FP4 Write-Up

Part 1: Overview

The purpose of my website is to explore the relationship between nature, culture, and time in Mexico. Through a timeline structure, people can scroll through each month of the year to learn about 12 different flowers that have had a strong influence on Mexican culture. These 12 month sections are divided into 2 sets of information. The first is a description of the flower as well as any interesting facts associated with it such as origin of name, color, where it's commonly found, etc. The second is a short exploration that contextualizes the flower in Mexican culture, whether it be through food, art, celebration, or tradition. The target audience is anyone who is interested in learning more about Mexico through a new lens. The site is therefore not an extensive overview but rather a playful experience.

This site's main points of engagement and interest are the subject matter and styling. In terms of subject matter, the pairing of flowers and time is hopefully intriguing enough for people to want to continue learning more. The homepage tries to capture this by posing some overarching questions and including an excerpt of a poem by a Mexican writer that provides a glimpse of the impact flowers have on one's lived experience. In terms of imagery, the site emulates a notebook style by making the images look like they have been collaged on, and the text looks like it's been written on a typewriter. This hopefully makes the site feel friendly, approachable, and genuine. By having the freedom to skip around and look through, it's meant to feel like an exploration from the user's end as well. Finally, there are elements of playfulness such as small hover and reveal animations that keep the site interesting to look at and more dynamic.

Part 2: Interactions

Navigation journey

 Rather than a static navigation bar at the top, there is one main navigation path that users should be taking (homepage > timeline > works cited). As users read through the pages, these navigation buttons will appear at appropriate times to guide them through it.

Hover on Timeline Images

 When on the timeline page, users can hover over any image to make it slightly bounce. This is just meant as a small interactive feature to keep users engaged.

Timeline Navigation

 On the timeline page, users can use the vertical navigation on the left side, represented by a list of months. Users can click on the different months to quickly skip through the timeline.

Spotify playlist

 At the top of the timeline page, there is an embedded Spotify playlist that users can play while they read through. **Please note that the embed link has been a bit glitchy and sometimes will timeout. Refreshing the page a few times should fix this!**

Responsive Screen

There are 2 modes of viewing the site. The first is for laptops or monitors at a screen size of 1400 px, and the second is more so meant for smaller tablets or when people have split-screen on their laptop which is at 700px. The 1400px size is more recommended for a full viewing experience.

Part 3: Libraries

- ScrollReveal.js
- I picked this because I wanted the text to display more dynamically. This library has a built-in animation for HTML elements that detects when an element is in view and applies an animation to it. I liked this library because it is customizable in terms of reveal delay, distance, and speed.
- I used it on almost every single text element throughout my site. When the user scrolls to the corresponding HTML elements, the text will bounce up after a short time delay, and fade into view.
- This makes the website feel more dynamic and engaging. Even though it's a subtle change, by adding a sense of movement viewers can feel more intrigued by the text, and the site can feel more polished.

Part 4: Changes

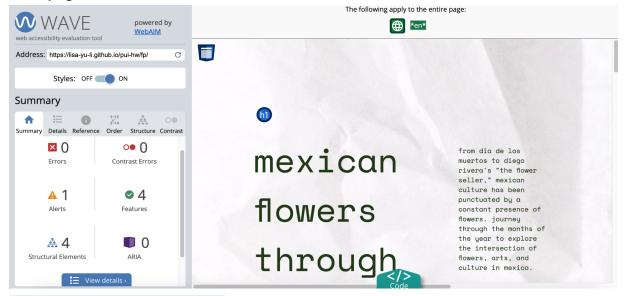
There weren't too many iterations after the first few rounds of prototyping which included adding the month navigation bar and keeping the home and timeline as separate pages for ease of use. The main additions during the programming phase were just the animations, the background image, and the embedded playlist. These were all added because after the initial stages of building the site, it felt very plain and static, which made the experience unengaging. The animation added a sense of playfulness, the playlist made the experience more immersive, and the background helped make the side feel more approachable and less sterile.

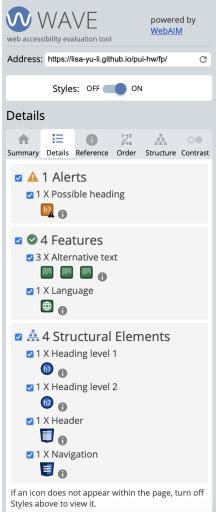
Part 5: Challenges

Coming from a fine arts background and having little to no coding experience, a big challenge was maintaining a clean and logical structure while coding. As an artist, I usually first put all the elements down, and then slowly refine and distill the important details. However for coding, it is extremely important to start using a clear structure, the right types of containers, and being deliberate about CSS classes and IDs from early on, to make sure the code stays easy to read and debug later down the line. Thus, I had to spend a lot of time at the end re-organizing my files, re-structuring my divs, and re-doing my CSS classes because I did not have the foresight to start thinking about good code practices from the beginning and instead just started writing code just to get something to show up.

WAVE Screenshots

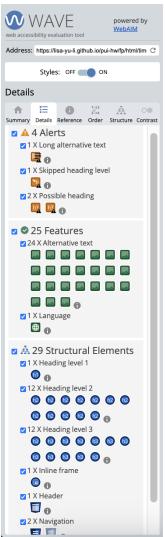
Homepage





Timeline Page





Works Cited Page

