

SUPERFAN

*INTERACTIVE
EXPERIENCE*



BRAINSTORM

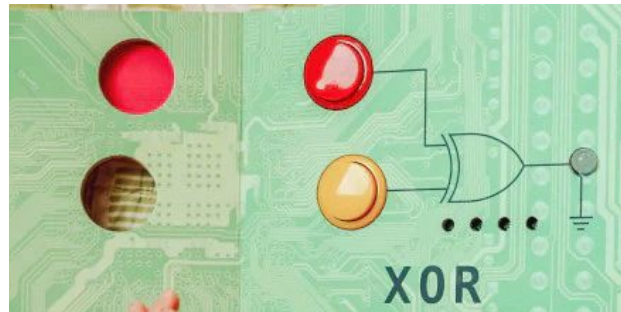
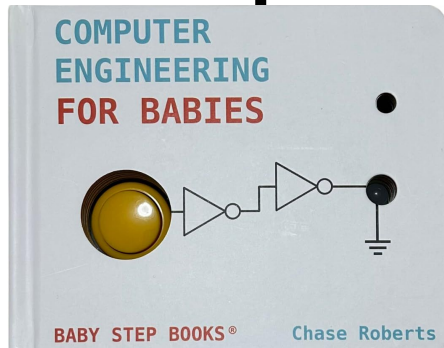
come up with three different ideas of themes + interactive features



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 ive 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

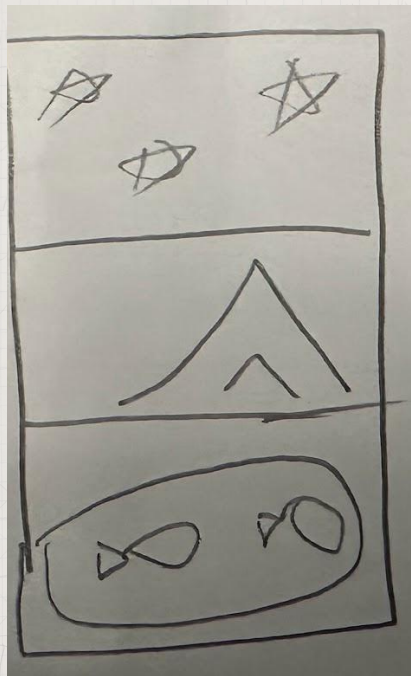
gather and edit essential content for your site



