

FooBar

Miserables Group KEA Multimedia Front End Design Elective Spring 2020, Exam Assignment

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App: <http://aivars.dk/frontend/FooBar/dist/index.html>

Dashboard: <http://aivars.dk/frontend/FooBar/dist/dashboard.html>

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App: <http://cosmicstryder.dk/dist/index.html>

Dashboard: <http://cosmicstryder.dk/dist/dashboard.html>

Link to **Github Repo**: <https://github.com/Anabolique89/Final-Exam-FooBar>

Link to **screencast**:

Nina: <https://www.youtube.com/watch?v=jswB68v9d04>

Aivars: <https://www.youtube.com/watch?v=3Y04d2BcPG4&feature=youtu.be>

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Introduction - What is foobar?

Foobar is a drinking venue and bar that serves mainly home-made beer. We all love beer, don't we? We all know that summertime means lovely weather, gathering with friends together and having fun! If there happens to be beer, even better. Well in the summer of 2020, because of recent events with the pandemic and the newly imposed social distancing rules, all bars would be either shut or they would have to find a new way of serving and accommodating customers inside and outside. Also a hard time for customers because they can't go out and be in their friend's company as much. So, due to these things, the people from Foobar have assigned us in teams with the responsibility to come up with bright and innovative ideas of how we could make the situation a bit more bearable and still have a place to go and get a beer with a friend that is safe and regulated. Half of the usual operations performed by staff in the past will be taken over by the use of technology and apps that could help the clients make a great beer choice and the staff to keep their distance.

Problem Formulation - The challenge

The main question remains - how can we help Foobar stay in business while respecting the social distancing rules imposed in Denmark? What ideas or assets could we provide to help them achieve this objective, of bringing the people together and offering them beer in a safe environment with good quality drinks and services? What kind of digital solution can we provide to help Foobar staff and consumers carry out previously physical tasks and turn them into digital tasks performed independently by the staff and customer, while still maintaining a pleasant and entertaining atmosphere.

Market Research - The potential solution

Bars/pubs recorded a positive increase in 2019, due to the continued trend of Danes going out in the evening, particularly for work-related occasions. The area is strongly supported by businesses which host both formal events, such as Christmas parties, and informal gatherings, such as relaxed after-work drinks, which both actively contribute to the growth of bars/pubs. All of this changed in 2020 as we are facing the serious consequences of our irresponsible ways of living on this planet.

Now we must adapt and find new ways of surviving and socializing in these times and the future. It seems that things are here to stay and so are the new restrictions or social distancing rules, public places closing down, people starting to work from home and many more other radical changes that we will experience will force us out of our comfort zone.

Because of this, we believe that bars and public places can still function, only in a different way. With the help of the clients and staff, the Foobar can be a place where you can go and enjoy a beer a certain distance away from your friends. Because the rules imply that there should be less physical contact between people on a daily basis, we were asked to join in as a team and contribute to create a product app that can be a very useful tool in these situations.

The future of the drinks trade will feature more ecommerce and greater use of robots.

Bar owners across the world are working hard to continue serving their communities during these strange times. They are embracing modern technology in their droves, and it is likely to cause a permanent shift in the way consumers buy drinks.

Ecommerce has been the drinks industry's star performer during the lockdown. Delivery services have been inundated with orders, online drinks retailers are hiring new staff, traditional retailers are ramping up their ecommerce offerings, and even some bars have pivoted to online sales. The drinks trade has been slow to embrace the digital revolution, and it certainly lags behind other FMCG sectors, but it is rapidly making up for lost time during the coronavirus crisis.

"The impact of Covid-19 has rapidly accelerated digital across the board," says Jon Reay, chief executive at Rewrite Digital, which helps food and drink businesses make better use of digital platforms. "On-trade businesses have either ceased trading or pivoted and found a way to still operate and change what they do. There have been some really interesting shifts, and these changes to some extent will continue beyond the slow opening up of society that we are going to experience."

Rewrite Digital has worked with some of the world's largest distillers and brewers, along with craft producers, retailers and trade bodies.

Reay acknowledges that in general the drinks industry has been “a little bit behind the curve” when it comes to ecommerce, but notes that the landscape is rapidly changing in 2020. He warns that now is the time for bars, retailers and producers alike to fully embrace the digital revolution before it is too late.

“Those starting to employ technology within their operations will see the benefit and accelerate beyond those who aren’t adopting technology,” says Reay. “We are going to see this gap growing between the digital leaders and those who are not taking digital forward. That’s where we are unfortunately going to see some businesses not surviving.

“Really taking technology forward, adopting it and continually looking at what’s new is what drinks businesses are going to need to do. To date, a lot of the digital examples have been gimmicks and examples of what can be done, rather than displaying the effective performance of digital. That’s going to shift. There’s going to be much more that adds business value. Those that don’t adopt it will lose market share. Now is the time to get going with it.”

