**05-430 (Assignment 7)**

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**Part 1. Introduction**

The purpose of my website is to give dining guides specifically from Pittsburgh. I wanted to give good recommendations on restaurants with short descriptions, address, phone, and link to the website. For each food icon/image, I have three 2~3 different restaurants’ information. Each recommendation will include name of the restaurant, short description, address, phone, link to website, and an image. I think the topic and the information it self is pretty engaging because I am introducing the hottest restaurants in Pittsburgh that people might not have heard of or have not been to. I felt that the creating my Michelin guide for Pittsburgh is interesting because we don’t have one for Pittsburgh. By adding animation to the food icons and making it clickable, I tried to make it more engaging and fun for the user to interact as well. My target audience is really anyone who is looking for new dining places to try out or who enjoys having good food! However, originally when I planned this website, I was aiming more for my friends here at CMU. I wanted to give a quick and easy way to get information of new restaurants!

**Part 2. Interactions**

* User refreshes the page. They will see title animation and then automatically go to the main page.
* User hover over any food icons. Then, the selected food icon will stop moving and slowly/slightly move.
* User clicks on a food icon. Then, modal will show up. Within the modal, the user will see a carousel, showing different restaurant recommendations.
* In modal, when the user clicks on the link, it will direct the user to the restaurant’s website.

**Part 3. External Tools**

* jQuery
  + I chose to use jQuery because I wanted to modify the elements easily.
  + I used jQuery to create and remove html elements as well as modify the ones that is already there.
  + It added smoother interaction to the website by allowing to remove the animated title(logo) element. It also allowed us to clear the carousel and then create the items in it whenever it popped up.
* Pixi JS v4
  + I chose to use pixi js because I wanted to have animation where the food icons float around the screen and the tinting demo seemed really relevant.
  + I used this js library to animate food selection. I used it to draw on the canvas and perform updates to get the next frame in the animation.
  + This added animation to the food icons, allowing the user to have more entertainment.
* Animation
  + I chose to use css animation for my title because I wanted to have some feeling of an opening before the user gets to the main page.
  + I used the fade in animation for the food selection canvas element. I also used skew transforms to produce the splash animation for the title(logo).
  + This animation allowed my website to have like a brief welcoming /opening screen. Also, the fade in animation allowed a smooth transition to the main page.
* Bootstrap
* I chose to use bootstrap to show my restaurant information because I thought it will look better if the user will be able to click on the food icon and see the information rather than being directed to a different html page.
* I used the modal and carousel from bootstrap in the main page so I made the modal show when the food icon was clicked then used the carousel to show different restaurants.
* I think the modal and carousel added convenient and smoother user interaction because by adding those two the users had to make fewer click to get different restaurant information.

**Part 4. Iteration**

Based on the feedback I got from HW6 mockups, I decided to have a modal and carousel for the restaurant recommendations instead of having separate html pages. I also added like a brief opening screen by animating the title text. So, after this text animation, it will automatically transit to the main page.

**Part 5. Challenges**

In the initial phase of the project, I had hard time finding the external tool that will work well form my design. Since I was not aware of the animations or other js libries, I had to look through different examples online and find the ones that would potentially work well for my website. Furthermore, I had some difficulty when styling because of some elements overriding the other. But, I was able to fix these issues by using chrome inspect to see which was overriding and prevented applying css.

* I had “Origin null is not allowed by Access-Control-Allow-Origin” error when I use Chrome. I was trying to load image files through java script and since Chrome is very strict. So, I used Firefox instead.
* I had the following error showing up when I do inspect element. I tried to resolve this and tried to Google the issue. I noticed that some people were having the same issue and they think this is something related to Mozilla not allowing zeroing on creation. Although I had this error, my interactions worked fine so believe this was more like a minor warning rather than an error.
  + Error message:

PixiJS 4.7.1 - WebGL - http://www.pixijs.com/ [index.js:258](https://cdnjs.cloudflare.com/ajax/libs/pixi.js/4.7.1/src/core/utils/index.js" \t "_blank)

Error: WebGL warning: drawElements: This operation requires zeroing texture data. This is slow. [SpriteRenderer.js:459:13](https://cdnjs.cloudflare.com/ajax/libs/pixi.js/4.7.1/src/core/sprites/webgl/SpriteRenderer.js" \t "_blank)

* + Resources that I referred to:
    - https://github.com/playcanvas/engine/issues/1046
    - https://github.com/pixijs/pixi.js/issues/4496