

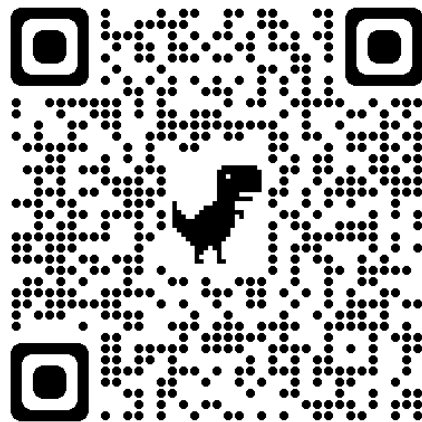
Copyright Information

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://imagination-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 our 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:

```
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:

```
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:

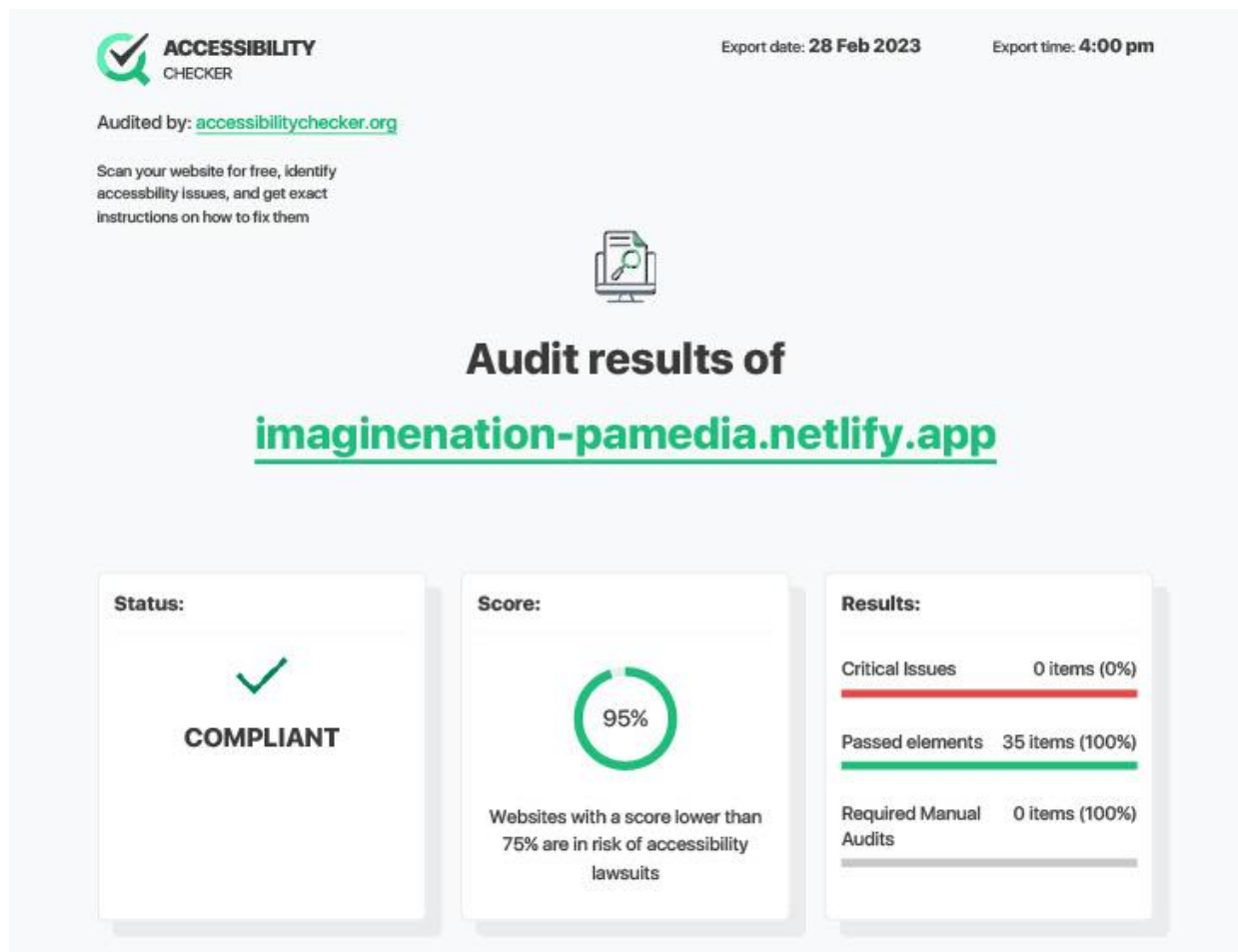
```
89 function checkForMatch() {
90   const cards = document.querySelectorAll("img");
91   const optionOneId = cardsChosenId[0];
92   const optionTwoId = cardsChosenId[1];
93
94   if (optionOneId == optionTwoId) {
95     cards[optionOneId].setAttribute("src", "images/Logo 3.PNG");
96     cards[optionTwoId].setAttribute("src", "images/Logo 3.PNG");
97   } else if (cardsChosen[0] === cardsChosen[1]) {
98     cards[optionOneId].setAttribute("src", "images/transparent.PNG");
99     cards[optionTwoId].setAttribute("src", "images/transparent.PNG");
100    cards[optionOneId].removeEventListener("click", flipCard);
101    cards[optionTwoId].removeEventListener("click", flipCard);
102    cardsWon.push(cardsChosen);
103  } else {
104    cards[optionOneId].setAttribute("src", "images/Logo 3.PNG");
105    cards[optionTwoId].setAttribute("src", "images/Logo 3.PNG");
106  }
107  cardsChosen = [];
108  cardsChosenId = [];
109  locked = false;
110  resultDisplay.textContent = `Score: ${cardsWon.length}`;
111  if (cardsWon.length === cardArray.length / 2) {
112    elapsedTime = Math.floor((Date.now() - startTime) / 1000);
113    timeDisplay.style.display = "none";
114    resultDisplay.textContent = `Congratulations! You found them all in ${elapsedTime} seconds!`;
115
116    document.getElementById("memory-restart").style.display = "block";
117    clearInterval(intervalId);
118    // saveHighScore();
119    console.log(elapsedTime);
120    console.log(window.localStorage.getItem("highScore"));
121    console.log(latestHighScore);
122    if (elapsedTime >= latestHighScore) {
123      console.log("less");
124      console.log(+window.localStorage.getItem("highScore"));
125      console.log(latestHighScore);
126      console.log(elapsedTime);
127      oneUsescore = latestHighScore;
128    } else {
129      console.log(elapsedTime);
130      window.localStorage.setItem("highScore", elapsedTime);
131      latestHighScore = elapsedTime;
132      console.log(window.localStorage.getItem("highScore"));
133      console.log(latestHighScore);
134      oneUsescore = latestHighScore;
135    }
136    document.getElementById("highScoreDisplay").style.display = "block";
137    document.getElementById(
138      "highScoreDisplay"
139    ).textContent = `High Score: ${latestHighScore} seconds`;
140  }
141 }
```

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 Our 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:



Our 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:

