Puddles the Hedgehog

case study | Mia Ruger

Background

Brief

For my interactive website I wanted to have a simple, visual story for children. Children's stories are typically books, but I wanted to do something a little different for people that might not have time to go to the library or need a quick story on the go. This also saves paper to help the enviornment!
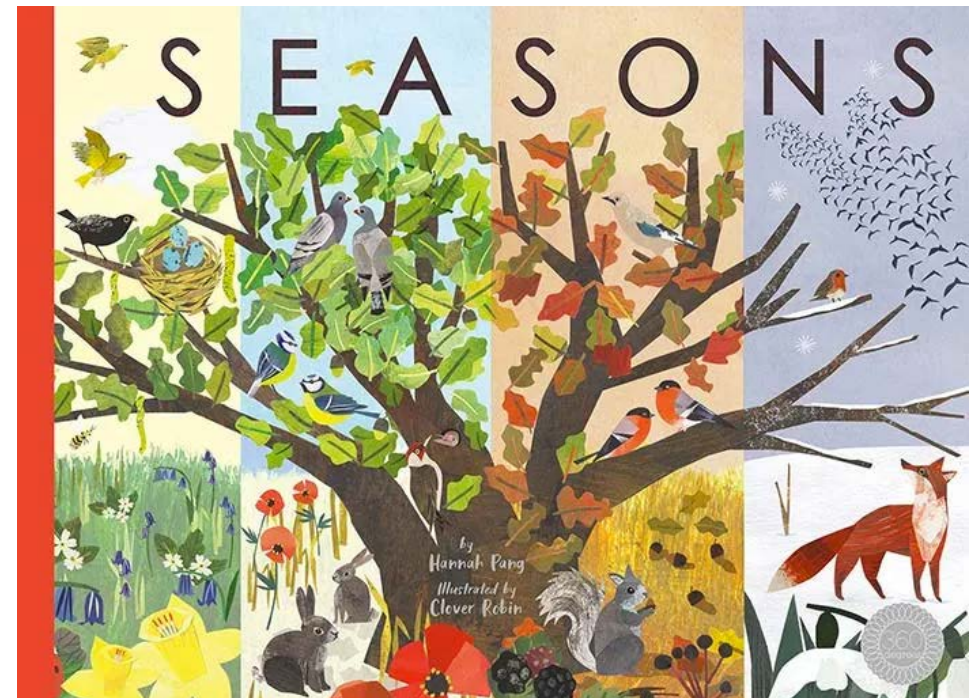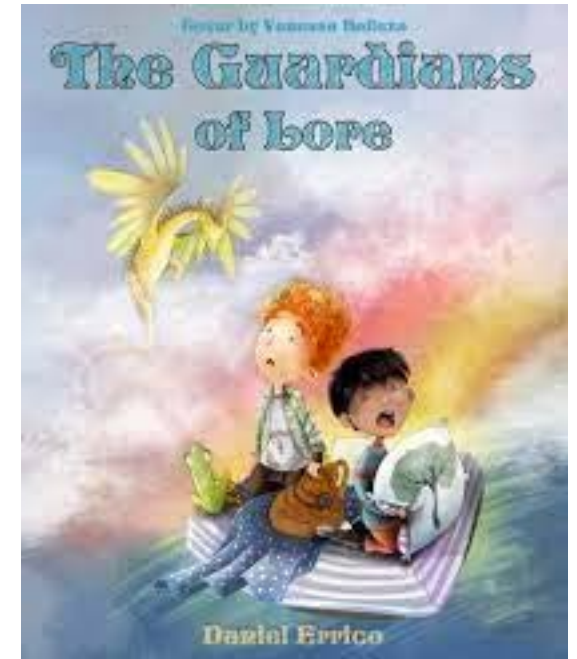
Story

The website has a childrens story about a character "Puddles" and their adventures. The story is incorportated with images and an animation to be engaging and fun.

