

## Final Project Summary

### Topic/Purpose

The general topic of my website is Rubik's cubes. It is supposed to be a hub where people with any level of Rubik's cubing or even simply just an interest in it can explore a variety of information on it. The contents include an introduction on what Rubik's cubing is, a beginner's method to solving it, different varieties of Rubik's cubes (and non-cubes), recent Rubik's cube records, and a registration form for those who are interested in competing in Rubik's cube tournaments.

### Extras

One extra that I implemented is a form. The purpose of this form is to collect registration information for those who are interested in competing in a local Rubik's cube tournament. The form contains elements such as short text response, drop-down selection, radio buttons, checkboxes, long text response, and buttons to submit or clear the form. These elements are used to collect data such as name, contact, location, competition type, and additional comments. Submitting the form redirects to the submit.html page that is analogous to the more\_info.html page in terms of template. This confirmation page has a confirmation message as well as a button that redirects back to the more\_info.html page.

Another extra that I implemented is the iframe. In order to showcase the Rubik's cube records, I use iframes embedded in flexboxes to showcase recent Guinness Rubik's cube videos in a 2x2 format. All of these videos have functionality that emulate the actual Youtube video player, including play/pause, fullscreen, subtitles, settings, sharing, and even linking to the actual Youtube website for that video.

An additional extra that I implemented is transitions. In the gallery on the more\_info.html page, all images zoom in by a scale of 1.25 and rotate by 10 degrees in the span of 1 second when the image container is hovered over. When the mouse is no longer over the image container, the image will revert back to its original size and rotate back to its initial position in the span of 1 second. All images are kept within the boundaries of the image container box.

One final extra that I implemented is smoothscroll. My how\_to.html page has a step-by-step guide for solving the Rubik's cube with the beginner's method as well as a sticky sidebar with tabs that direct you to individual steps. The smoothscroll script, enabled by jQuery, animates the scrolling motion with a delay of 1 second so that the navigation to that step is smooth instead of instantaneous.