



The Rejected Abandoned Stuff Hell Portal (T.R.A.S.H. Portal)



ft. REaPR

TRASH Portal is fully functional and mobile-friendly. It meets the MVP requirements of a form presented using progressive disclosure, with a friendly animated skull character named REaPR as its virtual receptionist. After a brief and humorous introduction, which was animated using the Typed.js library installed via npm, event listeners on form navigation buttons guide the user through the survey, which features an interactive range slider, a color-changing background, and a custom obituary at the end for each item the user submits to the form! I used webpack to host a live server for testing and development, and was able to use that bundle straight from the root directory in GitHub to build and host it on Vercel.

In the future I would like to make the site a bit more useful and dynamic by incorporating OpenAI's ChatGPT API. This will take the string the user inputs as the name of the item and test to see whether the item can be put in the curbside compost or recycling in the user's location, or if the item can/should be donated/reused elsewhere. ChatGPT can return a fairly accurate yes or no response to these queries. The response would be used to determine if a new animated response from REaPR should be presented to the user. REaPR's response would encourage the user to divert their waste if possible. I'd also potentially like to implement a visual indicator of the "level of hell" the user's item will be sent to based on their survey responses, and perhaps more accurate images of the materials the user selects for the item's obituary. Furthermore, I'd like to include subcategories that the user may select within the categories of materials, partially to educate the user on what common things are made of and partially to get more information from them.

Clearly I have a lot of ideas for improvements for this site. I think it has a lot of potential! But I am happy with the way it turned out. It looks just like how I imagined, and it serves its purpose well. I learned a lot from this process, like how you have to pay close attention to the configuration of your bundler so that your files can be imported properly and be in the correct place. I also learned that I really don't care about CSS or enjoy it much. I'd much rather design my site using visual tools and focus on coding the functionality of it. That's why I'm glad I've gone for very simple designs thus far.