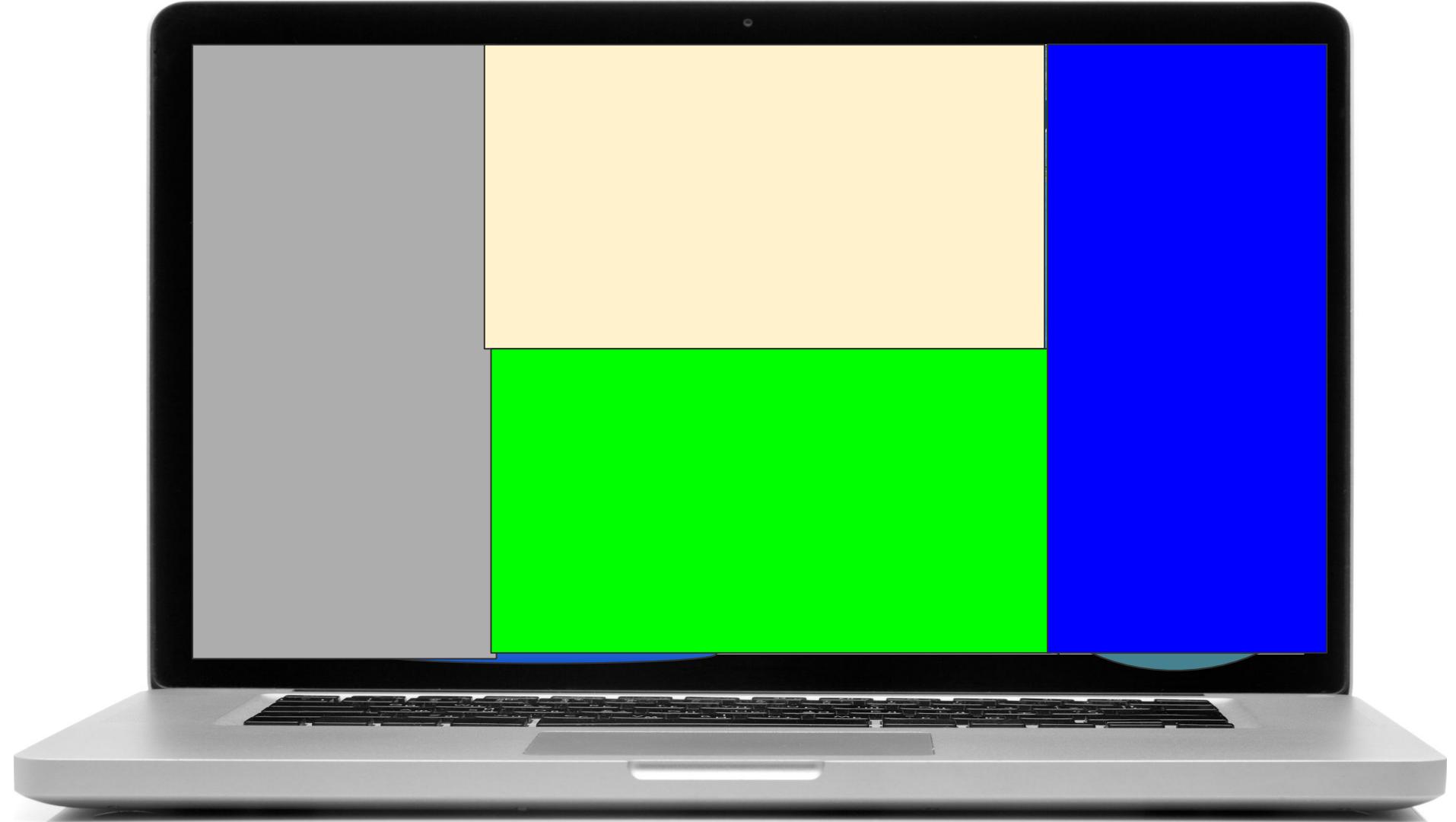
create three possible responsive designs for your chosen idea