Target Groups

When it comes to the target groups we are appealing to, after a series of brainstorming sessions, we noted some key points:

- * Foobar Staff
- * Students
- * Online advertising assistants
- * Clients all ages
- * Managers
- * Beer lovers

Location

Denmark

Sweden

Northern Europe

Age group- 18-55 years old

Group Work process

- Identification of team strengths and weaknesses - Team Canvas
- Set up goals, tasks and deadlines - Trello Boards
- Attend the organization events to fully understand the objective of this task - Mandatory meetings
- Individually research on different topics to efficiently support the team
- Closely collaboration and support among team members - Daily check-in with team members
- Regular meetings to keep updated about the status of the project - online meetings using Teams & Slack

Team Canvas

Version 0.8 | theteamcanvas.com | hello@theteamcanvas.com

Most important things to talk about in the team to make sure your work as a group is productive, happy and stress-free

Team name **Miserables**

Date **11/05/20**

<p>PEOPLE & ROLES</p> <p>What are our names and the roles we have in the team?</p> <p>Nina Popovici – prototyping, design layout, SASS, some JS, assets</p> <p>Aivars Lejnicks – JS, SASS, animations, business values</p> <p>What are we called as a team?</p>	<p>COMMON GOALS</p> <p>What do you as a group really want to achieve? What are your common values that we want to be known for as a team?</p> <p>– We want to use all that we have learned at KEA to improve ourselves</p> <ul style="list-style-type: none"> - A satisfied customer - Best UI/UX result possible 	<p>VALUES</p> <p>What do we stand for? What are guiding principles? What are common values that we want to be known for as a team?</p> <p>Honesty</p> <p>Reasonable response time</p> <ul style="list-style-type: none"> - Creativity - Going for the best - Work before everything 	<p>RULES & ACTIVITIES</p> <p>What are the rules we want to introduce after doing this session? How do we communicate and keep everyone up to date? How do we make decisions? How do we execute and evaluate what we do?</p> <ul style="list-style-type: none"> - Daily online meetings - Using Trello Boards to keep track of tasks and workload - Using messenger, teams for video calls and slack for everything else - Brainstorming on the meetings about possible solutions - Research on dashboards and design - Code sharing on Github for fast response from team members
<p>STRENGTHS & ASSETS</p> <p>What are the skills, how do we do it, what are our resources? What are we good at, individually and as a team?</p> <p>Aivars – JS, Parcel, SASS, SVG, API databases, illustrations</p> <p>Nina – strong building skills, good CSS and layout styling, SASS, animation, design, creativity & a bit of JavaScript</p>	<p>PERSONAL GOALS</p> <p>What are our individual personal goals? What do we want to learn?</p> <p>– Plan to learn more about apps in general, more Javascript, animations</p> <p>– Improve UX & UI skills, see the value of a nice UX</p>	<p>NEEDS & EXPECTATIONS</p> <p>Why are we doing what we are doing in the first place? What do we need? What are our best? What are our expectations?</p> <ul style="list-style-type: none"> - Finishing tasks in time - Clear communication - Follow the guidelines - Do our best for a satisfying result 	<p>WEAKNESSES & RISKS</p> <p>What are the weaknesses we have, individually and as a team? What our teammates should know about us? What are some obstacles we see ahead us that we are likely to face?</p> <p>Aivars – report writing, sorting files on the folders</p> <p>Nina - Slow with Javascript, but I can manage</p>

Team Canvas by theteamcanvas.com. Created by Alexey Ivanov, Dmitry Voloshchuk
Team Canvas is inspired by Business Model Canvas by Strategyzer.

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Development Process

As a work process, we decided to use Design Thinking. Design thinking is a solution-based, iterative process in which designers seek to understand the user, challenge assumptions, and redefine problems in an attempt to identify alternative strategies and solutions that might not be instantly apparent with their initial level of understanding.

Our first step was to empathise with the Foobar crew and the possible target groups, which we did by researching the market and created surveys to find out their needs and preferences. We empathised with the users and the client to understand the direction we are headed in. Defining and ideating on solutions was what led us to prototyping accompanied by tests before and after we took steps and created or changed content.

In each stage of the process we had long discussions and did a lot of brainstorming and testing, as well as using different tools to figure out the best course of action.

Tools, Methods, and Theories

☒ Trello Boards - We used Trello in organizing the project management. It was a way to communicate the tasks that needed to be completed, which group members needed to do what, and the time frame different tasks had to be completed in. - <https://trello.com/b/cLH-HAYKN/final-exam-foobar>

-Moodboard

- Style tile

- Microsoft Teams - Online remote meetings

- GitHub - Code sharing & merging

- Google Drive - file storage & sharing - https://drive.google.com/drive/u/1/folders/1FyLY_9_TPZcN2dNaaw4-NI5oCrkfxnKq

Ideation

Because the people at Foobar are impressed with our previous work they gave us two tasks. Due to the fact that they have a rather big amount of dynamic data to work with we need to split up the data in two separate services.

