

# NM2207 Final Writeup

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<https://github.com/pang-xue-le-cheryl-nm2207/pang-xue-le-cheryl-nm2207.github.io>

[Word Count: 1197 words]

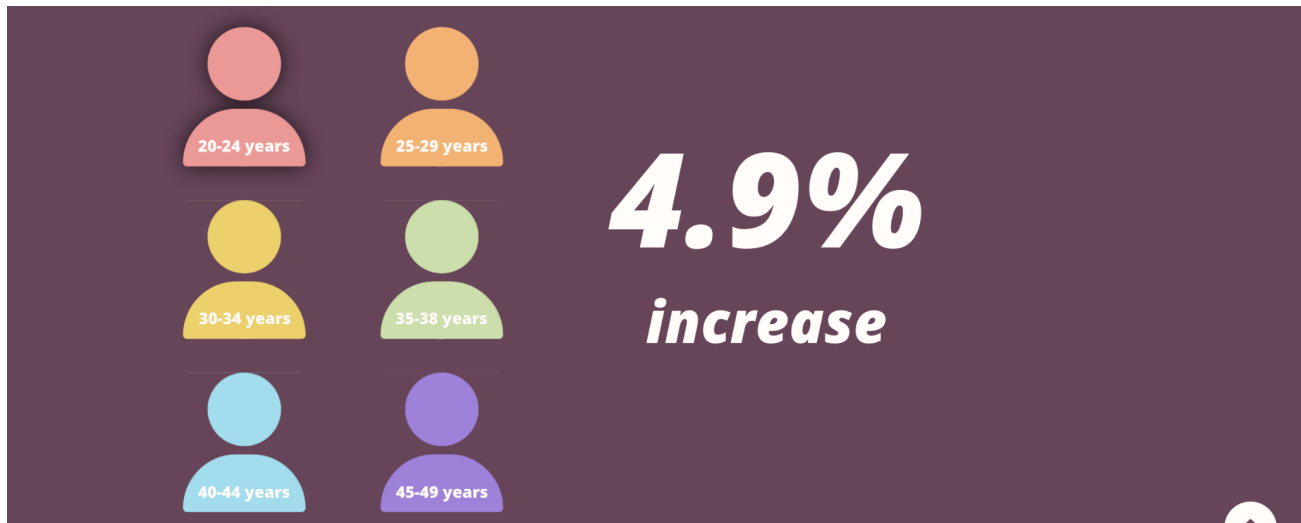
### Overview

The project is about the rise of singlehood in Singapore. It was meant to be a lighthearted story to show the number of singles in Singapore. Through identifying the gap between how singles wish to meet their partners and how people actually met their current partners, we may arrive at a conclusion as to why people might not be able to find love.