Strategy

My strategy was to first come up with a story. Then I created the visual assests for my story. After that I created wireframes and put those into figma to make more refined wire frames. I finally started coding and once I finished that I put in my styles and kept revising.
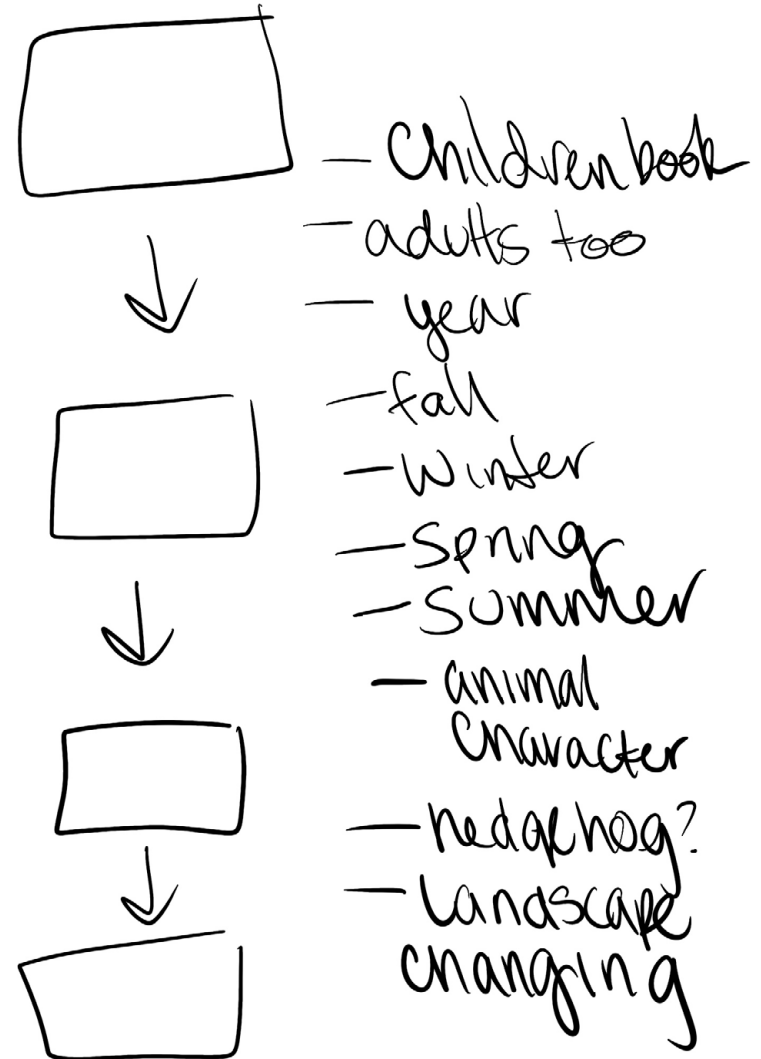
Research: moodboard

Research: audience

The audience for my website is chilren and parents. And others who enjoy reading cute children's stories. Parents can read the story to their children or the children can read it by themselves. The website could also serve as a fun homework assignment for children who are old enough to read by themselves. This is a fun interactive website for children the ages of 5-10 and parents.