Part 1 - Dashboard

First one would be a Dashboard, that would be displayed on the big screens behind the staff that is serving the beer at the bar counter. Because the stats and dynamic data are constantly changing, we needed to find a way to showcase the stats and types of beer available at the bar. This will be displayed on the big screens for the customers to see how to order and what to order within the new imposed regulations. This will include the waiting time for each order and the queue status that you can also see on the table of each individual seat in the bar.

Part 2 - The Order Form (The App)

The order form will be displayed on tablets located at each table in the bar or on the customer's own phones. You must use the data to display the various beers the customers can order.

The purpose of the App in this case, is to reduce the physical contact between people, like staff and clients. It is an easy way in which clients can order their own drink and pick it up from the bar when their order is ready. This way there will be much less human contact and interaction. This is one scenario likely to happen.

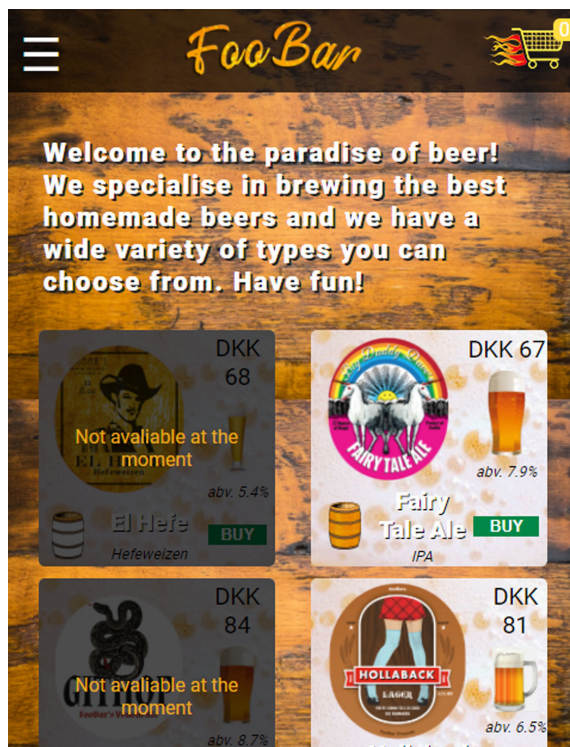
As a client, you enter the bar and look around, keeping socially distant but at the same time willing to enjoy a drink and a good time. You see the big screens with the dashboard and you can see how busy the queue is. Is it worth it to wait at a table for a drink here or forget about it? You see the status of the queue is not that long so you decide to give it a shot. So you go and sit down at the table and see a tablet/phone you can use to place your order.

On the app you can see the types of beer in stock, price and different flavours and assortments to choose from.

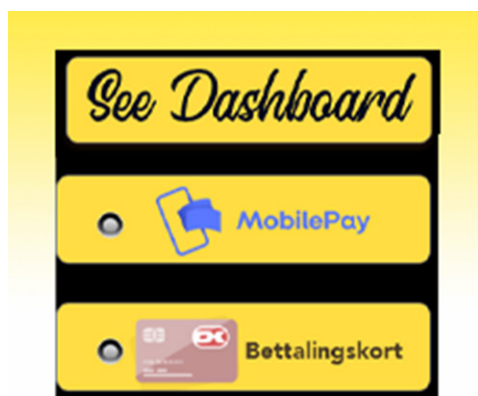
If you want, you could install the app on your phone as well, and follow the instructions on the dashboard.

From the menu, the client just clicks the items to add to the shopping cart. In the description of the product the client can see the price, type and brand of beer they can order.

They can also see how much beer is left in stock.



Because this is an app, that needs to be precise and clear, we decided to spare the users the pain of going through a lot of text to read, and instead, present all options in a visually descriptive way, using images and icons.



Buttons with icons



Font awesome icons



Glass types icons

The shopping cart functionality

A shopping cart is a software used in eCommerce to assist visitors to make purchases online. Upon checkout, the software calculates the total of the order, including shipping and handling, taxes and other parameters the owner of the site has previously set. We decided that using a shopping cart structure for our ordering app would make things much easier for the client, because they are not looking to sign up right away or fill in their personal info on a form, but instead just having a nice drink when they need it most.

The menu will also contain a detailed description of each beer type, which will be found in a pop-up modal, that the user can read while they are enjoying a nice drink or before they place their order order!

The modal was created using static data and contains more descriptive information, rather than actual dynamic data.



Image of modal

Design

Principles of persuasion

Before we actually started designing anything we needed to keep in mind what we are working with and to what target groups we are trying to appeal.

