

TURN OF PHRASE

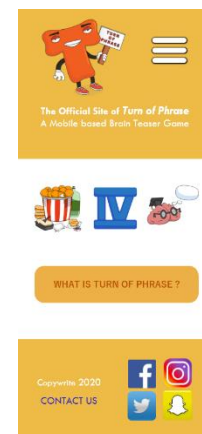
The official website for the mobile app, Turn of Phrase, a Brain Teaser game where the user is shown an image and guesses the phrase, represented. The site will rely on React Strap and Font Awesome for styling. The site will also feature a demo of the game.

All of the assets in the game (images, text, a variable to store the actualAnswer, an empty array for the user answer) will be stored in an object array an assets component. When the user enters letters for an answer, they will be pushed into a userAnswer array. When they answer, a function will determine if the user's answer is correct by comparing the data collected in the userAnswer array with the actualAnswer array. If the user is correct, incorrect, the array will clear entirely and they will have to try again. I think I will also use a JQuery keyboard plugin, so the site won't require any input fields.

PROTOTYPES



Home Screen (Desktop View)



Home Screen(Mobile View)

The user Interface will mostly be simple, allowing the images, and animation to hold the user's attention.
For the color scheme, I'm thinking bold fun colors: Perhaps orange or yellow.



About Screen (Desktop View)



About Screen(Mobile View)

The navigation will consist of 5 different sections for the user to route to: Home, about, demo, team and feedback. Also, the main section in the home will contain buttons where the user can link to the demo or about components.

The navbar will make use of the toggle feature in react strap, so when the browser is below medium width, the navbar will be stored in a button with the toggler icon. In terms of structuring components for the navigation, we will draw inspiration from the Nucamp site, which we have created through the exercises. We will have a main component, which uses the router dom to route to all of the separate components in the nav menu.