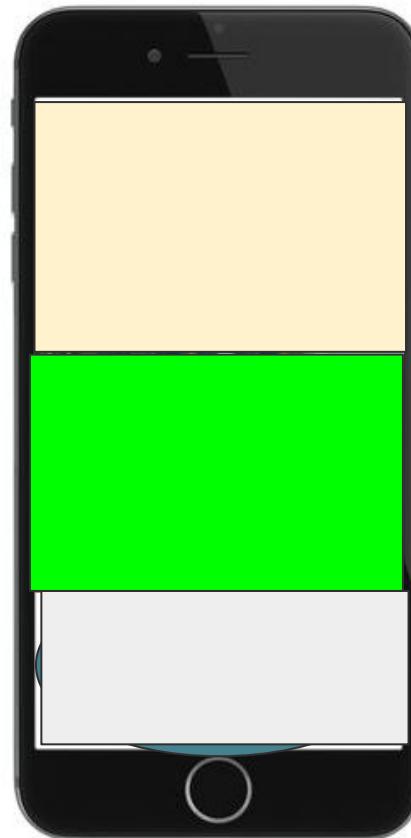
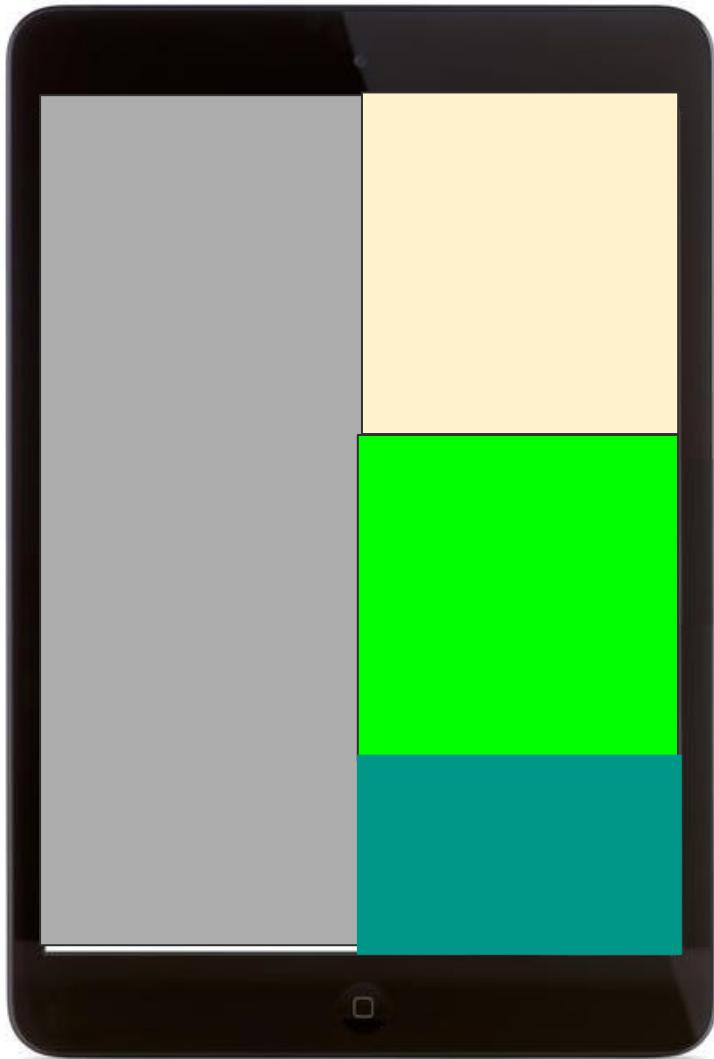
1.
Mobile



MOCKUP

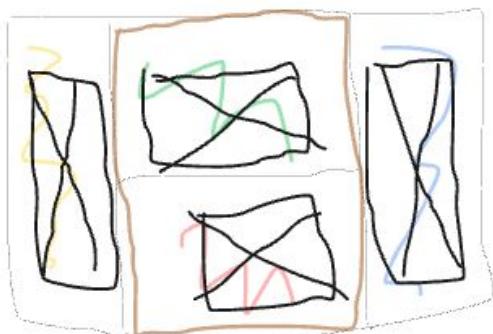
choose your final layout and create a digital mockup