We planned to use the ***principles of persuasion*** in a couple of ways. Firstly, we will make sure that the user does not feel restricted when navigating the page. In other words, we will make sure that the users feel comfortable and not frustrated when we ask them to buy a beer.

Basically, we wanted to put the user in a state of mind that is consistent with the message they are about to receive. Preparing them for that concept, before they experience it. And obviously, the first thing they would encounter would be the landing page. But how do the principles of persuasion apply to the landing page of the order form? Because of the large amount of information we receive from the media in general, we tend to like simpler things online due to the fact that they are easier to process.

In our case, we wanted to simplify the landing page to the point where we added the logo on a fluid refreshing background.

This would “set the stage” for the thirsty customer and keep them entertained as they are looking to choose between different beertypes.



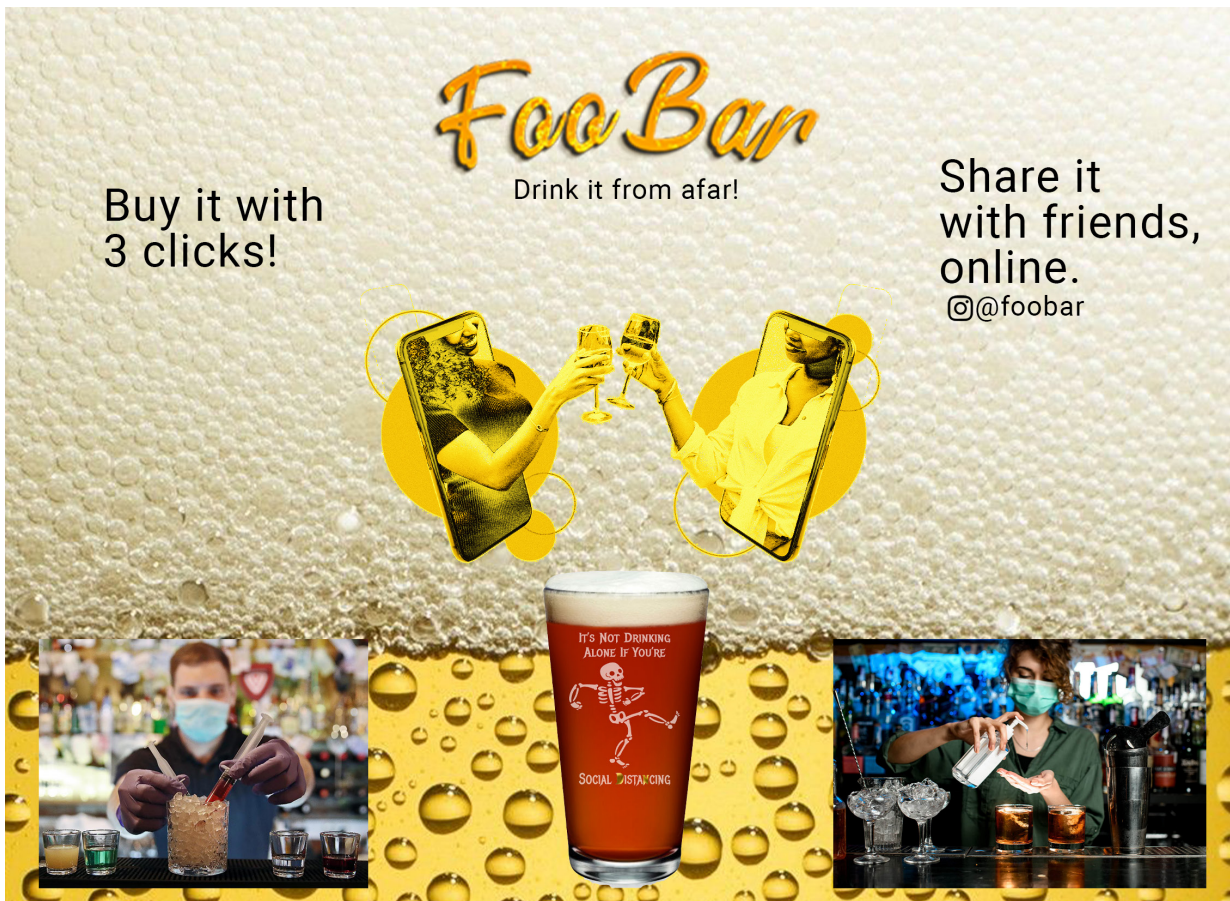
Colour schemes

Here is some relevant information about colour psychology that we wanted to work with. The color that makes us thirsty is yellow, and red is for hunger.

That is why many logos of many snacks and food companies are in red & yellow like McDonalds, pizza hut. Yellow and orange are colors that make people feel hungry. The color red is associated with emotion and passion. So when one sees red combined with yellow and orange, they become passionately hungry. Green and earthy tones are usually used for eco-friendliness, natural, organic, healthy food choices.