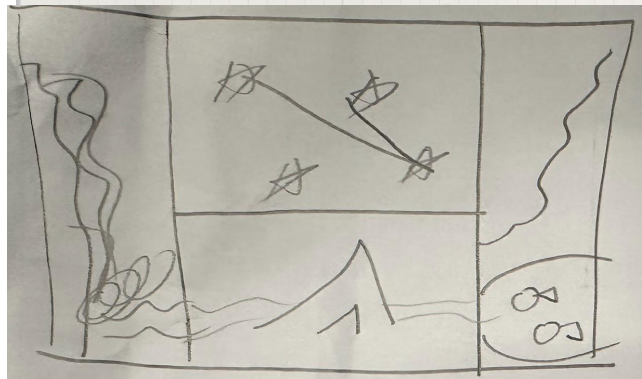
DESIGN

create three possible responsive designs for your chosen idea

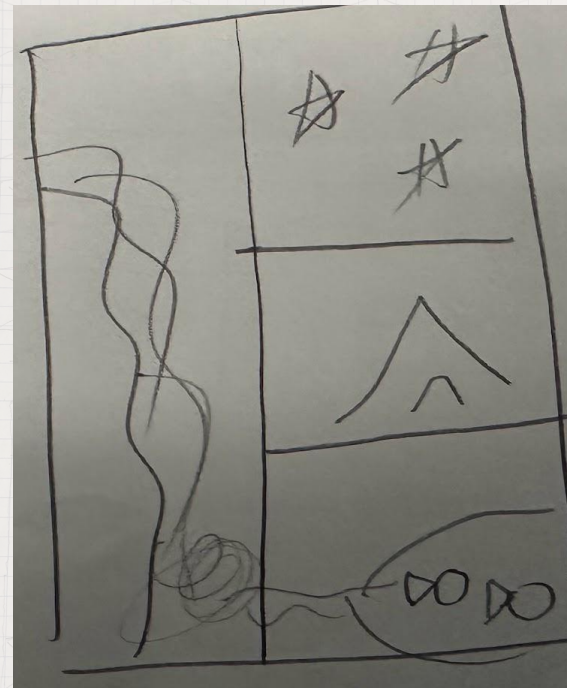
1
Mobile