ANNOTATE

add explanations, colors, percentages, and display properties + draw your dom



.body

d: flex

.center

d: block

h: 100%

w: 50%

.topmid

h: 50%

w: 100%

PC

.Lrow

h: 100%

w: 25%

.Rrow

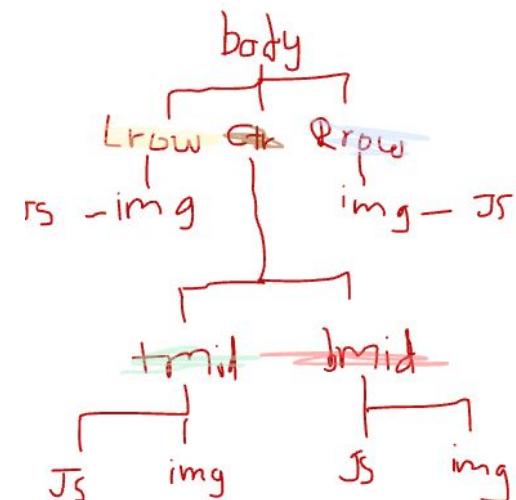
h: 100%

w: 25%

.botmid

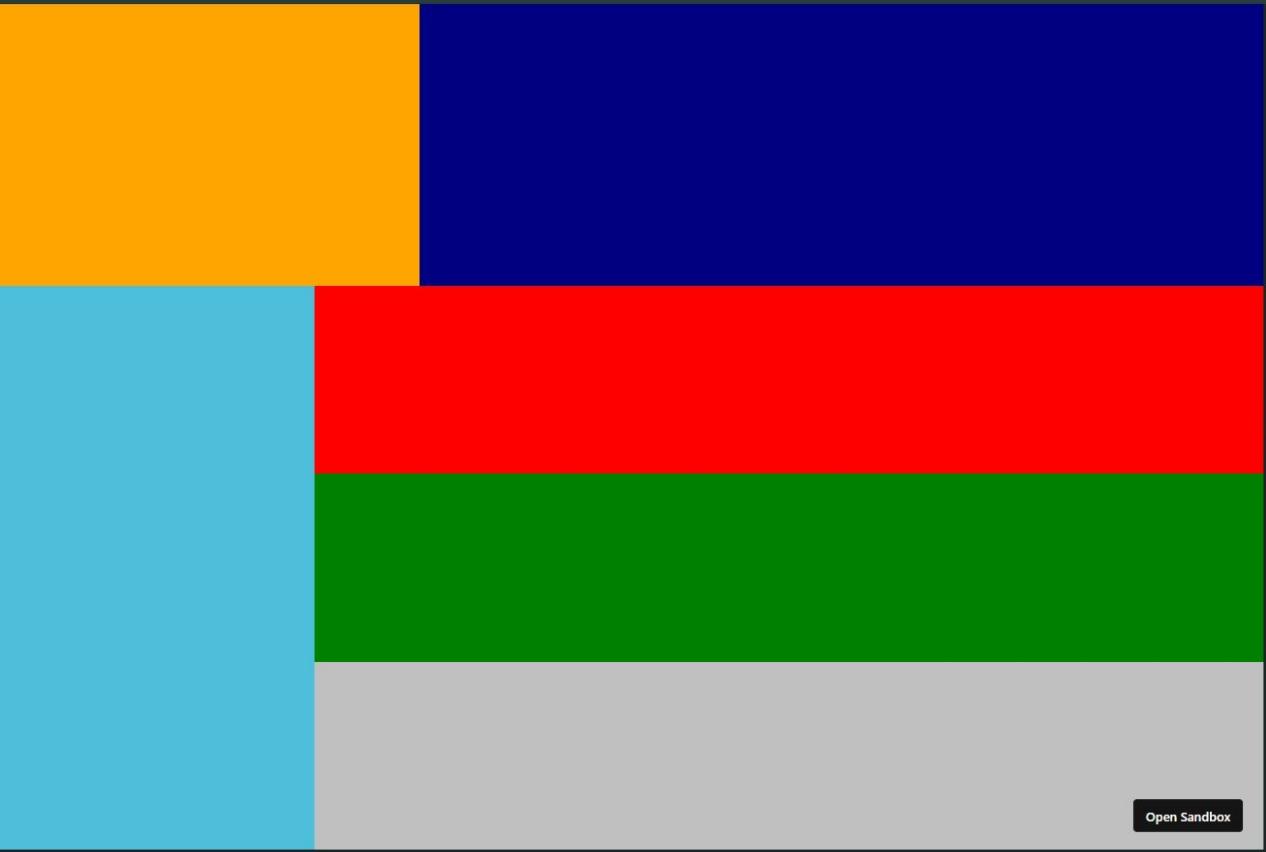
h: 50%

w: 100%



BUILD

create your desktop divs using html and css then make it responsive



Elements Console Sources Network Performance ⚡ 69 🌐

```
<!DOCTYPE html>
<html lang="en">
  <head> </head>
  <body> == $0
    <div class="header-row"> </div>
    <div class="content-row"> </div> flex
      <script src="script.js"></script>
      <script crossorigin type="text/javascript" src="https://codesandbox.io/static/js/watermark-button.eeb14a97b.js"></script>
    <iframe id="sb__open-sandbox52" style="position: fixed; margin: 0; padding: 0; bottom: 16px; right: 16px; border: none; width: 118px; height: 36px; z-index: 9999999999999999;"> </iframe>
  </body>
</html>
```

html body

Styles Computed Layout Event Listeners DOM Breakpoints Properties Accessibility

element.style { } style.css:1

```
body {
  height: 100vh;
  width: 100vw;
  margin: 0;
  background-color: black;
  display: block;
  overflow: hidden;
}
```

body { display: block; margin: 0; } user agent stylesheet

margin 0 border 0 padding 0 0 0 1302×870 0 0 0 0

Console AI assistance

Default levels ▾ No Issues | 2 hidden

```
<html lang="en">
  > <head> ...</head>
... ><body> == $0
  > <div class="header-row">...</div>
  > <div class="content-row">...</div> flex