### Highlights of project and How it was achieved



- User is first greeted on this landing page. The half covered letter prompts users to hover over. This hover action prompts the letter to translate upwards revealing itself. Users can use this button to enter the datastory page.



```

1  /* Button Formatting
2  ----- */
3
4  button {
5    border: none;
6    background: none;
7    cursor: pointer;
8  }
9
10 button:hover > img {
11   filter: drop-shadow(0 0 10px rgba(0, 0, 0, 0.7));
12 }
13
14 /* dropDown Formatting
15 ----- */
16 #dropDown{
17   display:inline;
18   margin-top: 30px;
19   margin-left: 45px;
20   justify-content: center;
21   cursor: pointer;
22
23   border: none;
24   outline: none;
25   box-shadow: 0 5px 20px rgba(0,0,0,0.05);
26   padding: 5px 20px;
27   border-radius: 10px;
28   background-color: #342D38;
29   color: #FFFCF9;
30   font-family: 'Montserrat';
31   font-weight: 600;
32 }

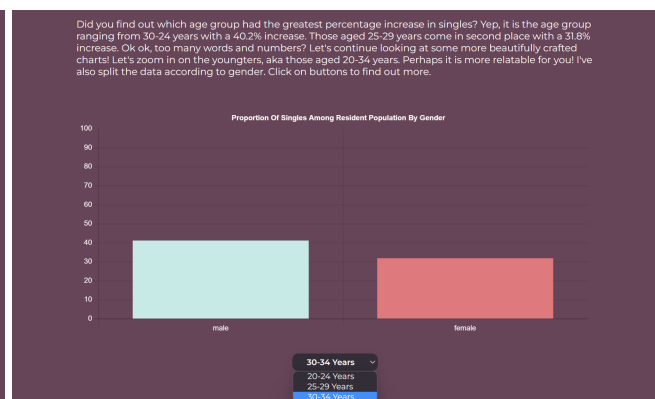
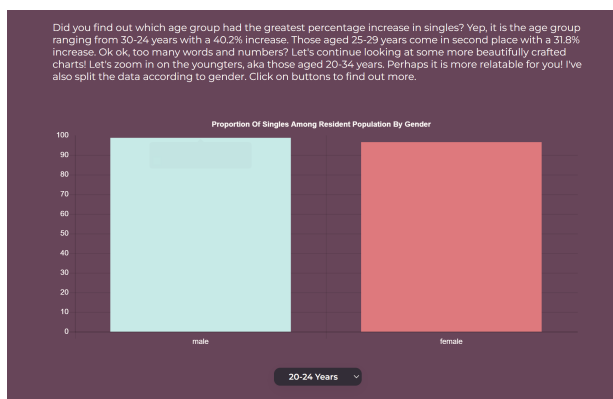
```

```

1 <div id="section3" style="overflow-x:auto;" data-aos="fade-up">
2   <!-- overflow so that this section is kind of responsive, get horizontal scroll b
3   <h1 class="headingPos">WHICH AGE GROUP HAS THE <span class="pinkText">LARGEST PER
4   <p class="additionalTextPos"> (Click on one of the age group icons to find out!)<
5   <table >
6     <tr>
7       <td><button onclick="changeImage('css/images/increase-1.svg')"><img id="percentageImage" src="" /></td>
10    </tr>
11    <tr>
12      <td><button onclick="changeImage('css/images/increase-3.svg')"><img src=
17      <td><button onclick="changeImage('css/images/increase-6.svg')"><img src=
18    </tr>
19  </table>
20 </div>

```

- Users can click on the different buttons and find out which age group has the largest increase. A drop-shadow was added at the back to create a depth effect which prompts users to click on it.
- This was done using buttons and the onClick property in html. Arrangement of the buttons was done using a table.



```

function updateChart(option){
  console.log(option.value);
  let state = option.value;
  switch(state){
    case "group1":
      config.data.datasets[0].data = [98.8, 96.6];
      console.log("we are in" + state);
      break;
    case "group2":
      config.data.datasets[0].data = [82, 69.5];
      console.log("we are in" + state);
      break;
    case "group3":
      config.data.datasets[0].data = [41.1, 31.8];
      console.log("we are in" + state);
      break;
  }
  config.update();
}

```

```

</div>

<select id=dropDown onchange="updateChart(this)">
  <option value="group1">20-24 Years</option>
  <option value="group2">25-29 Years</option>
  <option value="group3">30-34 Years</option>
</select>
</div>

```

- Users can toggle between the different age groups and see the graph change as they select a different option.
- The dropDown and onchange properties, coupled with switch case was used to achieve it



```

.heart{
  height: 70px;
  width: 70px;
  background: #E34A6F;
  position: relative;
  transform: rotate(-45deg);
  box-shadow: -10px 10px 90px #E34A6F;
  animation: heart 0.6s linear infinite ;
}

```

```

/* this part to create the heart beating animation */
/* scale to change the size of the beating heart */

@keyframes heart {
  0%{
    transform: rotate(-45deg) scale(1.5);
  }
  80%{
    transform: rotate(-45deg) scale(1.2);
  }
  100%{
    transform: rotate(-45deg) scale(0.9);
  }
}

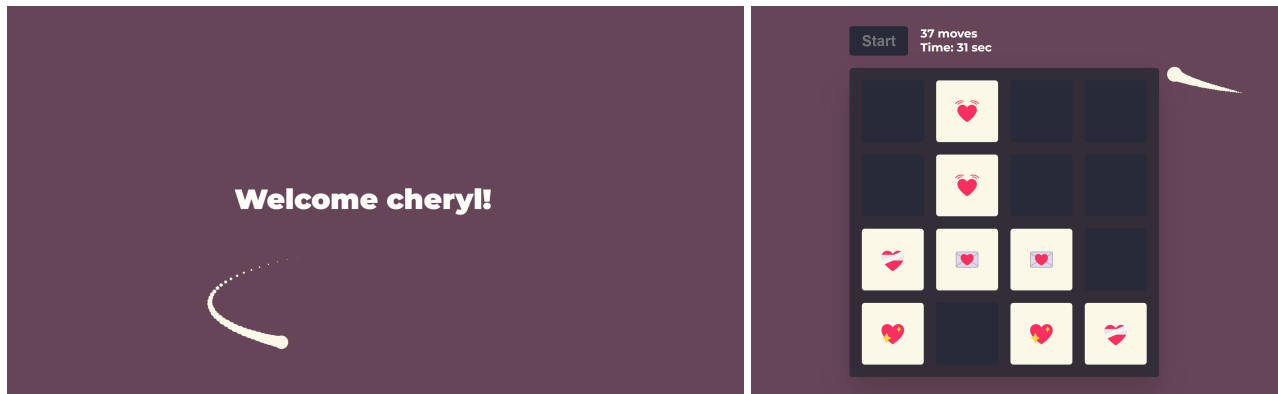
```

```

.heart-text {
  position: absolute;
  top: -10%;
  left: 20%;
  transform: translate(-50%, -50%);
  color: #fff;
  font-size: 14px;
  font-weight: bold;
  text-align: center;
  white-space: nowrap;
  transform: rotate(45deg);
  z-index: 1;
}

```

- A beating heart that was done using keyframes in CSS. It was cool to learn how CSS could create such animations.
- The heart was drawn using css and then scaled to difference sizes at 3 keyframes to create a beating heart animation.
- Text was added to get users to click as this links to another page.



- A surprise section was added where users can play a lighthearted game of match (since this is about people wanting to find their match).
- Javascript was used so that users can key in their name and it is reflected on the picture shown above.
- This section has an added custom cursor since it is a surprise feature. The cursor could add on to their experience. Animation was done in css.
- The game includes animations such as a card flip and also elements such as a moves counter and a timer. (credits: [https://www.youtube.com/watch?v=mohlQB\\_70Xk&t=393s](https://www.youtube.com/watch?v=mohlQB_70Xk&t=393s)) I mainly just customised the design, understood and learnt how to do card flip animation/ counter and timer.

```

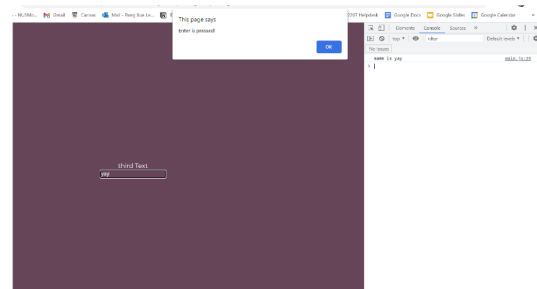
2
3 // setting the first text to be shown
4 let initialText = "Suprise!";
5 document.getElementById("mainDiv").innerHTML = initialText;
6
7 // wait for 1 second and then show the next text
8 setTimeout(function() {
9 | document.getElementById("mainDiv").innerHTML = "You found the secret room!";
10 | }, 1500);
11
12 // wait for 2 second and then show the next text
13 setTimeout(function() {
14 | document.getElementById("mainDiv").innerHTML = "What's your name?";
15