2
PC



3
Tablet



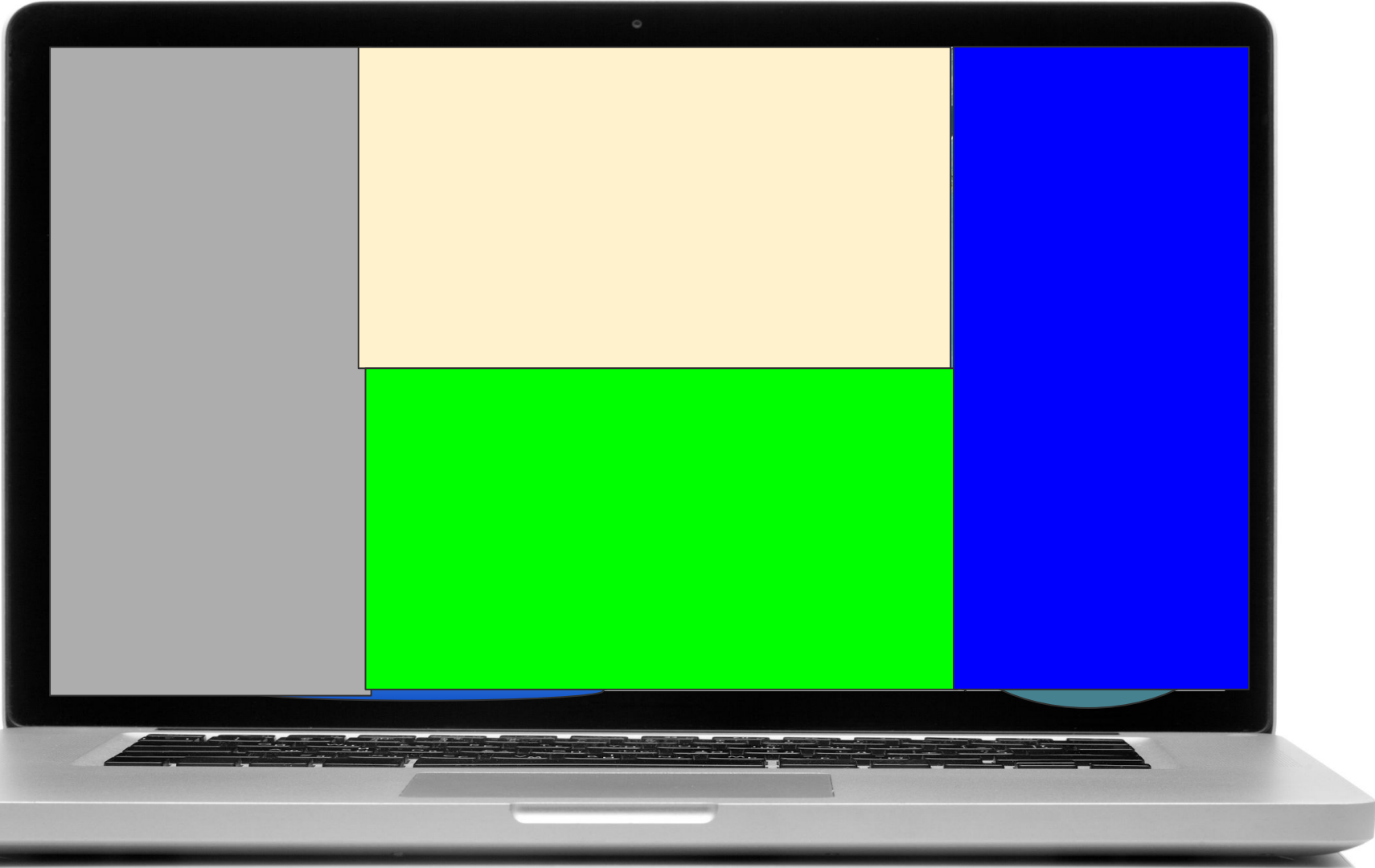
Phone

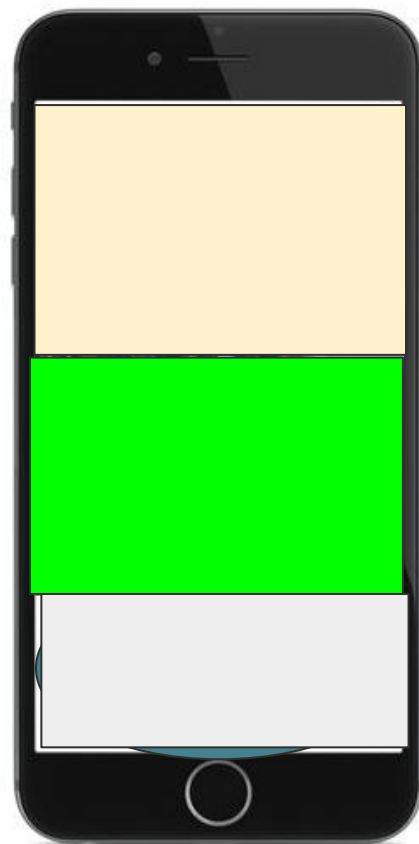
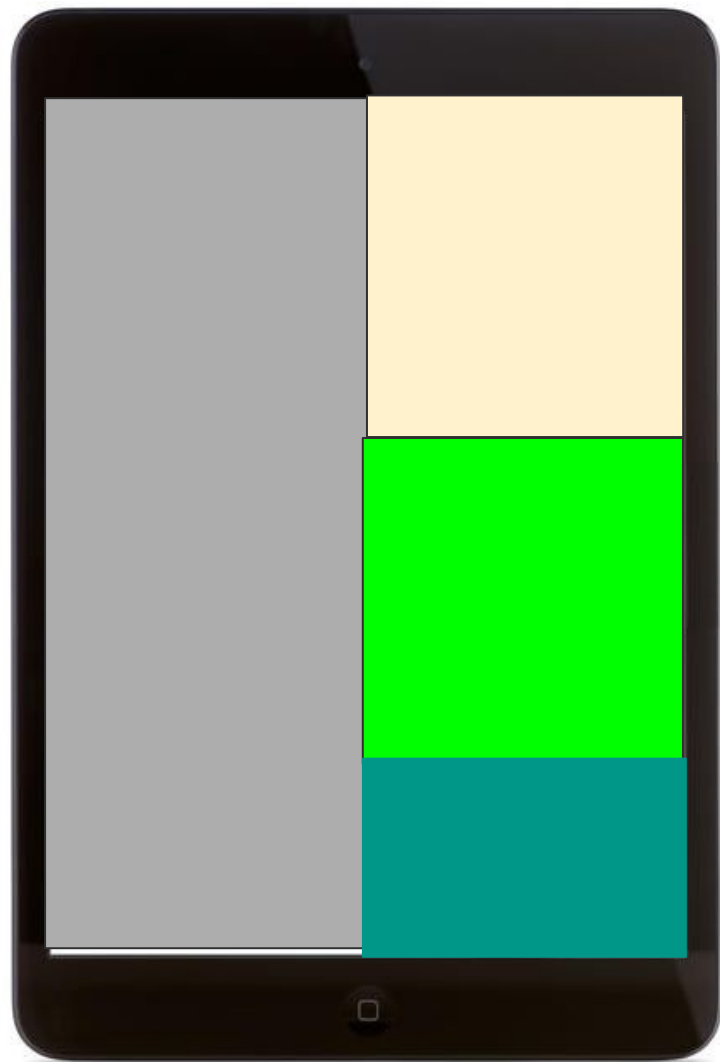
Tablet



