Plumpin's Page

the report
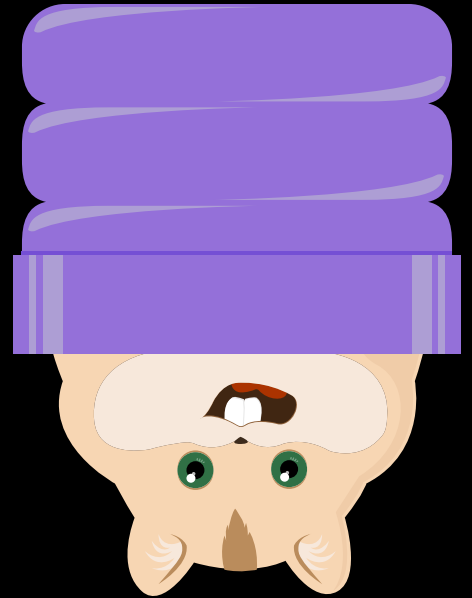
E. Lewis Lockhart :: WDD 130 :: 22 July 2020

Introduction

The Plumpin's Page website is the beginning of a full learning game site. It features information on the benefits of learning through creative exploration and memorization. The website has a landing page and links to various games and a contact page. The site does not require a login so it is open to anyone who would like to experience it.
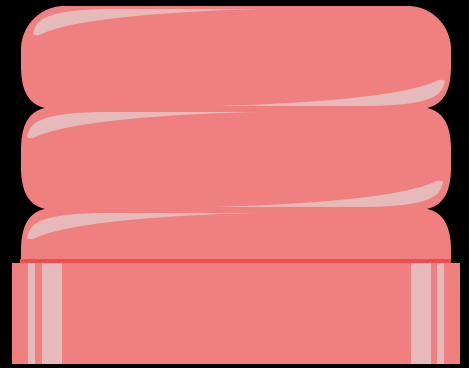
[View Hosted Site Here](https://lewis00001.github.io/PlumpinsPage/)

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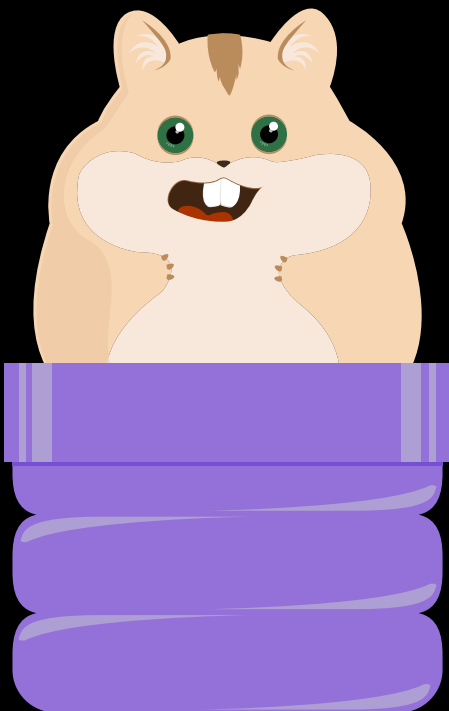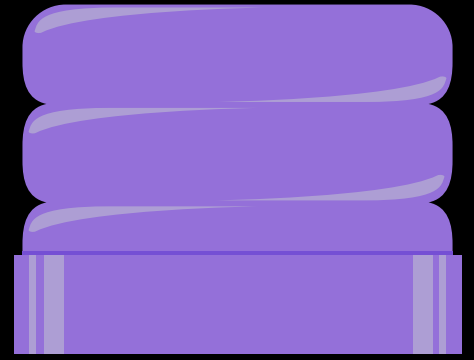
Section Word Count: 65

Goals / Objectives

My desire in creating this site was to have fun and to allow others to have fun as well. Since I altered the scope of the project to extend past a simple site with text and images, I found it necessary to approach the assignment in a slightly different way. The home page does not feature any games but I wanted to make it fun by adding animated links that interacted with the user along with the page descriptions. Originally I only planned to add the DotDaze
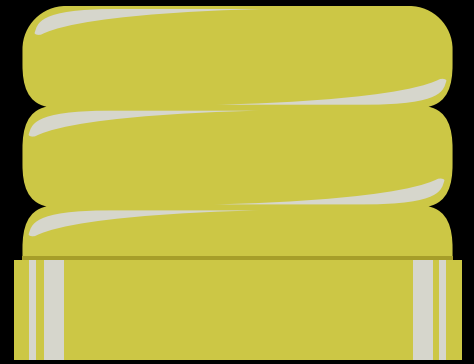
page, which is an interactive way for the user to make their own art. But since that ended up being very easy to do, I also created the MemoryMix page that is an interactive memory game that keeps score and provides multiple levels of difficulty. That also did not prove to be too tricky so I moved onto other personal projects outside of the class.

Design Process

Once I decided on what I wanted my site to look like and how it would function, I did not deviate much from the plan. I wanted the bright colors on the darker background and I wanted the user to feel like they were visiting a web page occupied by a hamster. The art and design
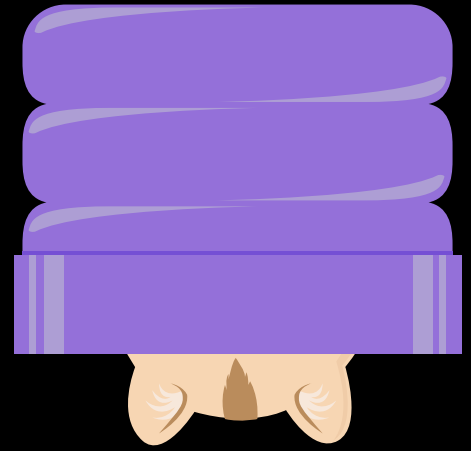
was simple enough that I didn't need to stress about it. A small thing I adjusted in the planning phase was where the hamsters would pop out from the tube. I first considered having them emerge from pips that would come in from the left side of the page but as I thought about

making the page responsive, I opted to use the cards to hold the buttons, descriptions and hamster pips with the animations. It just made more sense. As I considered the site in my mind, I also did not include the text sections that appear at the bottom portion of each page. I added them to the site plan but they are there as an after thought. I could have integrated them into the site more but it did not seem necessary.

Conclusion

This project was beneficial for me. One of the things I had never done before was with css animation. I have done animation when the user was interacting with the actual object but what I had not done was trigger animations when the user was hovering over something else. It took a little thinking but I was finally able to figure it out. I wanted the hamster to emerge on hover, but also wanted him to dodge out of the way if the user tried to click him. The effect was pretty cool. I am not sure where I will use this again -- maybe I will create an impossible whack-a-mole game. Who knows?