

# SUPERFAN

**INTERACTIVE  
EXPERIENCE**



# BRAINSTORM

*come up with three different ideas of themes + interactive features*

# Idea 1: Minecraft Game

## Theme



*A mini dumbed down 2d version of minecraft you can interact with without monsters and but you can see steve, something simple minecraft themed. + photos here...*

## Interactive JS Feature #1

*A tool bar where you can select blocks and stuff*

## Interactive JS Feature #2

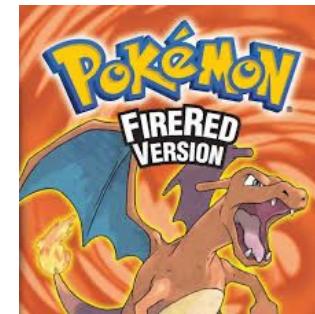
*A cool building feature to play around and place blocks*

## Interactive JS Feature #3

*A day night system so maybe some blocks glow so in the dark it looks more tuff.*

# Idea 2: Pokemon

## Theme



*Pokemon and you can see different ones pop up every now and then and there is a 1/4096 for a shiny to appear and there is a pokedex and inventory*

### Interactive JS Feature #1

*A top down view experience where you can explore the kanto region*

### Interactive JS Feature #2

*While exploring you can find pokemon to catch and just collect for a pokedex*

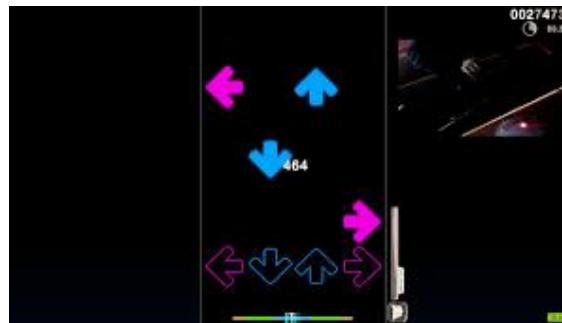
### Interactive JS Feature #3

*The rarer pokémon have different catch rates, reward money, and there will be a shop*