MOCKUP

choose your final layout and create a digital mockup

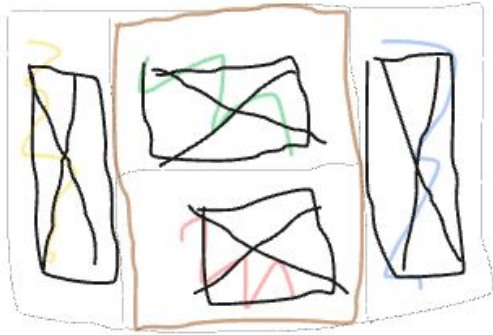




ANNOTATE

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

PC



.body

d: flex

.Lrow

h: 100%

w: 25%

.Rrow

h: 100%

w: 25%

.center

d: block

h: 100%

w: 50%

.topmid

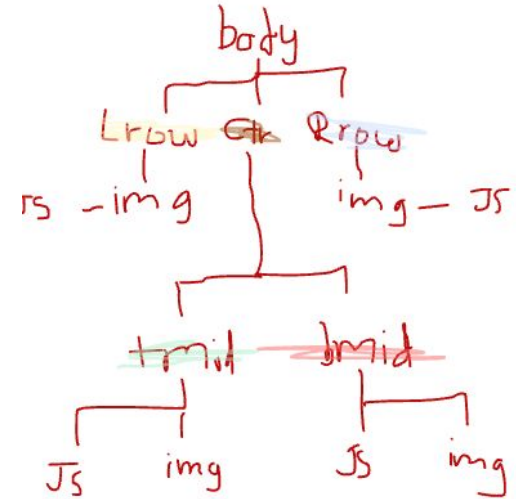
h: 50%

w: 100%

.botmid

h: 50%

w: 100%



HTML



CSS



BUILD

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

Dimensions: Responsive 1302 x 870 100% No throttling 'Save Data' default

Elements Console Sources Network Performance >> 69

```
<!DOCTYPE html>
<html lang="en">
  <head>
  </head>
  <body>
    <div class="header-row">
    </div>
    <div class="content-row">
    </div>
    <script src="script.js">
    </script>
    <script crossorigin type="text/javascript" src="https://codesandbox.io/static/js/watermark-button.eeb1da97b.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: 999999999999999;
    ">
    </iframe>
  </body>
</html>
```

html body

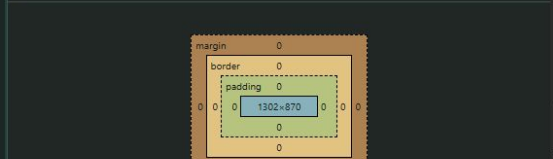
Styles Computed Layout Event Listeners DOM Breakpoints Properties Accessibility

Filter show .cls + - []