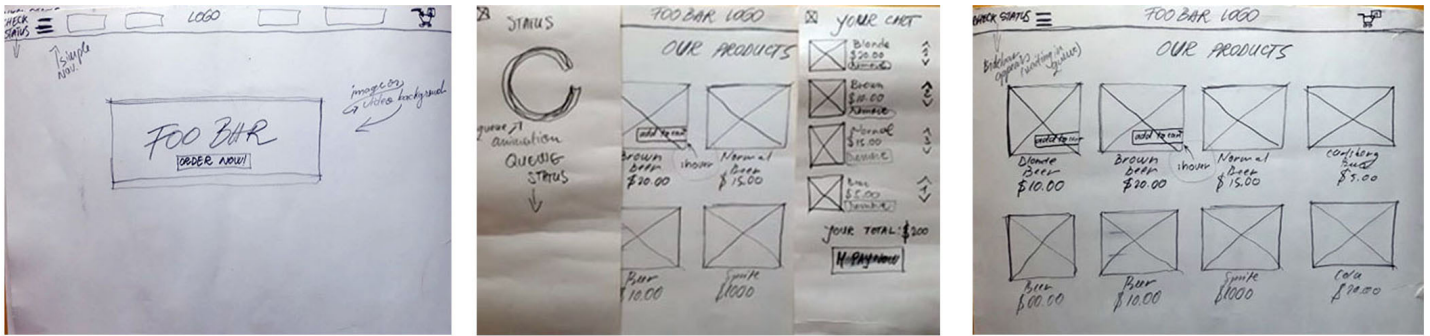
Moodboard

We created a moodboard to set the tone for the design and feel. Visually, we wanted to create a playful design that borders more into classic aesthetics with a modern UX & UI that would keep the user entertained and engaged.



Moodboard Image 01

Wireframes



Wireframes Image App 02 - See Appendix A

Style Tile



Style Tile Image 03- See Appendix A

We gathered everything related to the design on a Style Tile that would be our guide for the whole visual aspects of the design.

Fonts

Roboto Regular

Roboto Black

ABCDEFGHI-
JKLMNOP-
PQRSTWZYX-
abcdefghi-
jklmnoprst-
wxyz
ROBOTO

Signation

ABCDEFGHI-
JKLMNOPRST-
VWTHJXYZ
abedefgdudjbfjhasvd-
fmbjabcd efg

Signation

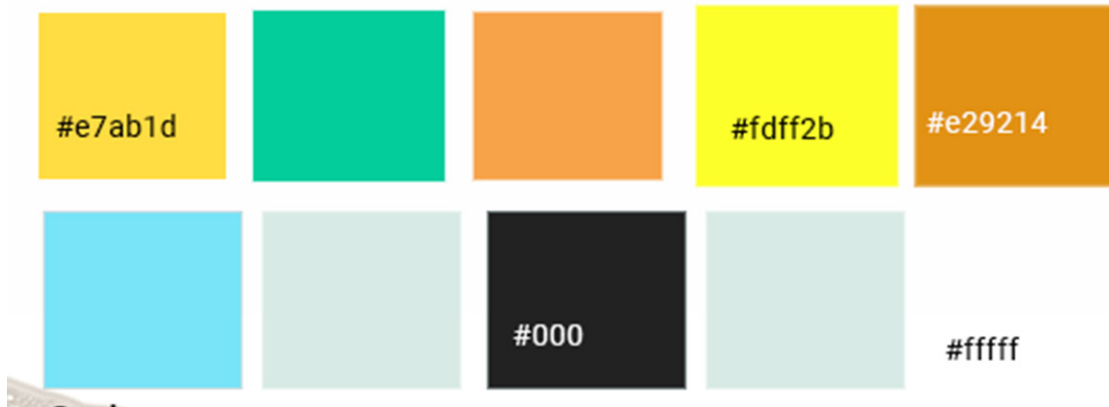
We choose to use Roboto as a font for the normal text because it is readable, simple yet sophisticated. It is also very professional, which is important because we want our target audience to feel the website is professional, as our research indicated it impacts their decision to buy a beer or walk away!

Signation font is more in line with our classic style, our colorful approach and playful elements.

“Start the new day with a hand lettering script font. Is A Hand-Drawn Script Font With A Natural flow. This signature script moves with ease across any design, and adds a large dose of confidence and style. Introducing Signation Font. Signation Script comes from hand scratches to get natural and natural writing. With the main style of the hand-lettering script, it will be very interesting if it is added with a variety of Alternates (Capital letters) and also Stylistic Sets that are very suitable. Signation is very suitable for use in various media such as; packaging, logos, labels, posters, shirt designs, wisdom quotes, bulletins, typography, and many other media.”