Research: mapping out

Summer

Fall

Winter

Spring

- Children book
- adults too
- year
- fall
- winter
- spring
- summer
- animal character
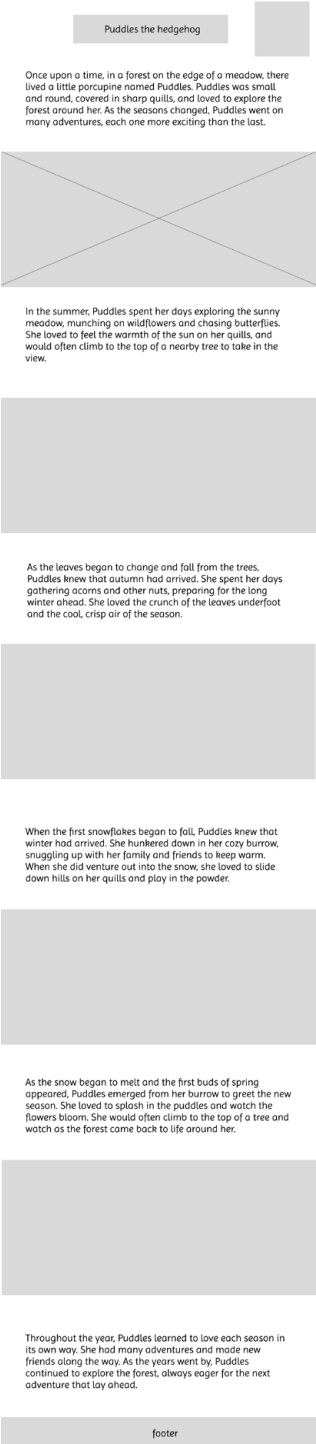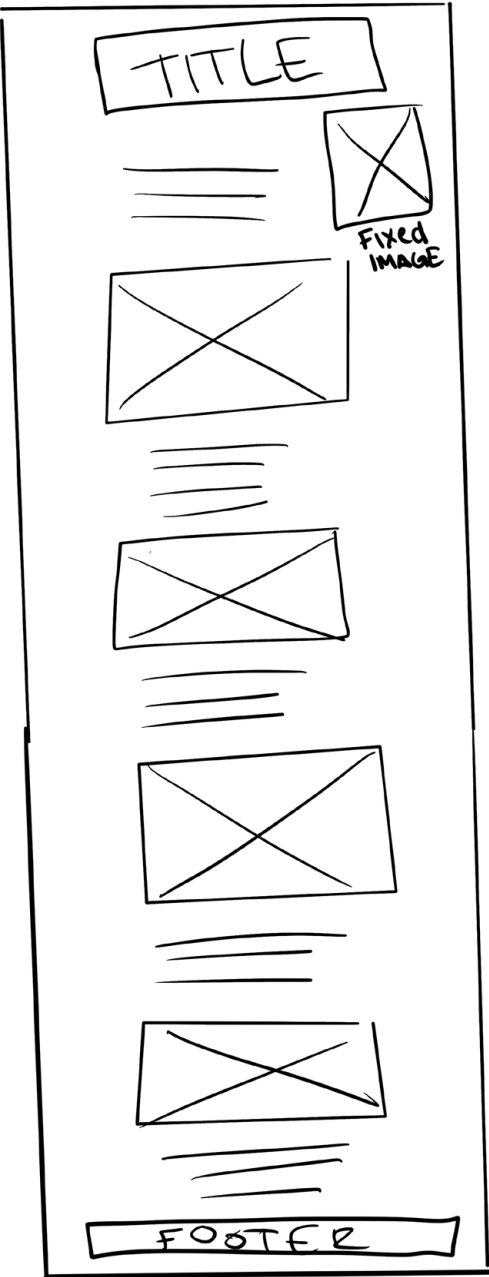- hedgehog?
- landscape changing

Concept Evolution:visual assets

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Concept Evolution: wireframes

The sketch (left) contains:
- **TITLE**
- **FIXED IMAGE**
- **FOOTER**

The Figma mockup (right) contains:

Puddles the hedgehog

Once upon a time, in a forest on the edge of a meadow, there lived a little porcupine named Puddles. Puddles was small and round, covered in sharp quills, and loved to explore the forest around her. As the seasons changed, Puddles went on many adventures, each one more exciting than the last.

In the summer, Puddles spent her days exploring the sunny meadow, munching on wildflowers and chasing butterflies. She loved to feel the warmth of the sun on her quills, and would often climb to the top of a nearby tree to take in the view.

As the leaves began to change and fall from the trees, Puddles knew that autumn had arrived. She spent her days gathering acorns and other nuts, preparing for the long winter ahead. She loved the crunch of the leaves underfoot and the cool, crisp air of the season.

When the first snowflakes began to fall, Puddles knew that winter had arrived. She hunkered down in her cozy burrow, snuggling up with her family and friends to keep warm. When she did venture out into the snow, she loved to slide down hills on her quills and play in the powder.

As the snow began to melt and the first buds of spring appeared, Puddles emerged from her burrow to greet the new season. She loved to splash in the puddles and watch the flowers bloom. She would often climb to the top of a tree and watch as the forest came back to life around her.