element.style { }

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

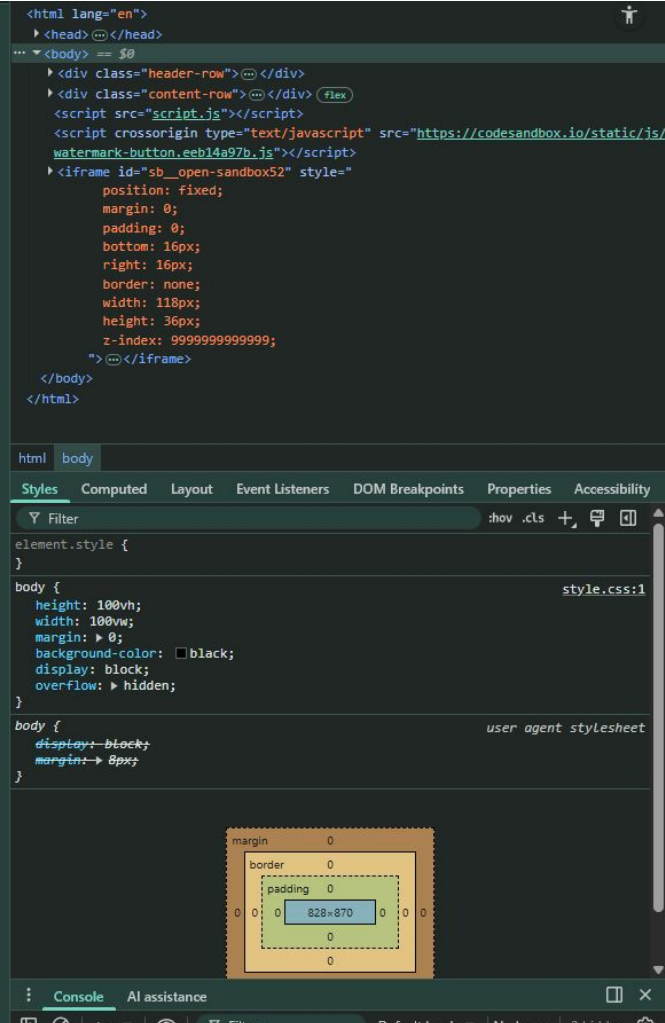
body {
 display: block;
 margin: 8px;
}

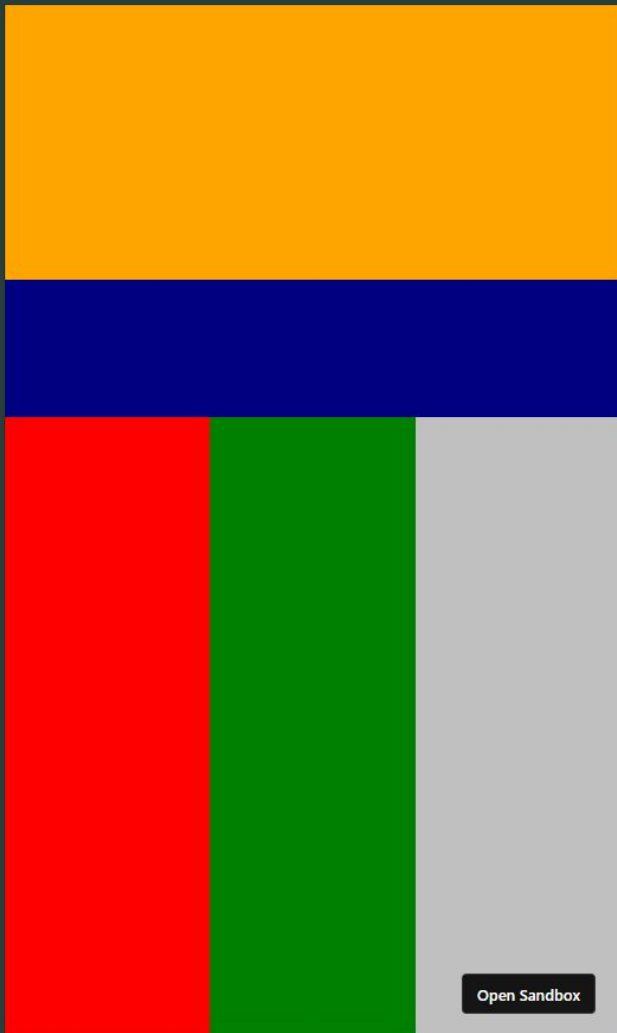


Console AI assistance

top Filter Default levels No Issues 2 hidden

Open Sandbox





```
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <title>Box Model</title>
  </head>
  <body>
    <div class="header-row">
      <div class="content-row">
        <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: 999999999999999;
        ">
      </div>
    </div>
  </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;
}

style.css:1

body {
 display: block;
 margin: 0px;
}

user agent stylesheet

margin 0
border 0
padding 0
520x870

Console AI assistance