# Idea 3: rhythm game

## Theme



*Osu!mania type game where there is like 3 songs to play and its like that*

## Interactive JS Feature #1

*Song select where you can then play*

## Interactive JS Feature #2

*Use the inputs to play and get a high score*

## Interactive JS Feature #3

*Settings page to customize it how you like*

# EVALUATE

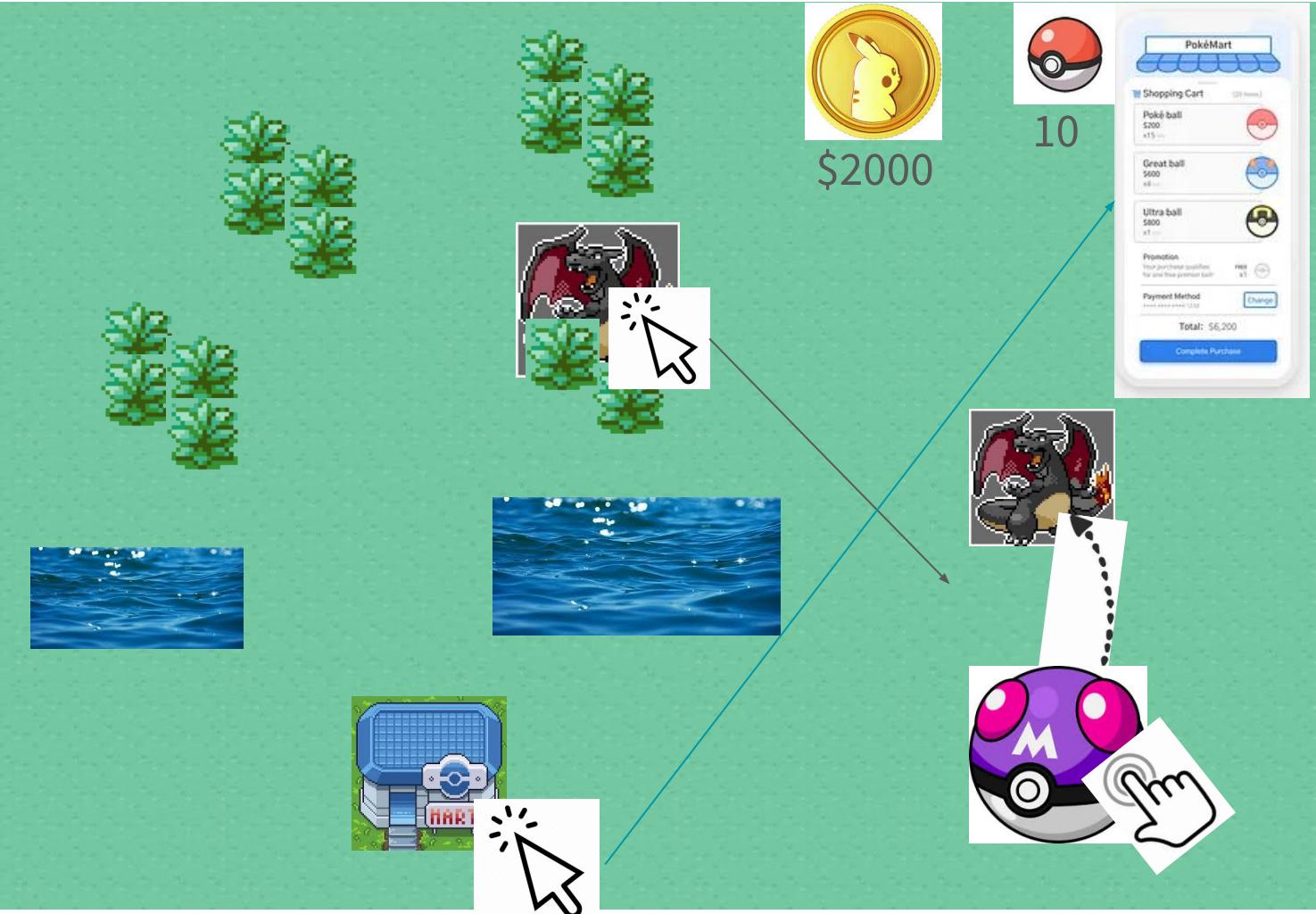
*think about the good and bad for each idea then choose one*

# Evaluate + Choose Your Idea

	Pros	Cons
Idea 1: Minecraft	<ul style="list-style-type: none"><li>• Very fun and interactive</li><li>• Unique system</li></ul>	<ul style="list-style-type: none"><li>• Very hard to code</li><li>• Complex systems involved</li><li>• Lighting on blocks could be difficult</li></ul>
Idea 2: Pokemon	<ul style="list-style-type: none"><li>• Also unique</li><li>• Unique systems</li><li>• Fun collectible game</li></ul>	<ul style="list-style-type: none"><li>• Also hard to code</li><li>• The region navigator might be hard</li></ul>
Idea 3: Rhythm Game	<ul style="list-style-type: none"><li>• Fun and interactive</li><li>• Unique</li></ul>	<ul style="list-style-type: none"><li>• Interactivity depends on the amount of songs added, i can try and use already existing charted ones though</li><li>• Might be challenging coding in settings to help with speed, like a metronome</li></ul>

