

Part 1.

The purpose of this website is to teach people how to find constellations in the sky and to learn how they were created. Users are able to hover on different constellations and learn what the best time of year and place is to see them. For example, the constellation Capricornus, says 'Best seen at early evening in September and October in the Northern Hemisphere. In addition, users learn when constellations were created, what the multiple purposes of constellations are, and how they have changed throughout history.

This site is engaging because users are able to interact with the site to find the constellations. Once they hover over them, they learn about the constellations. Most constellation sites show all the constellations at once to the user which is often overwhelming. I've created a much friendlier way to visualize what the constellations would look like. In addition, this simulates the idea of looking at the sky to find the constellations.

Twinkling stars are also shown on each page to engage the users so that it emulates what a night sky would look like. In addition, the last page provides very simplified information about what constellations are used for. Using rotating text keeps the user interested in what the next text would be. Most informational sites about constellations includes lots of overwhelming information.

The target audience for this site are children who are learning about constellations in school. Since most cities have light pollution, people aren't able to see the stars and form constellations. It provides an interactive way to find them and also provides simplified information about constellations.

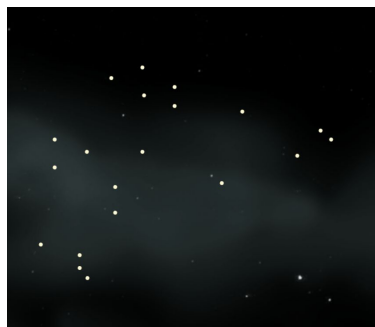
Part 2.

Home page:

- Interaction: Telescope takes user to next page to find constellations
- Reproduce: Click on animated telescope

Constellations page:

- Interaction 1: Hovering over star groupings show if a constellation is formed. A circular image overlays the stars with the exact same star count orientation, along with information about how to find the stars. There are 6 constellations on this page.
- Reproduce: Hover over star groupings to see informational graphic about constellation.



- Ex. Hover over this grouping:



- to show this:

- Interaction2: 'Learn More' Moon takes you to the informational page. When hovering on it, it expands in size to provide feedback to the user that it is clickable.
- Reproduce: Hover on the moon to see it expand. Click on the moon to take you to the informational page.

Informational page:

- Interaction: Animated rocket takes you back to constellations page.
- Reproduce: Click on rocket, and this will take you to constellations page.

Part 3.

- Name of tool: [Animate.css](#) used for rocket, moving text, moon
 - Why: Having a static page is can often feel boring to the user. I wanted to have text falling that mirrors what happens in the sky, like a falling star. I also wanted to having a moving rocket on the last page that provides feedforward to the user that it will go back to a previous page.
 - How: The telescope on the constellations page and rocket on the animated page use animated movement to draw attention to these objects so that users click them.
 - What does it add: These animations add some life to this website. It also guides the user as to what they should be looking at.
- [Rotating text](#) (Animation)
 - Why: Instead of having a paragraph of information, it rotates text so that it's more engaging to the user. They will feel more of a reason to stay on the page in anticipation of learning what the next information will be.
 - How: The text on the informational page rotates in to keep the users engaged while learning about the history. I used keyframes and the animation on my [style.css](#) page to make this occur.
 - What does it add: The rotating text makes the website more approachable and easier to consume for the user. If some of the text is static, and the rest is moving, the user just needs to focus on the rotating text.
- [Moving clouds](#) (Animation)

- Why: I wanted to further give the user the idea that they are actually looking at a real sky by including moving clouds. That also gives the appearance that the sky is ever-changing.
- How: On the constellations page, I added an animation of clouds moving. I used keyframes in my stars3.css file to make the clouds move.
- What does it add: This gives the user the idea that they are looking at a real sky. It also uses the heuristic of match between system and the real world, because it emulates the night sky.
- [Twinkling stars v1](#) & [Twinkling stars v2](#) (Particle.js Library)
 - Why: Rather than having a static image of the sky, I wanted users to have a real understanding of what the sky could look like at night while the stars are twinkling.
 - How: I created a twinkling night sky on every page to emulate a real at night. In addition, when users go from one page to another, all pages cleanly fades in.
 - What does it add: The twinkling sky looks similar to what a night sky actually looks like. In addition, it lets users know what parts of the screen they can hover and click on.

Part 4.

I added pages to the initial mockup which only had the constellations page. I created a home page that would intrigue the user without giving them a full view of what the website would show. I also felt that the website needed more information, so I created another page which had more historical information about constellations.

Part 5.

I had issues layering the pages accurately, so I had to use the z-index to do this. I did not want the constellations to appear in a grid fashion, so I had to use this positioning so that the placement looked random like actual constellations would look.