top top Filter Default levels No Issues 2 hidden

CONTENT

insert all images and text into your site



OUTSKIRTS

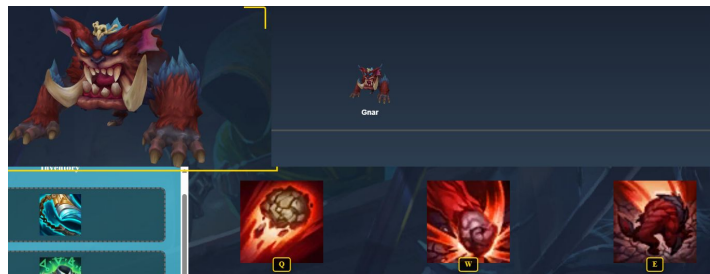
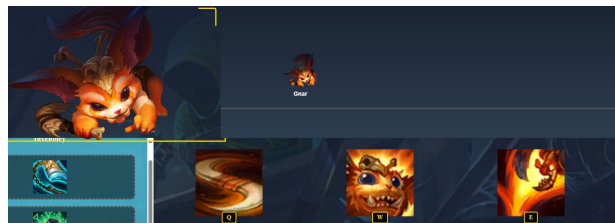
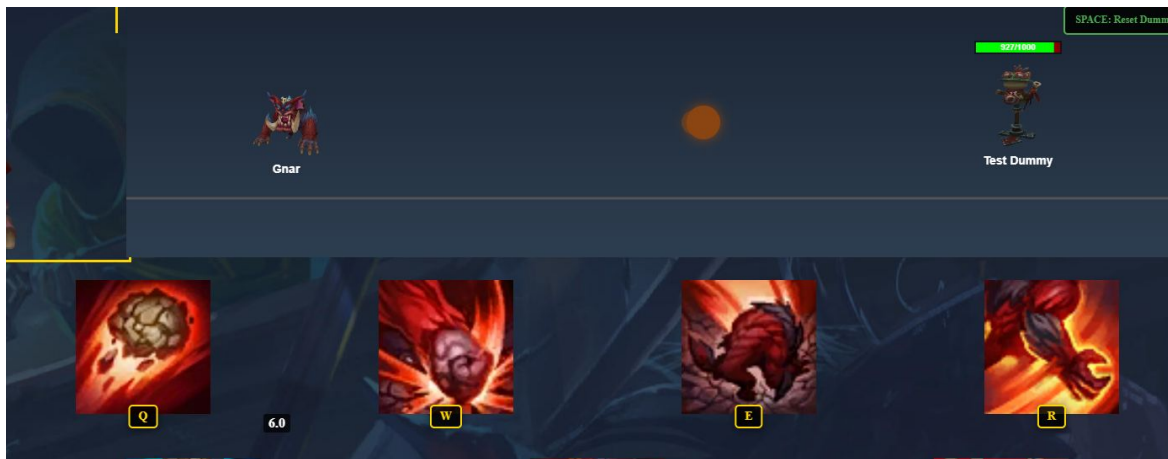


Inhabitants: Creatures in the outskirts are fierce and wild, often found in the ruins of the former city landscape.



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" : "miniQ";
  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,
  speedV: 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";
}

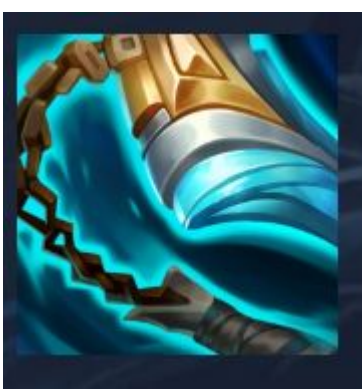
projectiles.push(projectile);
startCooldown("q", cooldown);
}
```

```
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





Gnar

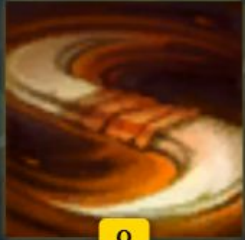


