# Copyright Information

I made all of the content and code for the website by myself. In addition, I used some graphics from Canva's free asset library to create the graphics for my website, along with using Blender to model some of the character models. No copyrighted or paid material was used in the creation of my website, and I did not need to get any copyright permissions for my project. No templates were used in the making of my website; I coded the entire project by myself.

In addition to my own code, I used the free ADA Compliance Plugin from Userway to make my website accessible to as many users as possible.

Directions for Relaunching the Project

To relaunch my project on the device below, please use the following link or scan this QR code: https://imaginenation-pamedia.netlify.app/
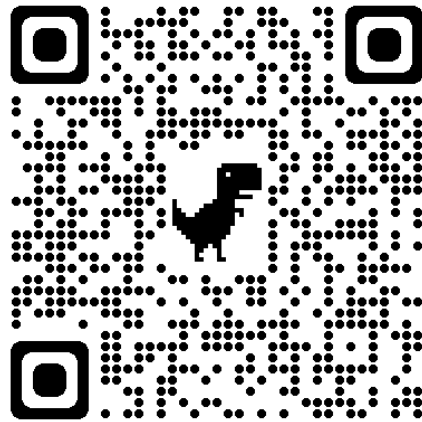
If any passwords are required to reach the project or log into the device, they will be listed here:

How we Created the Website (Planning Document)

To create the website, I started by creating a rough draft of how I wanted the website to look like, as well as what features I wanted it to have. After that, I made a writing copy/script for the website, which included all of the text.

I then started to code the website in HTML, CSS, and JavaScript. Most of the work was front-end development, but I spent a lot of time on the backend JavaScript code for the Memory Game, as well as debugging issues to make it more user-friendly. A majority of the time was spent on interactive features to make sure that children would be engaged in the website; thus giving the website a higher retention span and generating more interest in the show. I also spent some time making graphics for the website, since I knew good graphics were crucial to capturing a child's interest.

All in all, I spent about 50 hours in total coding the website. I believe that I managed my time pretty well to maximize the returns that would come from each part of my website. For example, adding graphics and interactive elements to the website were good investments of my time in the project.

Some of the Code in My Project

Below is some of the code that I wrote for this website. I will be explaining what each block of code does, as well as where it is located on the website. If you would like to see all of the code for my website, it is available at the GitHub Repository below:

https://github.com/pranavbehal/Imagine-Nation-PaMedia

Q&A Section:

HTML:

```html
127    <div class="qa-section">
128      <h2>Q&A:</h2>
129      <div class="question" onclick="toggleAnswer(this)">
130        Where can I watch Imagine Nation, and when is it live?
131      </div>
132      <div class="answer">
133        You can watch Imagine Nation everyday from 3:00 PM to 4:00 PM on the
134        ABC123 Network.
135      </div>
136      <div class="question" onclick="toggleAnswer(this)">
137        Is Imagine Nation safe for my child?
138      </div>
139      <div class="answer">
140        Yes, Imagine Nation is a safe and fun space for children to learn and
141        grow. We carefully design our show and website to be appropriate for
142        kids of all ages.
143      </div>
144      <div class="question" onclick="toggleAnswer(this)">
145        Which age group is Imagine Nation for?
146      </div>
147      <div class="answer">
148        Although Imagine Nation is suitable for children of all ages, we
149        specifically tailor some of the content towards children between 4 and 8
150        years old.
151      </div>
152      <div class="question" onclick="toggleAnswer(this)">
153        What does Imagine Nation teach children?
154      </div>
155      <div class="answer">
156        Imagine Nation teaches children valuable lessons and skills, such as
157        teamwork, problem-solving, and creativity. In addition, we also teach
158        children about the importance of kindness and respect. Imagine Nation
159        also reviews some basic math, English, and science concepts.
160      </div>
161    </div>
```

JavaScript:

```javascript
1    function toggleAnswer(elem) {
2      var answer = elem.nextElementSibling;
3      if (answer.style.display === "block") {
4        answer.style.display = "none";
5      } else {
6        answer.style.display = "block";
7      }
8    }
```

