

PUI Final Project Write-up
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Section D - Venkat

Part 1: Description

Spirit Blossom aims to be an interactive, informative website. It presents the information from a skin line and universe created by Riot Games for the popular desktop and mobile game, League of Legends. To give some context, League of Legends is a game played through champions, each with their own background and lore. A skin line itself is a new universe, and a skin (purchased in game) gives champions an alternate appearance and a new backstory set in this universe. This website is mainly inspired by the Spirit Blossom skin line, and it has its own custom stories, skins, and videos.

I wanted to take all this preexisting information and create a website that conveys all this in a more engaging and aesthetic way as compared to the existing wikipedia page. By using smooth animations and pretty visuals including layout, colors, pictures I wanted the user to feel as if they were immersed in this world while not overdoing the website to ensure readability. I was also inspired by Riot Games's website for another popular skin line, Star Guardian, and referenced that website to ensure that my own website followed a similar user experience and interface to maintain consistency for users to follow easier.

The target audience is fans of League of Legends, whether that be active players or casual followers. These are people who are familiar with the game, so they're likely to understand what is meant on each page of the website (for example, in the characters page, they're likely to have seen the characters before and understand that each character represents a different spirit characteristic). According to online sources, the vast majority of LoL players are men between the ages of 18-24, so that will be a significant portion of my target audience.

Part 2: User Interaction

- To test the interface, please use screen sizes 1200px (desktop) and 520px (mobile)
 - Website is meant to be entirely navigated with a mouse or trackpad on desktop and finger or stylus on phone
- User would begin in open.html and click on button labeled "Enter the Realm" to enter the main page
- main.html is the page containing all the different links to other pages. User is able to click on the different lotus flowers to navigate to different pages
 - Play Now → takes user to the League of Legends website in a new tab
 - Meet the Spirits → takes user to the characters page

- Hover over each character to see the description. User can see the picture of the character if not hovered over.
 - Scroll down to see all the different characters
- Wandering Spirits, The Path An Ionian Myth, Beyond the Garden, Kin of the Stained Blade, Ao Shin's Adventure → takes user to respective videos
 - Videos are YouTube videos that can be played on site through clicking
- Perennial → short story
 - Click on the different tabs (I, II, III, etc.) to see different parts of the story
 - Scroll down to view each part in full
- Photo Gallery → navigate through by clicking left and right buttons
- main.html has a vertical navigation bar. By clicking on I, it'll take user to the first section consisting of the first three lotus flowers and links, II to the second section, and III to the third section
- All pages but open.html has a horizontal header that has a back button in which takes user to the page before as well as a logo that takes user to the official Riot Games website
 - For example, clicking back in wandering.html will take user back to main.html

Part 3: External Tools

Animation → I chose to use animations because they would be an essential part of making my website come together in an engaging and aesthetic manner. I used animations to indicate to users if something was clickable (such as the glow of lotus flowers upon hovering) or just simply for aesthetic purposes (such as h1 text growing to alert users of where their mouse was). Those that glow indicate it could be clickable while those that grew in size are for aesthetics. Not only does animations guide users on how to navigate the site but also ties in with the overall UI that League of Legends provides on their game and the website for their other skin line.

Scrollmagic → I implemented the library ScrollMagic since it was something that I was recommended by the teaching assistants when I was explaining the concept of my project to them. This library can be seen in main.html where a scroll triggers the three sections of the page, as intended from my original idea. The smooth animations allows for more interactivity from the user's side and adds to the overall airy and light feel of my website.

Part 4: Iterations

After finalizing my prototype, I first began with coding the general layout of pages using a black and white color scheme. Once I completed the overall structure and basic CSS for elements, I then moved onto adding color and pictures. I did this for open.html, main.html, and the first three subpages to make sure that everything I coded was consistent and could be used for my other pages. During this stage, I actually completely restarted my code because it was very messy, so in

the new attempt, I worked on cleaning up the code and added in code that could be duplicated to one single CSS file as well as started on the responsive designs for desktop and mobile. Changes that were made included minor changes like color, font, and images, and I scrapped the idea of changing images on main.html with scrolling because I found a very fitting image that was long enough to fit the three sections. Once everything looked presentable, I started to add in all the other pages and worked on iterating animations. For my final step, I implemented ScrollMagic as an external library for my main.html.