Stridebreaker

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

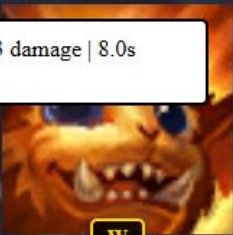
UNIQUE - CLEAVE: Basic attacks on-hit deal (40% AD / 20% AD) physical damage to other enemies in a 350 radius centered around the target.

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).

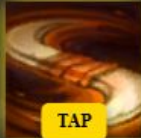


Q

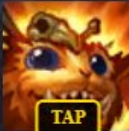
Q - Boomerang Throw: 73 damage | 8.0s cooldown



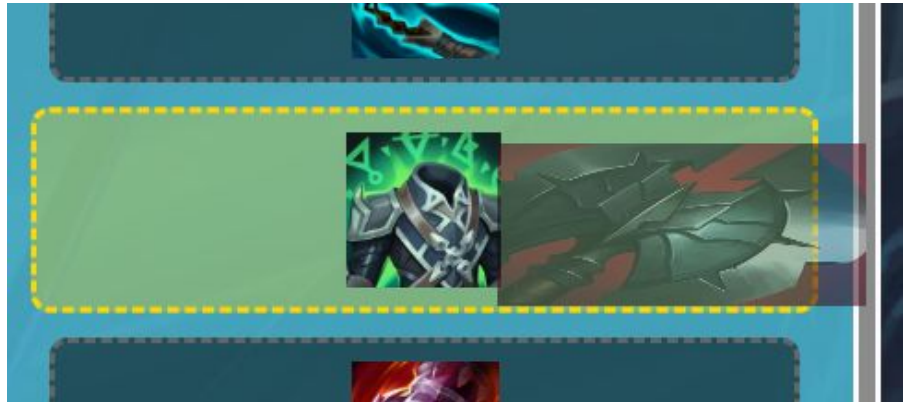
W



TAP



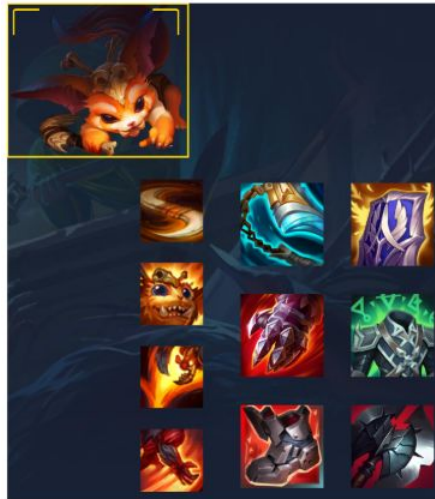
TAP



TEST + ITERATE

get feedback from users then make revisions to your user interface

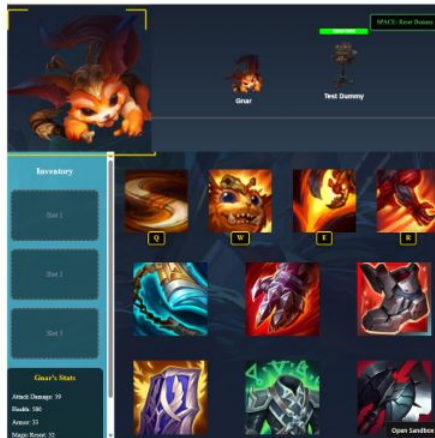
UI Before Feedback (Screenshot / GIF)



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