  > <script src="script.js"></script>
  > <script crossorigin type="text/javascript" src="https://codesandbox.io/static/js/watermark-button.eeb14a97b.js"></script>
  > <iframe id="sb__open-sandbox52" style="position: fixed; margin: 0; padding: 0; bottom: 16px; right: 16px; border: none; width: 118px; height: 36px; z-index: 999999999999;">...</iframe>
</body>
</html>
```

html body

Styles Computed Layout Event Listeners DOM Breakpoints Properties Accessibility

Filter

```
element.style { }
body {
  height: 100vh;
  width: 100vw;
  margin: 0;
  background-color: black;
  display: block;
  overflow: hidden;
}
body {
  display: block;
  margin: 8px;
}
```

style.css:1 user agent stylesheet



Console AI assistance

Default levels ▾ No issues | 2 hidden

Open Sandbox

```
<html lang="en">
  <head>::</head>
  <body> == $0
    <div class="header-row">::</div>
    <div class="content-row">::</div> (flex)
      <script src="script.js"></script>
      <script crossorigin type="text/javascript" src="https://codesandbox.io/static/js/watermark-button.eeb14a97b.js"></script>
      <iframe id="sb_open-sandbox52" style="position: fixed; margin: 0; padding: 0; bottom: 16px; right: 16px; border: none; width: 118px; height: 36px; z-index: 999999999999;">::</iframe>
    </body>
</html>
```

html body

Styles Computed Layout Event Listeners DOM Breakpoints Properties Accessibility

Filter :hov .cls +

element.style { }

body { height: 100vh; width: 100vw; margin: 0; background-color: black; display: block; overflow: hidden; }

