

SUPERFAN

INTERACTIVE
EXPERIENCE

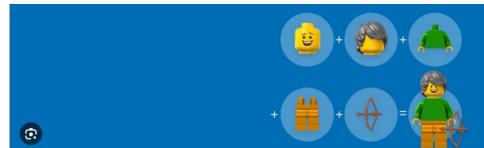


BRAINSTORM

come up with three different ideas of themes + interactive features

PHASE 0

Kinda like this



Idea 1:

Build your own lego

My project will be the build your own lego experience. I will have hairs faces and clothes. When clicking on that item it will go on your lego

Interactive JS Feature #1

When clicking on the items to put on the lego the lego sound will play

Interactive JS Feature #2

When clicking on accessories it goes onto the lego

Idea 2:

Kendrick

Kendrick's discography shown through pictures and music.



Interactive JS Feature #1

When clicking on one album cover pic it will switch to another

Interactive JS Feature #2

When clicking on a picture of kendrick from that era a song from that album will play

Idea 3:

Dress to impress

For this idea i'm not sure yet. Have the user pick a outfit based off the theme kind of like the build your own lego. It's based off the roblox game where you get a theme and have to make a outfit based off of it

Interactive JS Feature #1

When clicking on the clothing it attaches to the character



Interactive JS Feature #2

There will be a music icon that you can click on to turn music on or off

EVALUATE

think about the good and bad for each idea then choose one

PHASE 1

Pros/Cons of Each Idea:

	Pros	Cons
Idea 1: Lego	I love legos Would be a cool idea	Would be alot of code Would be hard to include lots of accessories
Idea 2: Kendrick Eras	Theres alot of albums to pick from He has characters he plays so i will be easy to find pics	Finding school appropriate things might be hard, might be a lot of low quality images
Idea 3: Dress to Impress	Would be a fun game	Would be too much code and hard to come up with a simple idea

