

SanchezNinjah HTML Project — User POV Task List

This list describes **what the user will experience**, in order. No implementation details. No assumptions. If a step is not perceivable by a user, it is clearly marked.

TASK 1 — Hero Playback Authority DONE

**What the user experience s **

- The hero video behaves predictably.
- It pauses when you scroll away or open preview.
- It does not restart unexpectedly.
- Audio never surprises you.

User-visible?

-  Yes
-

TASK 2 — Preview ↔ Preview Navigation (CURRENT FOCUS)

Goal: Browse items **inside Preview** without closing it.

2.0 Active Card Authority DONE

What the user experiences

- Nothing new visually.
- Internally, the site knows which card is “active”.
- This active card is used as the source of truth for preview, navigation, and row syncing.

User-visible?

-  No

2.1 Next / Previous Logic (Wrap) DONE

What the user experiences

- Still nothing new yet.
- But the system now knows what “next” and “previous” mean.
- Navigation loops instead of stopping at ends.

User-visible?

- No
-

2.2 In-place Preview Content Swap **DONE**

What the user experiences

- Preview stays open when switching items.
- Title, description, and video change in place.
- No close/reopen flash.

User-visible?

- Yes (once navigation exists)

2.3 Row ↔ Preview Sync **DONE**

What the user experiences

- While browsing in Preview, the background row scrolls to match.
- The centered card behind the preview always matches what you're viewing.

User-visible?

- Yes
-

2.4 Close Preview to Active Card **DONE**

What the user experiences

- When closing Preview, you land on the exact card you were last viewing.
- No snap-back to the original card.

User-visible?

- Yes
-

2.5 Mobile Swipe Navigation **(Mobile)** **NOT DONE**

What the user experiences

- On mobile, swipe left/right inside Preview to browse.
- Vertical scrolling still works normally.

User-visible?

- Yes (mobile only)
-

2.6 Desktop Arrow Navigation (Desktop) PARTIALLY DONE

What the user experiences

- Arrows appear in Preview on desktop.
- Click left/right to move one item at a time.

User-visible?

- Yes

Open items - Add subtle red breathing glow to arrows after ~10 seconds of inactivity. - Glow should smoothly pulse (slow fade in → slow fade out). - Effect should feel calm, not attention-grabbing.

- Yes

*We need to add a red glow to the arrows. this happens at the 10 second point. i want the arrow button to breath read glow. meaning the glow goes full then fades, but its like a deep breath in, and deep breath out kind of smooth calm fade.

2.7 Preview Carousel Layout VISUALLY DONE

What the user experiences

- Preview becomes a carousel.
- Center item is larger.
- Neighboring items are visible on the sides.

User-visible?

- Yes (major visual change)
-

2.8 Center Magnet Snap NOT DONE

What the user experiences

- When dragging the Preview carousel, it snaps cleanly to a centered item.
- No awkward half-states.

User-visible?

- Yes
-

2.9 Preview Content Transition Animation NOT DONE

What the user experiences

- Switching items animates smoothly inside Preview.
- Opening/closing Preview feels unchanged.

User-visible?

- Yes (polish)
-

TASK 3 — Preview Teaser Edge Cases

What the user experiences

- No accidental teaser restarts.
- No looping glitches when browsing.

User-visible?

- Yes (stability)
-

TASK 4 — Generalize to All Cards

What the user experiences

- Every card behaves the same.
- No special cases.

User-visible?

- Yes
-

TASK 5 — Shelf & Scroll Hardening

What the user experiences

- Scrolling feels solid across browsers.

- No weird jumps or freezes.

User-visible?

- Yes (feel)
-

TASK 6 — Card Grid Visuals

What the user experiences

- All cards have proper posters.
- Layout works across screen sizes.

User-visible?

- Yes
-

TASKS 7-11 — Deferred / Later

Content, assets, polish, and optional detail pages.

User-visible?

- Later-stage work
-

Where you are right now

- TASK 1: DONE
- TASK 2.0–2.4: DONE (core navigation foundation complete)
- TASK 2.5: NOT DONE (mobile swipe)
- TASK 2.6: PARTIALLY DONE (arrows work, glow pending)
- TASK 2.7: VISUALLY DONE (layout exists, snapping pending)
- TASK 2.8–2.9: NOT DONE

Next meaningful execution steps (recommended order): 1. TASK 2.5 — Mobile Swipe Navigation 2. TASK 2.8 — Center Magnet Snap 3. TASK 2.6a — Desktop Arrow Breathing Glow (polish) 4. TASK 2.9 — Preview Content Transition Animation