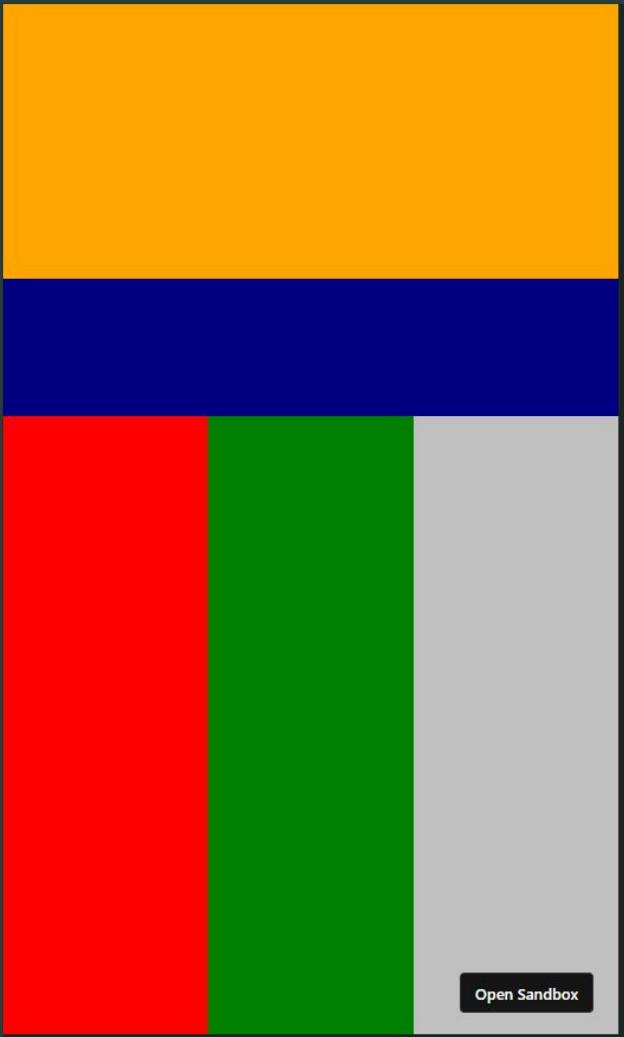
body { display: block; margin: 8px; }

user agent stylesheet

margin 0
border 0
padding 0
0 0 0 520x870 0 0 0 0

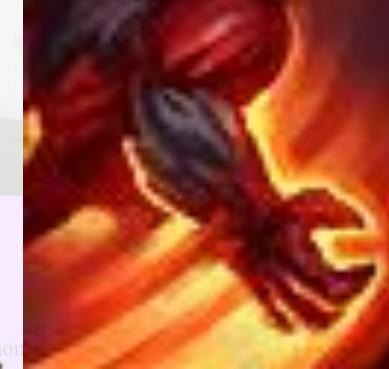
Console AI assistance

Filter Default levels ▾ No Issues 2 hidden



CONTENT

insert all images and text into your site



OUTSKIRTS

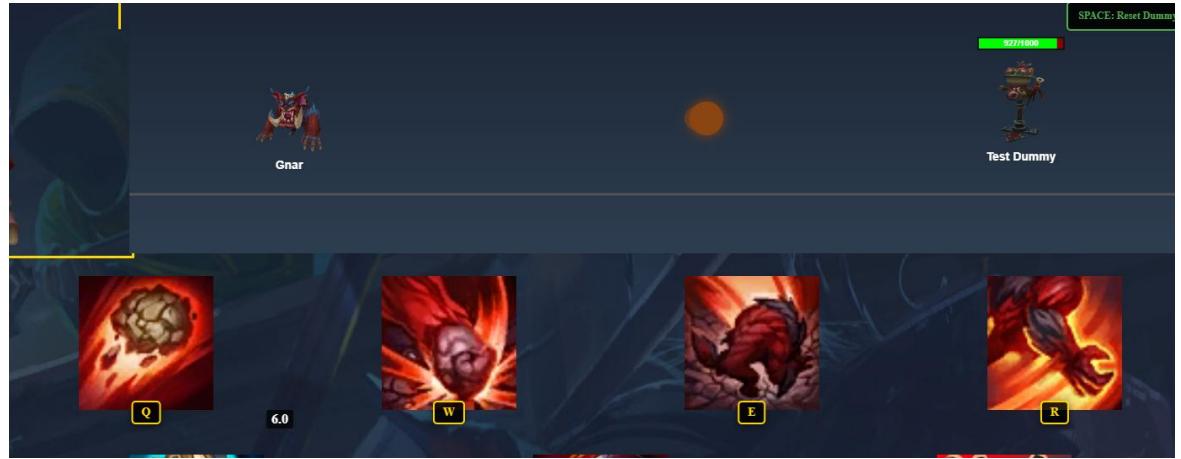


Inhabitants: Creatures in the outskirts are fierce and unpredictable, living in the harsh, sun-baked and wind-swept summer city landscape.