Memory Game:

## JavaScript code for Checking if a Card is a Match & Logging Times:

```javascript
function checkForMatch() {
  const cards = document.querySelectorAll("img");
  const optionOneId = cardsChosenId[0];
  const optionTwoId = cardsChosenId[1];

  if (optionOneId == optionTwoId) {
    cards[optionOneId].setAttribute("src", "images/Logo 3.PNG");
    cards[optionTwoId].setAttribute("src", "images/Logo 3.PNG");
  } else if (cardsChosen[0] === cardsChosen[1]) {
    cards[optionOneId].setAttribute("src", "images/transparent.PNG");
    cards[optionTwoId].setAttribute("src", "images/transparent.PNG");
    cards[optionOneId].removeEventListener("click", flipCard);
    cards[optionTwoId].removeEventListener("click", flipCard);
    cardsWon.push(cardsChosen);
  } else {
    cards[optionOneId].setAttribute("src", "images/Logo 3.PNG");
    cards[optionTwoId].setAttribute("src", "images/Logo 3.PNG");
  }
  cardsChosen = [];
  cardsChosenId = [];
  locked = false;
  resultDisplay.textContent = `Score: ${cardsWon.length}`;
  if (cardsWon.length === cardArray.length / 2) {
    elapsedTime = Math.floor((Date.now() - startTime) / 1000);
    timeDisplay.style.display = "none";
    resultDisplay.textContent = `Congratulations! You found them all in ${elapsedTime} seconds!`;

    document.getElementById("memory-restart").style.display = "block";
    clearInterval(intervalId);
    // saveHighScore();
    console.log(elapsedTime);
    console.log(window.localStorage.getItem("highScore"));
    console.log(latestHighScore);
    if (elapsedTime >= latestHighScore) {
      console.log("less");
      console.log(+window.localStorage.getItem("highScore"));
      console.log(latestHighScore);
      console.log(elapsedTime);
      oneUseScore = latestHighScore;
    } else {
      console.log(elapsedTime);
      window.localStorage.setItem("highScore", elapsedTime);
      latestHighScore = elapsedTime;
      console.log(window.localStorage.getItem("highScore"));
      console.log(latestHighScore);
      oneUseScore = latestHighScore;
    }
    document.getElementById("highScoreDisplay").style.display = "block";
    document.getElementById(
      "highScoreDisplay"
    ).textContent = `High Score: ${latestHighScore} seconds`;
  }
}
```

This was a part of the JavaScript code in the Memory game to check whether or not a match had been made between the two selected cards, as well as logging the high scores and time taken to find all of the cards.

The Accessibility of My Website

When I was making my website, I wanted to make sure that everyone would be able to view and interact with it. Because of this, I made sure to pay attention to the accessibility of my website. To make sure that my website was accessible, I used Userway's free-to-use Accessibility Plugin. With this, users can choose different modes to make the website accessible and easier to use for them.