Licence KEY for SIGNATION FONT : 4EoG-6CVu-OcEU-8uis

Colours



Taking in consideration some important things that we can achieve only through color alone, we went ahead to research how we could appeal to the user on a subconscious level, in a pleasant way? The chosen colour palette is warm and sunny, with a hint of red and black. Dark shadows set the elegant tone and volume to the icons and items.

The transparency provides more intensity and layers to the visual design. We came to the conclusion that these colour combinations would make for an easy and clear user experience, while keeping it short with the description in text but also reducing the amount of effort the user has to make when visualising a new app.

The logo was quite fun to make!

We experimented with various fonts, symbols and elements until we finally found the right one, that was perfect for our concept and ideas.

FooBar



Design Principles

Purpose. Good web design always caters to the needs of the user and in our case we wanted to make sure that the flow and visual aspect of the websites is exactly what the user needs.

Communication. We wanted to communicate our message without too many words, applying the principle of “setting the stage” for the user to feel that they are in control right from the start. We tried to make all the features clear and simple usability wise.

Navigation. Should be easy and straight to the point! A bit of an unexpected encounter with the landing page will provide the excitement that the user needs to actually start going through the flow.

Grid based layouts. We know that grid layouts are the best in terms of responsiveness, so we integrated the grid inside our layout in order to ensure a pleasant experience for the users and the staff as well. Because of the grid, we could go ahead and say that the target groups could potentially download the app on their own device and operate from there.

This would be the same for the staff and manager, that can keep a close eye on the activity from behind the doors. This is of course an idea that is already possible for the staff.

Colours. A well thought out colour palette can go a long way to enhance the user experience. Complementary colours create balance and harmony. Using contrasting colours for the text and background will make reading easier on the eye.

We have a contrast of light and dark in the colours we used in order to bring focus to the desired elements and create a clear distinguishing mark between what is interactive and what is static.

The base colours we choose are a bit saturated and lively combined with dark tones and transparent shadows bring an air of elegance and attention to detail.

Illustrations

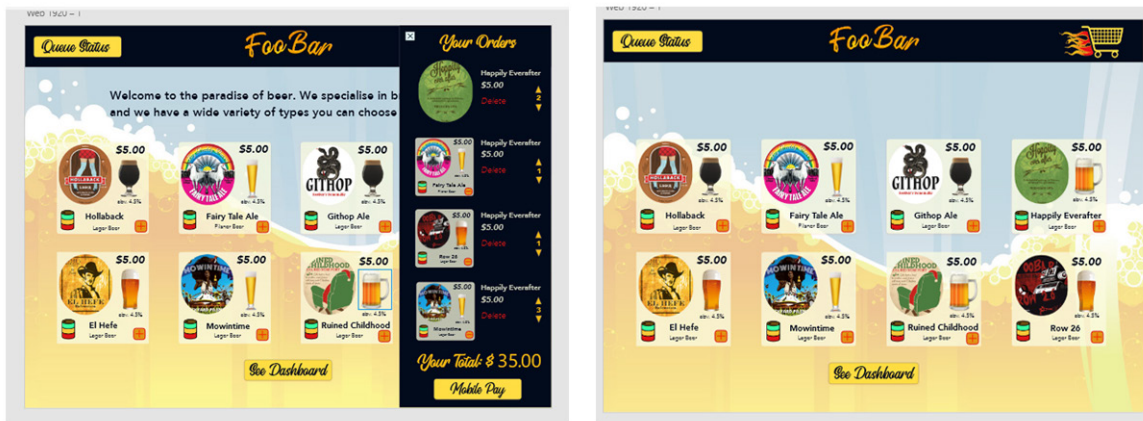
Barrel Images

To display the beer level left for taps we used images made in Illustrator which shows how much beer is left in the barrel by level. So every 5 seconds when information is updated from the JSON file, it compares and looks for the number which shows how much liters of beer is left, so in case it's between 2000 and 2500, it displays it as full, if it's less, then image changes for the specific beer. We used this technique in both dashboard and 'ordering a beer' page.



Prototype

For the prototype we wanted to be precise and go in-depth with the details and functionality and therefore, we created a set of prototypes for both mobile & big screens.



Iteration 1 Image

As we started to develop the prototype we came to realise the many options we had to improve our design solutions along the way. That is why we came up with 2 previous iterations.



The second iteration is when everything was coming together. Using Adobe XD we managed to use the Beta feature - live edit, when you can simultaneously edit in groups. We used this because it gave us the best results as we could discuss and work at the same time, eliminating options that didn't work and replacing them with better ones.

The final result is of course a bit different, but these changes were made as we went along, because we wanted to implement solutions for the problems that came up with the test results.