JAVASCRIPT

add behavior to your page by inserting two pieces of javascript



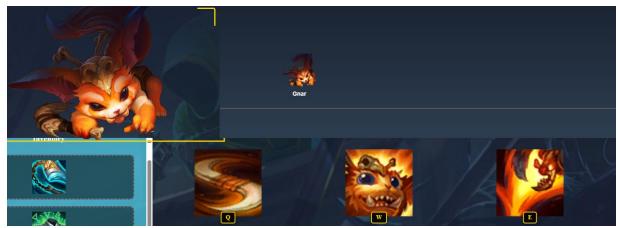
```
function castQ() {
  if (!abilityCooldowns.q.ready) return;

  const stats = calculateTotalStats();
  const isMega = isMegaGnar();
  const abilityKey = isMega ? "megaQ" : "minio";
  const damage = calculateAbilityDamage(abilityKey, abilityLevels.q, stats.ad);
  const cooldown = parseFloat(
    calculateAbilityCooldown(
      gnarBaseStats.abilities[abilityKey].cooldown,
      stats.ah
    )
  );

  const projectile = {
    x: gameGnar.x + gameGnar.width,
    y: gameGnar.y + gameGnar.height / 2,
    speedy: 0,
    damage: damage,
  };

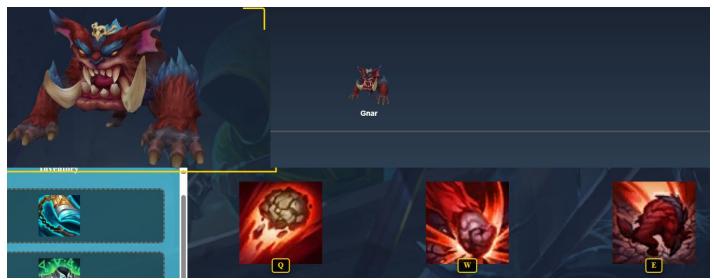
  if (isMega) {
    projectile.speedX = PROJECTILE_CONFIG.Boulder_SPEED;
    projectile.size = PROJECTILE_CONFIG.Boulder_SIZE;
    projectile.color = PROJECTILE_CONFIG.Boulder_COLOR;
    projectile.type = "boulder";
  } else {
    projectile.speedX = PROJECTILE_CONFIG.Boomerang_SPEED;
    projectile.size = PROJECTILE_CONFIG.Boomerang_SIZE;
    projectile.color = PROJECTILE_CONFIG.Boomerang_COLOR;
    projectile.type = "boomerang";
  }

  projectiles.push(projectile);
  startCooldown("q", cooldown);
}
```



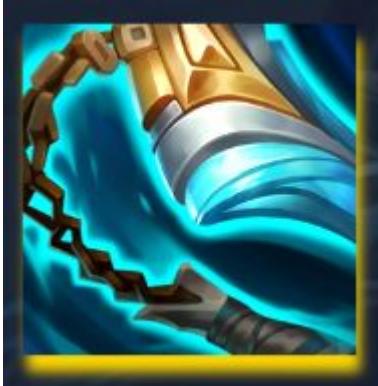
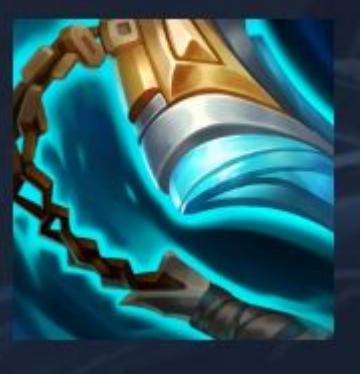
```
function evolve() {
  if (isMegaGnar()) {
    elements.gnar.src = "images/gnar-norm.png";
    elements.qAbility.src = "images/boomerang.png";
    elements.wAbility.src = "images/hyper.png";
    elements.eAbility.src = "images/hop.png";
    gnarImage.src = "images/gnar-norm.png";
  } else {
    elements.gnar.src = "images/gnar-mega.png";
    elements.qAbility.src = "images/bulder.png";
    elements.wAbility.src = "images/wallop.png";
    elements.eAbility.src = "images/crunch.png";
    gnarImage.src = "images/gnar-mega.png";
  }

  updateStats();
}
```