# CONTENT

*gather and edit essential content for your site*

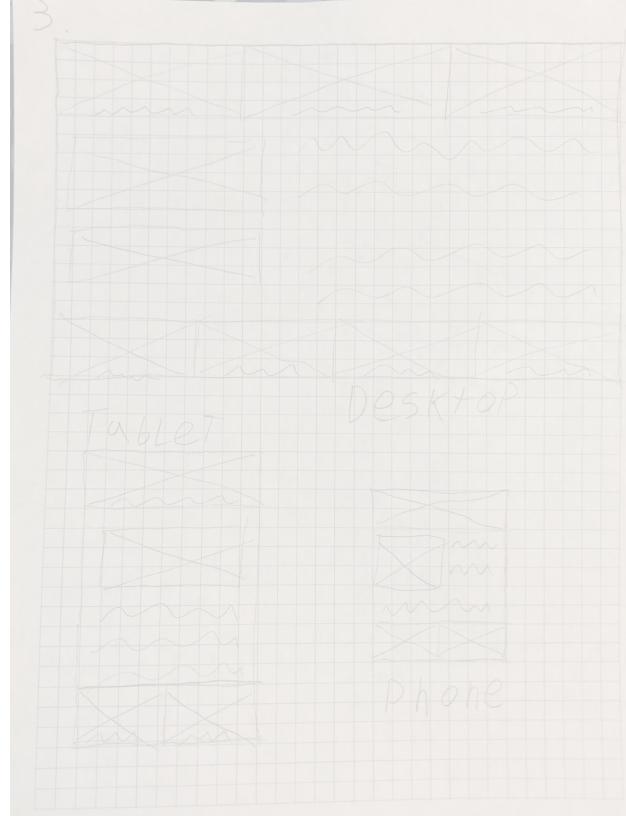
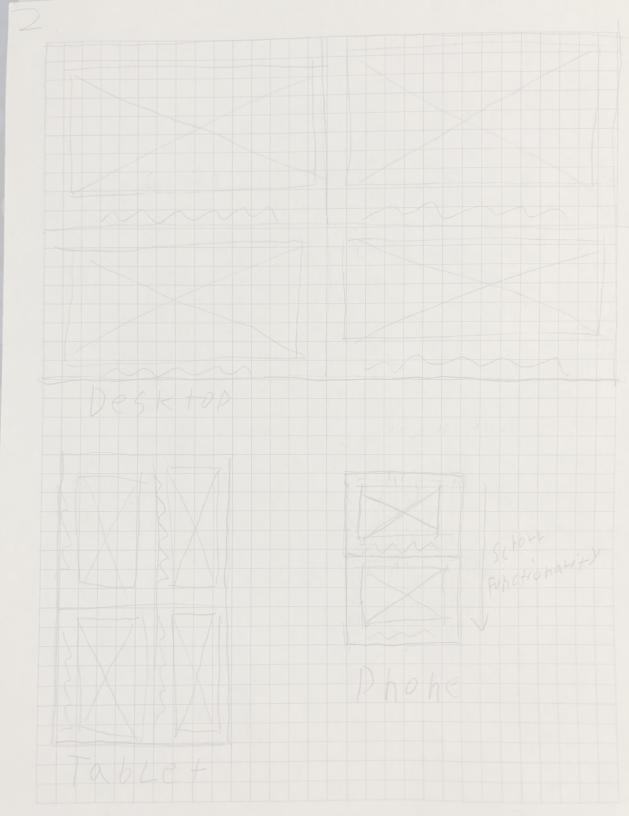
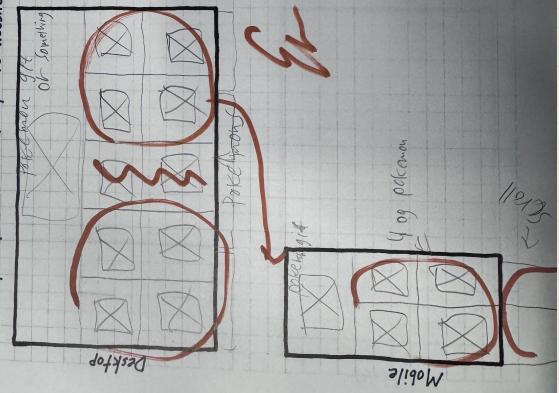