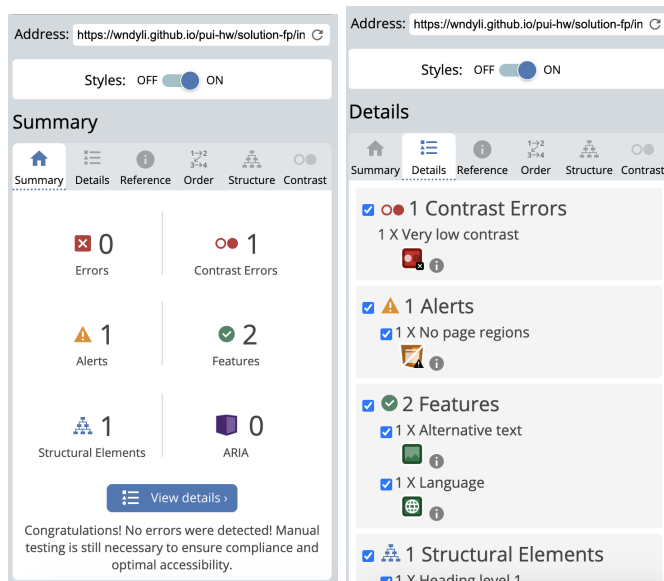
Part 5: Challenges

Accessibility was one difficulty I encountered as I was working on my website. Because my target audience is mainly players of League of Legends, I mainly worked with mouse interactions. However, I still wanted to keep accessibility in mind, so I worked with developing the website in grayscale, adding alt text, establishing hierarchy and consistent navigation, and all animations only exist when you hover over them to prevent too much movement on pages. In addition, another feature I couldn't implement was the vertical navigation bar, which initially worked but upon adding in ScrollMagic, it stopped working, so I determined that it wasn't entirely necessary to include it since it was only three sections.