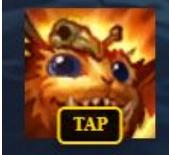
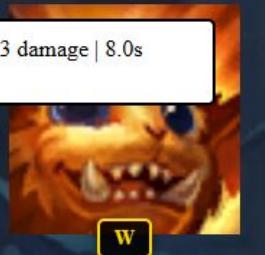


ENHANCE UX

add in effects when the user hovers and clicks to make the page intuitive and fun



Q - Boomerang Throw: 73 damage | 8.0s cooldown



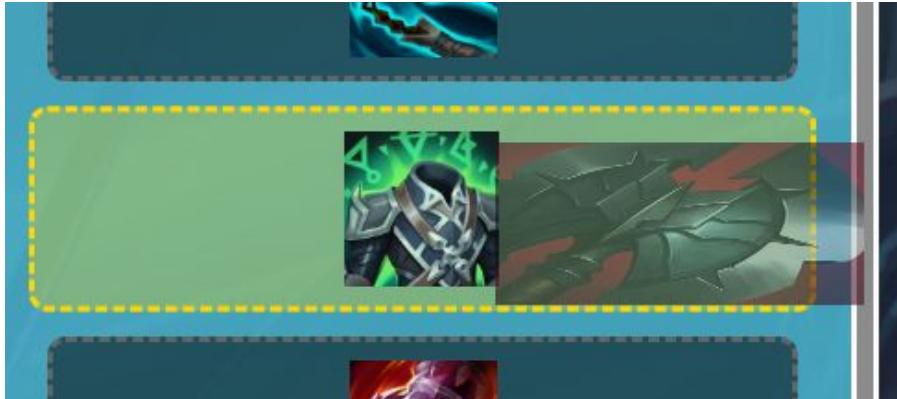
Gnar

Stridebreaker

+40 Attack Damage
+25% Attack Speed
+450 Health

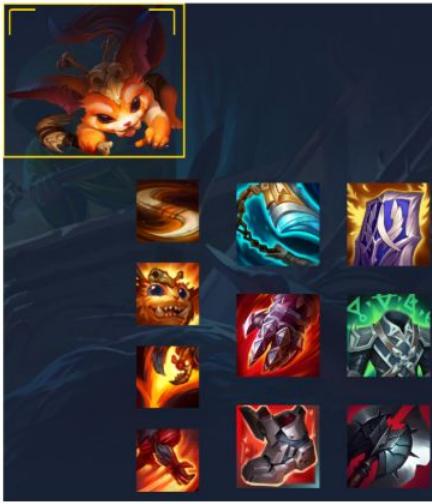
UNIQUE - CLEAVE: Basic attacks on-hit deal (40% AD / 20% AD) physical damage to other enemies in a 350 radius centered around the target.

ACTIVE - BREAKING SHOCKWAVE: Deal 80% AD physical damage to enemies in a 450 radius centered around you and slow them by 35% for 3 seconds. For each champion hit, gain 35% bonus movement speed decaying over 3 seconds. Can move while casting (15 second cooldown).

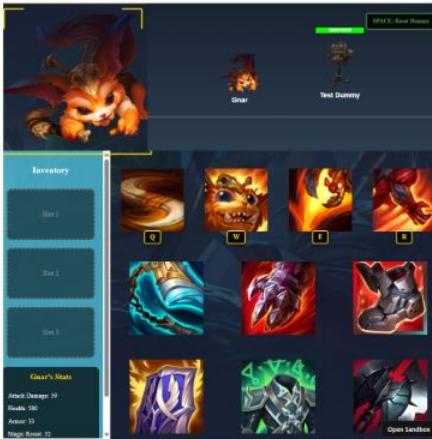


TEST + ITERATE

get feedback from users then make revisions to your user interface

UI Before Feedback (Screenshot / GIF)**What trends did you identify in your feedback?**

- Making using the abilities with keys more obvious
- Fix scaling on images
- Add stats bar to see actual change.

UI After Feedback (Screenshot / GIF)**What changes did you make to improve your UI?**

- Added key markers for abilities
- Added a reset dummy so that once it dies you can refill health
- Made it so R doesn't heal dummy anymore
- Added scaling to stat and playing divs