# DESIGN

*create three possible responsive designs for your chosen idea*

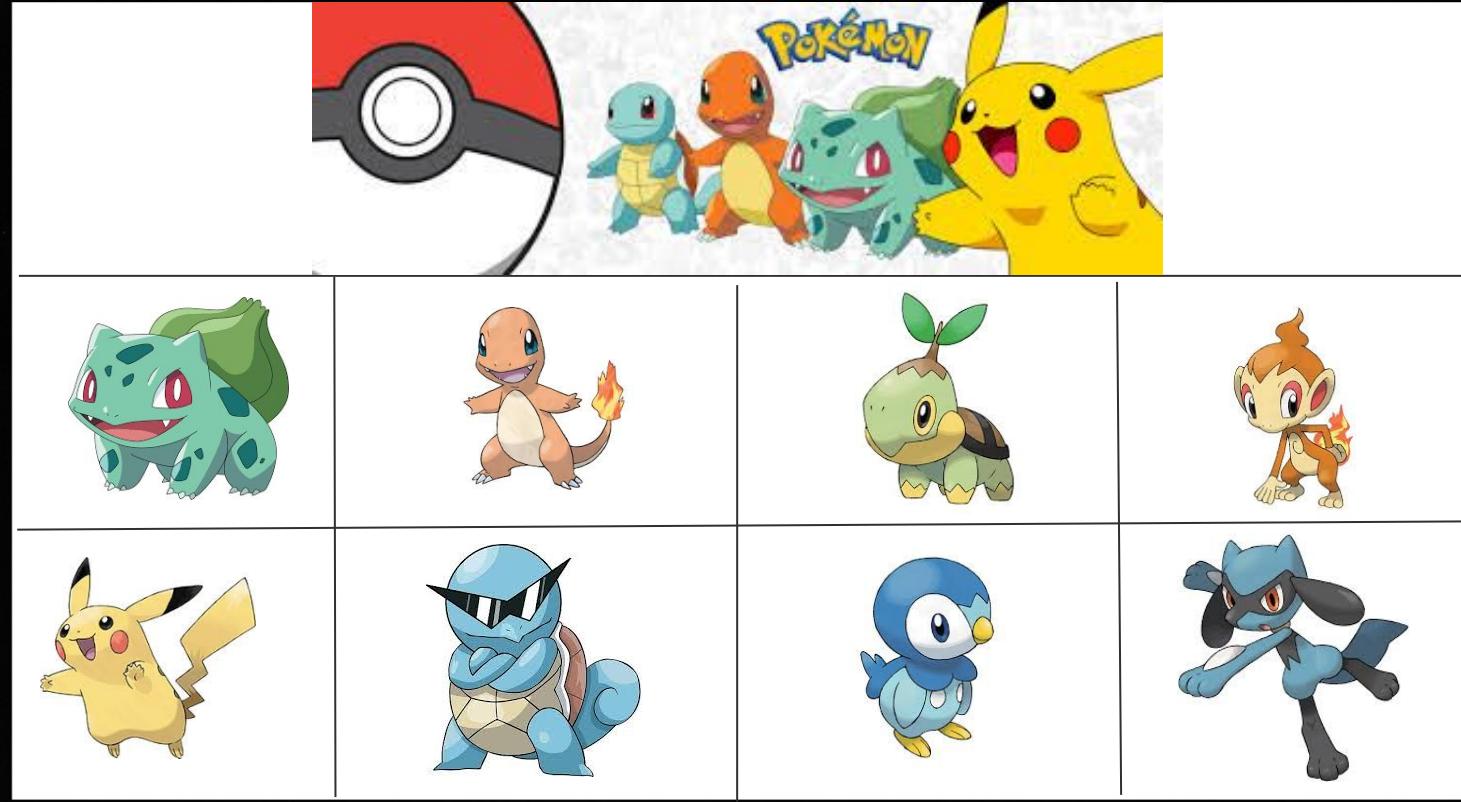
The Multiple Representations of a Responsive Website!