Throughout the year, Puddles learned to love each season in its own way. She had many adventures and made new friends along the way. As the years went by, Puddles continued to explore the forest, always eager for the next adventure that lay ahead.

footer

https://www.figma.com/proto/ZvYBZ6AjgtZ8niF4vgWZTt/DSGN-360-Project-2?scaling=scale-down&page-id=0%3A1&node-id=1%3A3
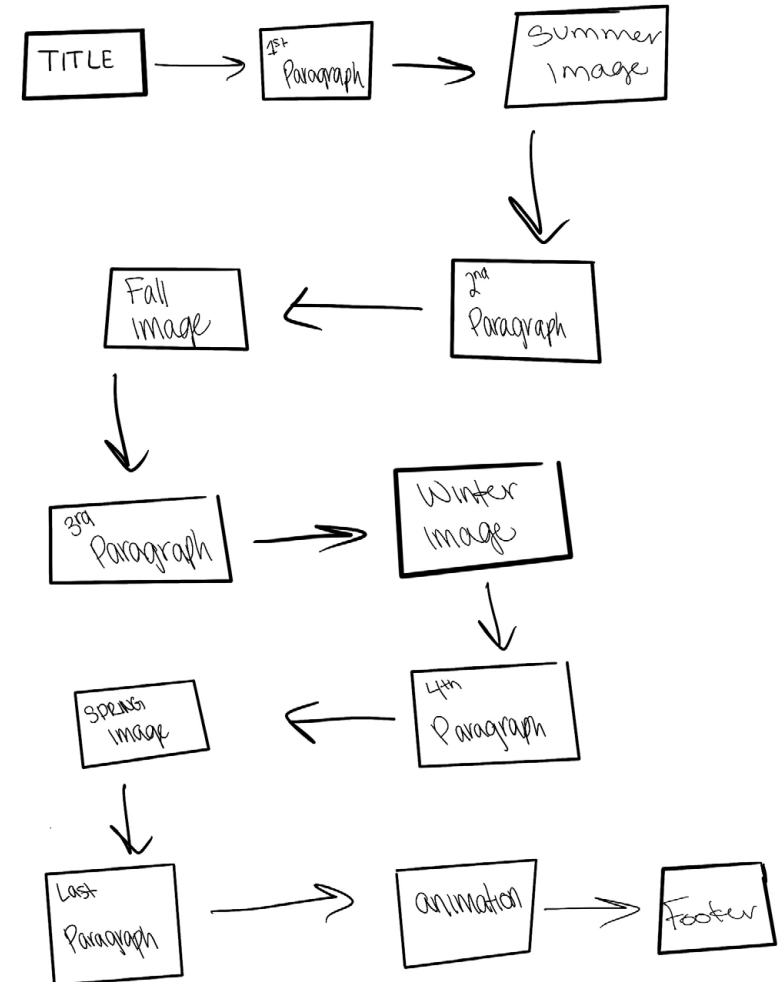
Concept Evolution

Goals

I wanted my website to be simple and easy to use/navigate. It would be easy for young children to navigate through and for adults to show their children. I want the story to bring them joy and to enjoy the visuals as well.

User Testing

During my user testing, I was told it was simple and easy to navigate. The users said that the animation was good at the bottom and a cool visual after you finish reading. They told me to maybe have the animation loop so it keeps going. That is one change I made after user testing.

Userflow

Outcome

Working on this project went much smoother than the first project. I had a very clear vision of what I wanted to make. I was very happy with my wireframes and spending a lot of time making them really help me when I started coding the actual website. I had a lot of fun creating the visuals as well. I made all the images myself.

One of my challenges while making the website was using skeleton. Skeleton was confusing for me at first when I was trying to layout my website. Once I started putting some things into containers and columns then I got the hang of it and it was much easier. Another challenge I faced was creating my animation. At first the animation was huge and not moving. After some troubleshooting I figured it out and was able to get the animation to the exact size I wanted and have it move exactly how I wanted as well.

Overall I am super excited with how to final turned out and happy with my skills coding. I had a lot of fun creating the visuals and coding. It was very rewarding seeing my website come together as I was coding it.

Design

Here is my final website. I used HTML, CSS, and Skeleton. I also had a CSS animation and transition. I used the typeface Abril Fatface on google fonts and included that in my HTML code. I organized my code as well and created all my own assets.

link: https://miaruger.github.io/puddlesthehedgehog/