Check out our prototypes for the dashboard and order form by clicking on the links below:

PROTOTYPE LINKS

App: <https://xd.adobe.com/view/4c71c194-ff0a-4601-64ac-45a82168a76c-3a40/>

Dashboard: <https://xd.adobe.com/view/48f18b1e-a778-4ae5-5a04-90c261f03e4a-3ec0/?fullscreen>

Testing

After finishing the prototype we conducted **tests** for the desktop/tablet responsive version. Below are the links to the tests we provided to the different target groups!

App:

<https://docs.google.com/forms/d/16pT4mg34KG6AgjM11SuXWgUmHx9E-fewpj95jDNx0dU/edit>

Dashboard: <https://docs.google.com/forms/d/19TljpF-I95Kgx-v2sltMbcx-Qev93Kbusyz67W3IFDps/edit>

Testing the Prototype - Results and conclusions

The problems

After sharing the prototype to a wide digital public with a user test we came to the following conclusion.

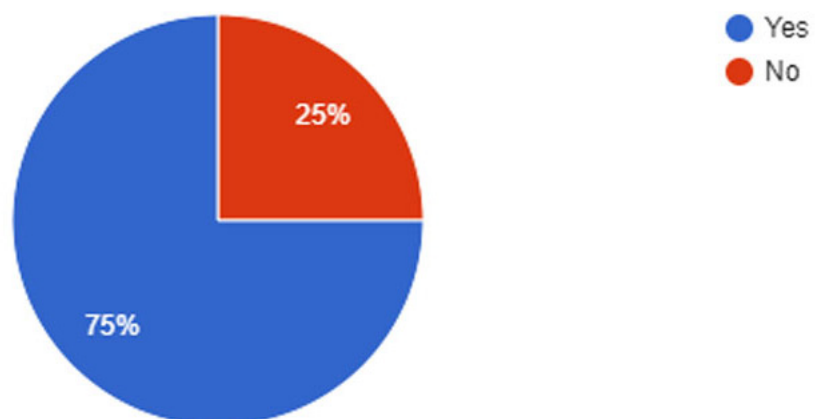
- The app should have a welcome* screen, that makes the following content clear for the user. Also considering using the persuasive principles and deciding that instead of showing the menu straight away, we make the user confused, as the testing has shown. That is why we decided to add a persuasive landing page for the app, where they can instinctively tell that this is about beer. The users seem to not enjoy being directed straight to the menu, making them feel like they have too many choices, too fast. So in this case a good solution would be to “set the stage” for the user, this way making them feel more in control and confident.

Almost there!

In matters of functionality and flow we reached our goal 90% we feel, due to users’ response that reflected and understood the navigation and functionality. Also in terms of style, we are on the right track. We need to work on improving the contrast and highlights along the way, as we start the developing process in code.

Is the prototype clear and easy to navigate?

12 responses



What do you think this app is used for?

12 responses

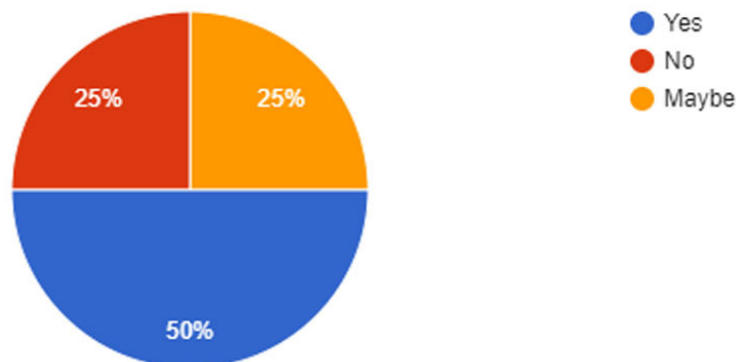


We are happy that the theme and style was recognised and associated with a bar setting. Even by creating and showcasing an old/school tavern look is one of the things we were looking to see people react to.

We choose to approach the playful style with the design we made, so it borders more into a mix of classic visual style and modern UX/UI when it comes to the navigation or flow & func-

Do you think the design is appropriate for a bar setting ?

12 responses



Because of the different taste of the target audience and people in general, we got a diversity of responses from very positive to negative. Because the majority of the answers verge on the positive side, we realise we achieved our goal so far around 70%.

CODING

Back end & data

The most challenging was to compare both of JSON files information and result of displaying products content accordingly to the order. For example, on the "ordering page" we went for showing all the possible beers, although they may not be available at the moment, but it was solved by placing a transparent layer over it and without an option to place it in the cart, as the information updates every 5 seconds it may become available and the user could actually buy it in a short time interval.

```
// 20200522101544
// https://miserables.herokuapp.com/beertypes

[
  {
    "name": "El Hefe",
    "category": "Hefeweizen",
    "pouringSpeed": 5,
    "popularity": 1,
    "alc": 5.4,
    "label": "elhefe.png",
    "description": {
      "aroma": "Low to moderate grainy wheat o
although should reflect American yeast strains
may be low to moderate, and can have either a
optional. No diacetyl.",
      "appearance": "Usually pale yellow to go
hefeweizen style of beer. Big, long-lasting w
      "flavor": "Light to moderately strong or
```

So for showing the beers we took the information from / beertypes file and showing the taps level with an image from the other file. The best possible way for that was setting data-id on the <article> element and then comparing to the same data-id for the barrel image, so the loop function with .forEach does it for us and checks through the process if both of data-id attributes are equal and if that's the case, show the barrel image for the right product.