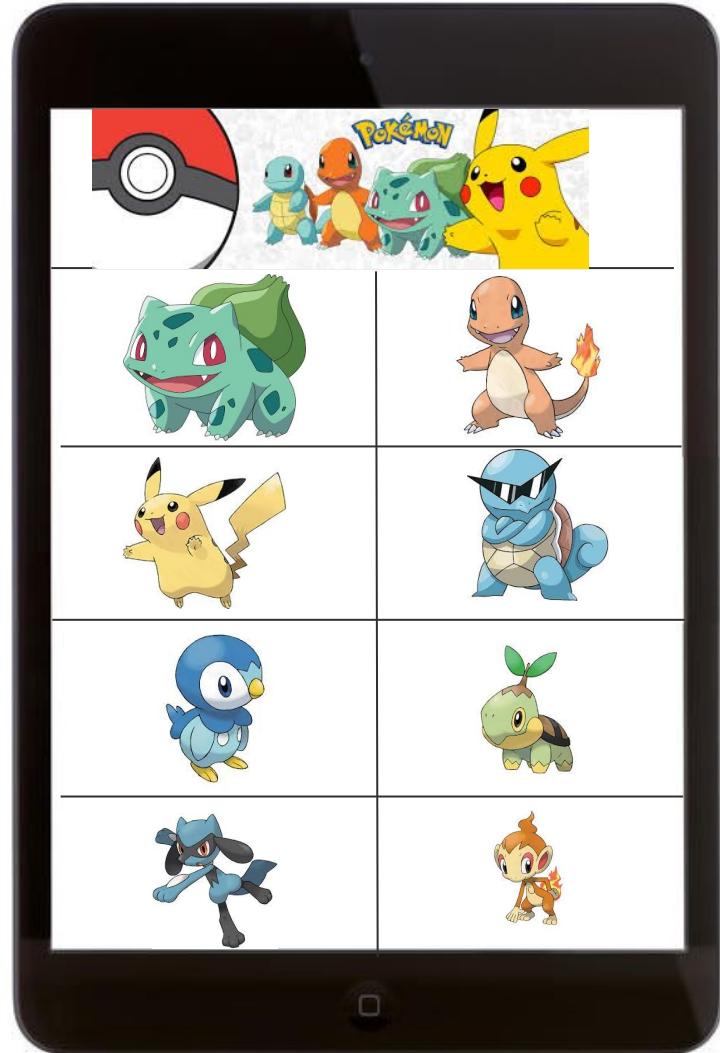
NAME: Mark



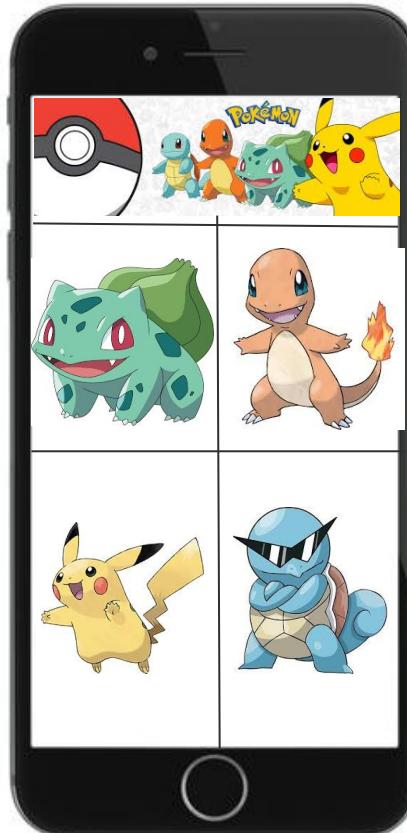
# MOCKUP

*choose your final layout and create a digital mockup*





Scroll →  
| V



# ANNOTATE

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

**HTML**



**CSS**



# BUILD

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







# CONTENT

*insert all images and text into your site*



**Description:** The outskirts are an artificial landscape reclaimed by nature, home to an abundance of life and competition

**Inhabitants:** Creatures in the outskirts are fierce and well adapted to the former city landscape







# JAVASCRIPT

*add behavior to your page by inserting two pieces of javascript*



**Description:** the outskirts are an artificial landscape reclaimed by nature. They are home to an abundance of life and competition

**Inhabitants:** Creatures in the outskirts are fierce and well adapted to the former city landscape



# ENHANCE UX

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



# TEST + ITERATE

*get feedback from users then make revisions to your user interface*