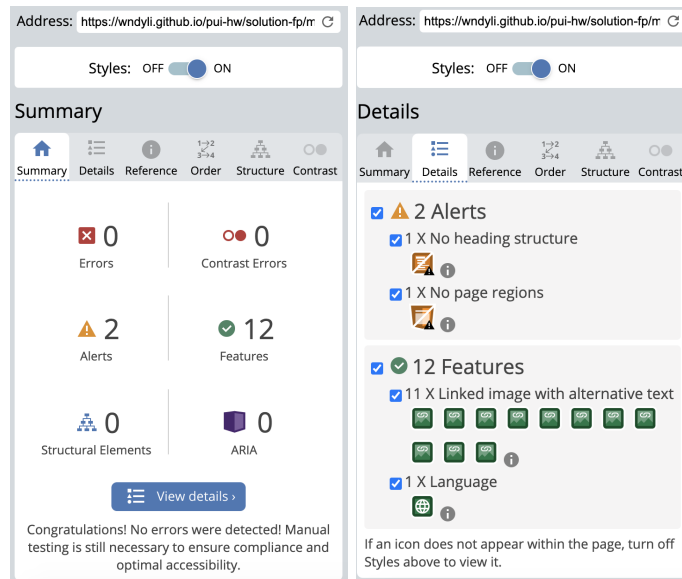
Part 6: Appendix

WAVE Checker

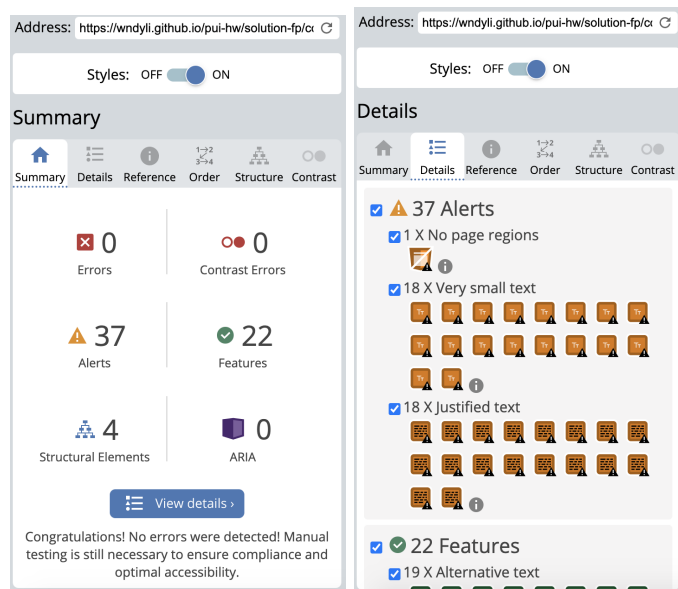
open.html



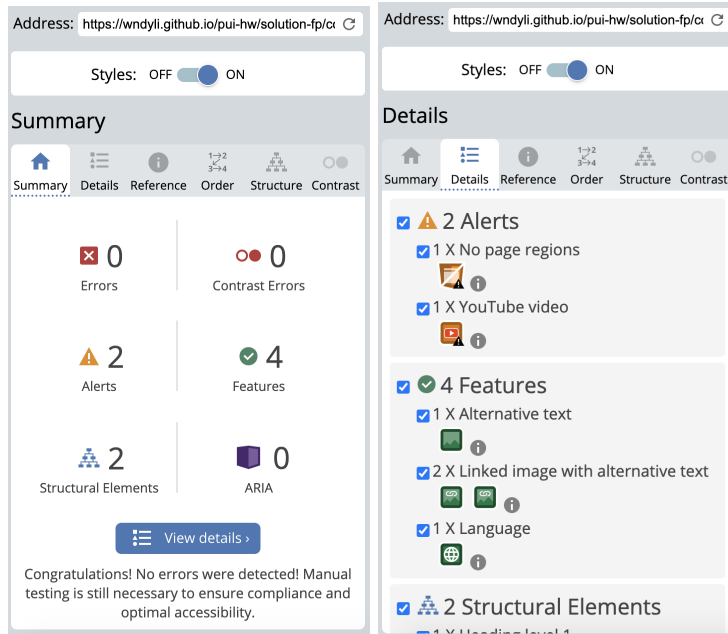
main.html



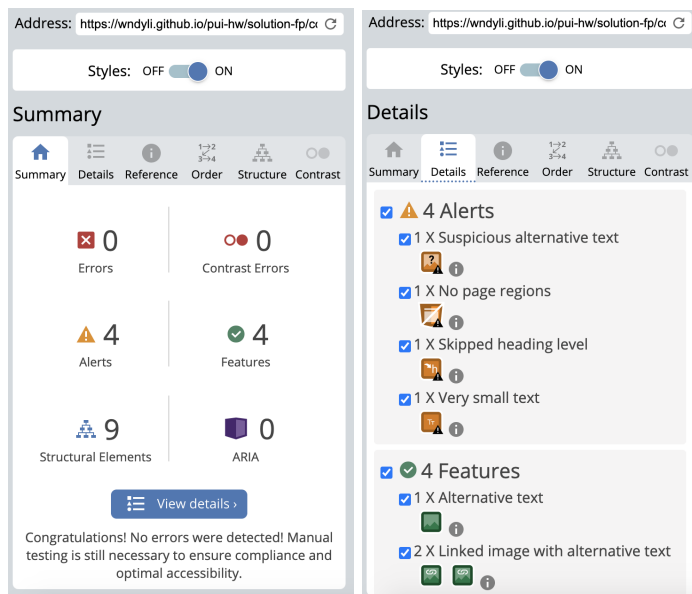
characters.html



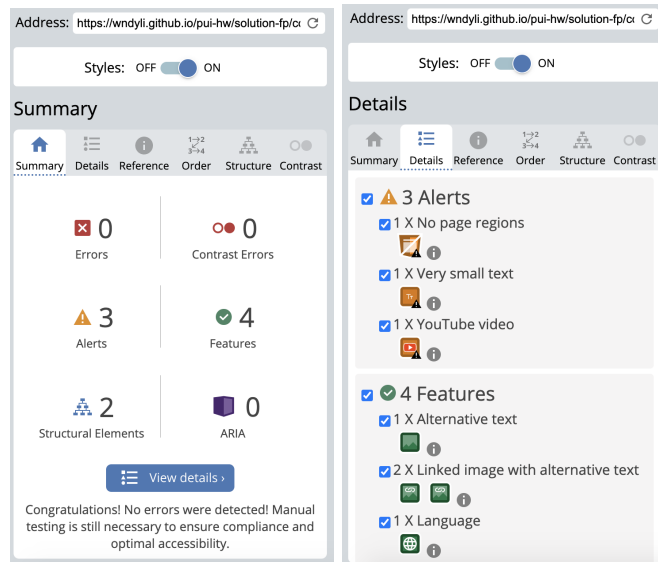
wandering.html



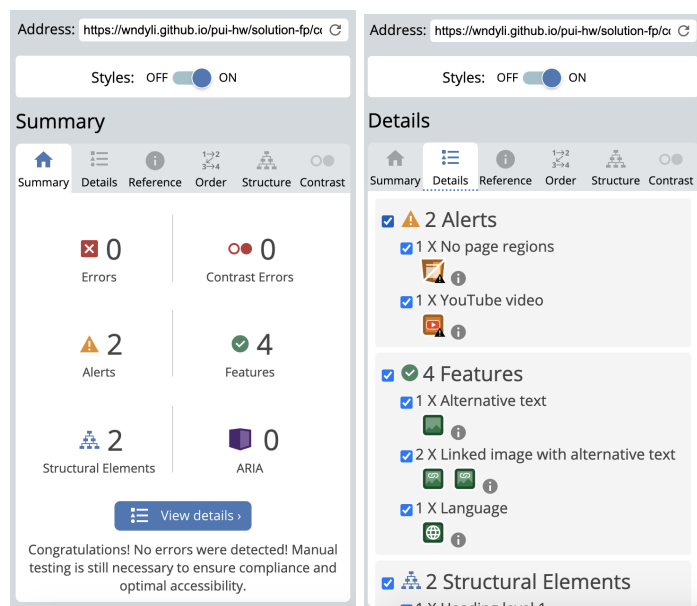
perennial.html



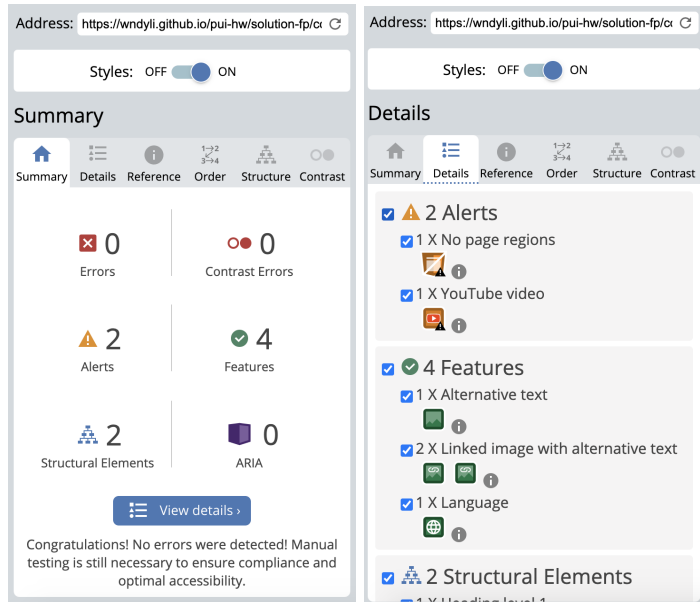
thepath.html



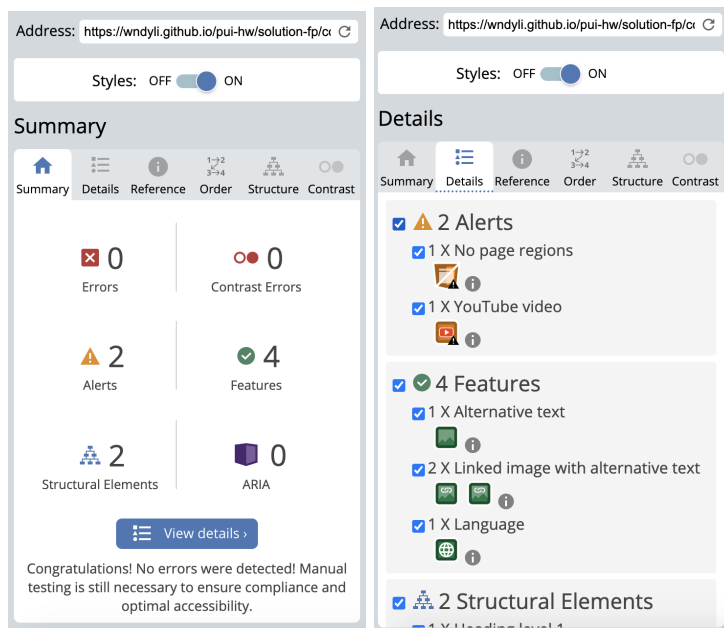
beyond.html



kin.html



aoshin.html









gallery.html

Address: <https://wndytl.github.io/pui-hw/solution-fp/α>

Styles: OFF ☐ ON ☒

Summary

Summary Details Reference Order Structure Contrast

 0 Errors	 1 Contrast Errors
 13 Alerts	 16 Features
 1 Structural Elements	 0 ARIA

[View details >](#)




Congratulations! No errors were detected! Manual testing is still necessary to ensure compliance and optimal accessibility.

Address: <https://wndytl.github.io/pui-hw/solution-fp/α>

Styles: OFF ☐ ON ☒

Details

Summary Details Reference Order Structure Contrast

- ☒  1 Contrast Errors
 - 1 X Very low contrast
- ☒  13 Alerts
 - ☒ 1 X No page regions
 - ☒ 12 X Device dependent event handler
- ☒  16 Features
 - ☒ 13 X Alternative text