```

```

document.addEventListener("keyup", function(event) {
  if (event.key === 'Enter') {
    | alert('Enter is pressed!');
  }
});

```



- For the surprise page, the texts were mainly written in Javascript and document.getElementById().innerHTML was then used because I wanted it to appear one after another, after a set timing. This was achieved using setTimeout.
- The part where the user's type in their names, addEventListener was used to identify when the enter key was pressed so as to store the user's name.

```

/* nav bar formatting
----- */

nav {
  position: fixed;
  top: 0px;
  left: 0;
  width: 100%;
  color: #FFFCF9;
  padding: 30px;
  text-align: left;
}

nav ul {
  list-style-type: none;
  display: flex;
  justify-content: space-around;
  margin: 0;
  padding: 0;
}

nav a {
  display: block;

  background-color: transparent;
  border: 2px solid #FFFCF9;
  color: #FFFCF9;
  border-radius: 50%;
  padding: 14px 16px;
  text-decoration: none;
}

```

- A navigation bar was made. Animation was added to the button such that the oval is filled up with white when hovered over.
- The nav bar also hides when users scroll down so that it does not block the view when scrolling through.
- It appears when it detects a scroll up. This helps users with easy navigation.



- Back to top button was added since the page was rather long, helps users to navigate to top easier
- Animation was also added so that it only appeared once we scroll down

OKAY SO...  
PEOPLE PREFER OFFLINE INTERACTIONS.

BUT HOW DID PEOPLE THAT ARE CURRENTLY IN  
RELATIONSHIPS MEET THEIR PARTNER?

LET'S FIND OUT .

OKAY SO...  
PEOPLE PREFER OFFLINE INTERACTIONS.

BUT HOW DID PEOPLE THAT ARE CURRENTLY IN  
RELATIONSHIPS MEET THEIR PARTNER?

LET'S FIND OUT .

- Sliding in animation was added in.
- Making this animation was slightly different as an external stylesheet was used instead, different animations like "fade-right" can be used.



- Animation was added to the submit button such that it changed colour when hovered over and jumps when being clicked. This jumping action helps to also enhance the experience of the users when they interact with the button.
- And also onClick was used so that the windows would appear when the submit button was pressed.

## Reflections

Overall, NM2207 has been incredibly enriching and fruitful for me. As someone with no coding experience, I found the initial learning stages to be slightly tedious and confusing. However, the learning process is not linear, and I am proud of the progress I have made throughout the module.

One of the first challenges I faced was figuring out the concept for my website and how to incorporate what I learned in class. However the main challenge was translating what I envisioned in my head into code. While some design ideas were straightforward to implement, others were more complex, and I found the `console.log` function to be very helpful in identifying and fixing errors. While this may seem trivial, debugging was actually a crucial coding skill that I learned. It helped me pinpoint where the code was executed and where potential errors could be located. (The detailed documentations of the errors are in my weekly diary/miro board)

Beyond technical skills, I also gained problem-solving skills and learned how to break down complex ideas into simpler ones. For example, when I wanted to create the homepage animation. Although it was just a simple animation of the letter moving up, it took me multiple iterations to perfect. I have to first properly link the image to another html file. Then I had to make it move up when hovering over. After that I had to position it correctly. Many errors were made throughout and it was a lot of trial and error. However, this process helped me understand how to make design decisions and avoid unnecessary animations that could cause the website to lag.

As an Industrial Design student interested in UI/UX, this module has been extremely helpful. I feel that in the future, understanding the development process would be crucial to help me make informed design decisions and also be better equipped at communicating my ideas to developers. I am excited to continue applying what I have learned in my future projects.

## References

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