CONTENT

gather and edit essential content for your site

PHASE 2



DAMI



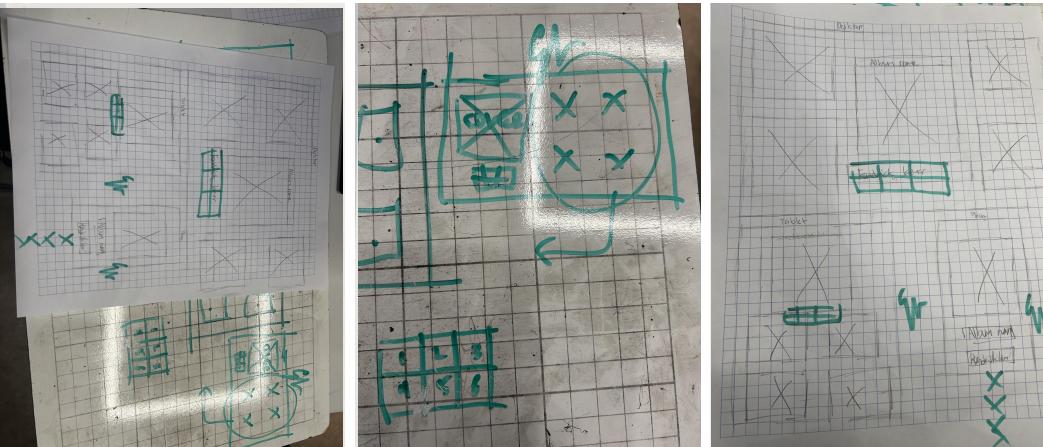
PIXLR®



DESIGN

create three possible responsive designs for your chosen idea

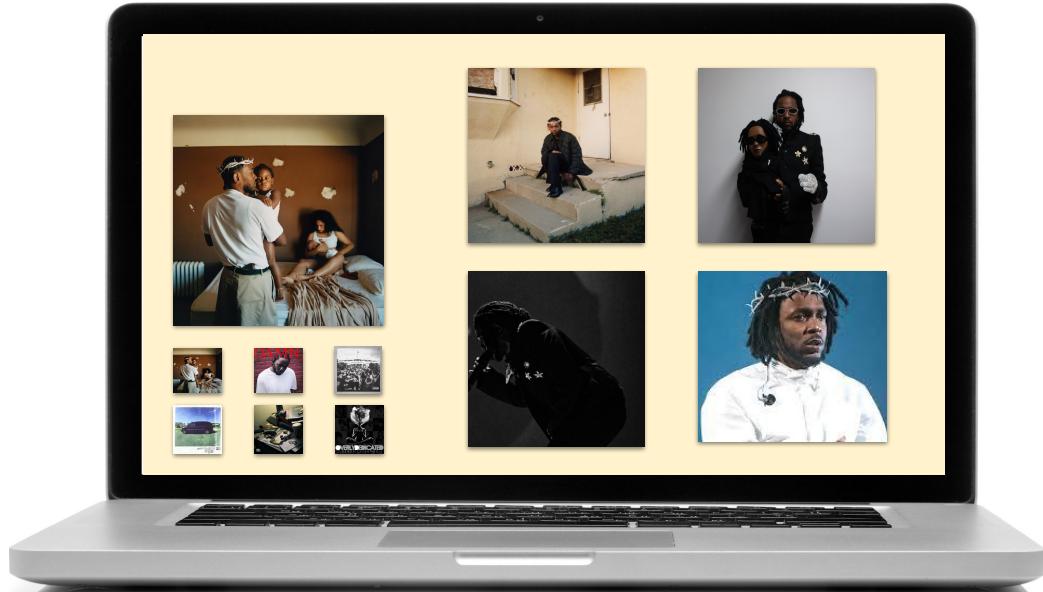
PHASE 3



MOCKUP

choose your final layout and create a digital mockup

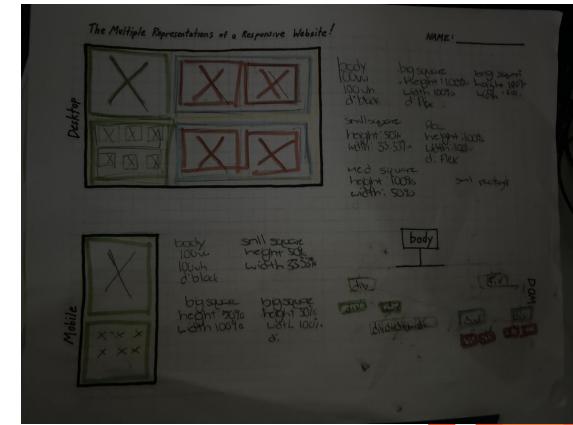
PHASE 4



ANNOTATE

add explanations, colors, percentages, and display properties + draw your dom

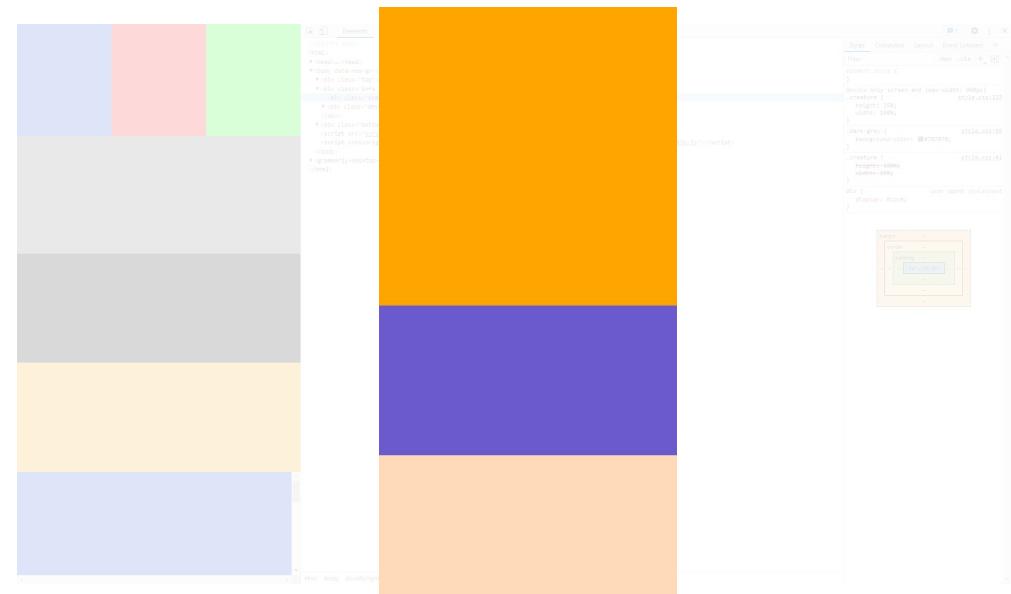
PHASE 5

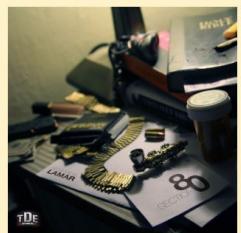


BUILD

create your desktop divs using html and css then make it responsive

PHASE 6





JAVASCRIPT

add behavior to your page by inserting two pieces of javascript

PHASE 8

pgLang

reclaimed by competition

well adapted

Open Sandbox

ENHANCE UX

add in effects when the user hovers and clicks to make the page intuitive and fun

PHASE 9



pgLang

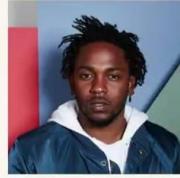


Open Sandbox

TEST + ITERATE

get feedback from users then make revisions to your user interface

PHASE 10



pgLang



Open Sandbox