In addition to the accessibility plugin, I ran my website through an accessibility evaluator to see how accessible my website would be, based on 35 different criteria. My website passed all 35 of these criteria and got an accessibility score of 95%. Below are the results from the evaluator:
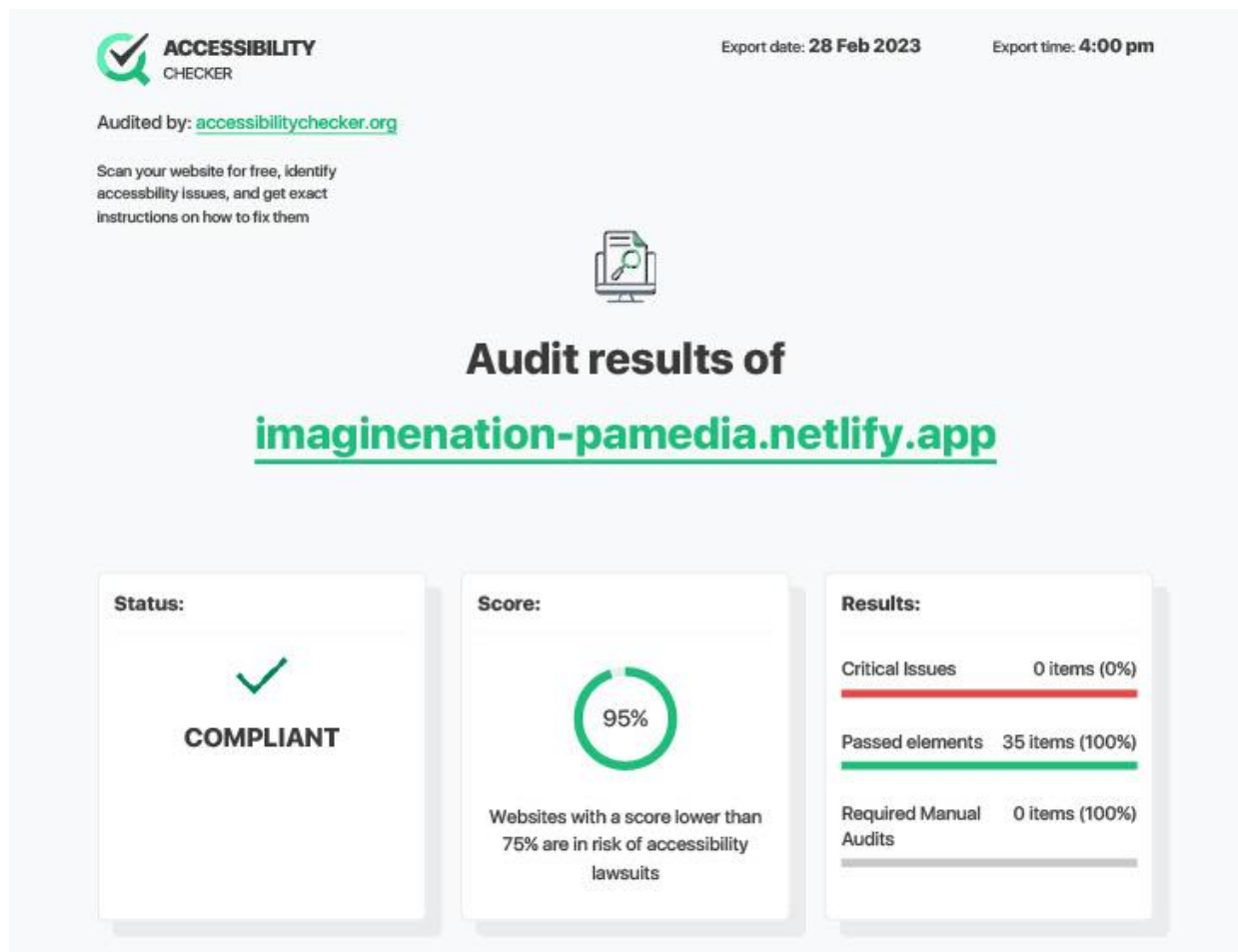
My Website's Sitemap

I decided to implement a sitemap of my website into the credits page so that users would be able to understand and fully access all parts of my website. My sitemap has all of the information about where graphics/images, text and information, and interactive elements/links to external websites are located.

Below is my website's sitemap showcasing where different parts and elements of my website are located:

Home Page
- Hero Image
- About Sections
- Link to About Page

About Page
- Hero Image
- About The Show
- Characters and Their Descriptions
- Footer With Show Times

For Parents Page
- About The Show For Parents
- Q&A Section with Interactive Clickable Elements

Games Page
- Header & Links to The Two Games

Memory Game
- A Header & Explanation
- Game Score & Timer
- The Memory Game

Coloring Pages
- Links to 10 Different Coloring Pages

Credits Page
- Credits & Competition Information
- Links to Documents & the Repository

- Images & Graphics
- Text & Info
- Interactive/ Links