Using local storage in the browser

For adding products to the cart we chose to use local storage of the browser, it's almost the same technique as storing the cart items in an object, it's really a preference of use as it does the same job. In both ways when page is refreshed, it deletes the items from the cart, so that the next customer can make a fresh new order. When items are still in the cart, for the amount it compares the result from the storage and is able to show the total price when adding new items, removing items one by one or all

Developing The Layout Skeleton

App

The user always hopes to see an interface which operates easily and the decision making process doesn't take too much time. When ordering a beer it's best for checkout cart to be separated from other content, in our case a slider from the right side, which the user can access any time by clicking the icon on right top of the page. Our initial idea was that cart opens automatically when user clicks to buy a beer, but then it would take unnecessary action by clicking close when the customer wants to add another beer, so the action is showed by changing the button on click and changing the number next to the icon, so there is a silent interaction between application and the user. Little things matter as well, so when user chooses to clear the cart, it closes automatically and it reduces the clicking around, the same goes for checking out with either credit card or mobile pay.

Dashboard

Dashboard is meant to be displayed behind the bartenders on a big screen, so the important information is displayed on the top of page with 100 viewport width and 100 viewport height, meaning it will cover the screen depending on it's size. And the content below is meant for mostly the bar staff, so they could see what's the status of bartenders and beer left in the taps and storage.

Bartenders information is displayed using table elements, which are not the most easy ones to display on mobile screen, without the old-school scrolling method horizontally. So we had to fake the first column through css by using `:before {content:""}` as it's not the dynamic part and rest of the content gets separated by turning rows as columns. Picture of bartender just then gets pushed inside the cell of table, so it looks like it's 3 separate tables, although it's just one in HTML document.

```
577     td:nth-of-type(2):before { content: "NAME"; margin-top: 20px;}
578     td:nth-of-type(3):before { content: "STATUS"; margin-top: 20px;}
579     td:nth-of-type(4):before { content: "TASK"; margin-top: 20px;}
580     td:nth-of-type(5):before { content: "USING TAP"; margin-top: 20px;}
581     td:nth-of-type(6):before { content: "SERVING CUSTOMER"; margin-top: 20px;}
582   }
583
```

Styling and responsiveness

Making an application mobile friendly comes with a lot of media queries and losing yourself in all the pixel adjustments and starting to type a code in the wrong pixel requirements. We had to choose sometimes if the content is needed on the mobile version and what really needs to stay. For example, with the animation where circles go inside the beer glass we managed to push until the very edge which is displayed from only 500px and plus.

The modals require some special adjustments as we can't really center them like on desktop screen, so we had to see what's the best size, so it's readable and easy to click on the buttons. Mostly we chose to show them in the middle of screen on desktop version and on mobile it covers all the screen with possibility to close it.

EXTRAS - Font Awesome

Font Awesome is a font and icon toolkit based on CSS and LESS. It was made by Dave Gandy for use with Bootstrap, and later was incorporated into the BootstrapCDN. Font Awesome has a 38% market share among those websites that use third-party font scripts on their platform, ranking it second place after Google Fonts.

I have used Font Awesome as an Extra because even if it is a minimal thing it has helped me many times when I was coding something that requires symbols/ icons. I feel people give it far less credit than they should, since it's super easy to implement and use.

EXTRAS - GSAP Animation

On the bottom of dashboard we figured to implement an animation which shows the queue numbers for customers and when order is moved to preparing state, the circle with a number goes in the beer glass and disappears. For that action we could do some css animation, but it would take a lot of code to move it around, so in this case GSAP came handy with it's extra Motion Path Plugin which takes path from imported SVG and lets other elements to follow this path in animation.

So a simple line in Illustrator was made and positioned according to viewport width, so that when order is being served, circle starts to follow the path all the way inside the glass of beer. It's a really convenient option and takes little knowledge to do, but the result is amazing.

```
function checkQueue(number) {  
  return number -- el.dataset.id;  
}  
  
if (queueCurrent.some(checkQueue) == false) {  
  
  gsap.to(el, {  
    duration: 5,  
    ease: "power1.inOut",  
    motionPath: {  
      path: "#lineToFollow",  
      align: "#lineToFollow",  
      autoRotate: true,  
      alignOrigin: [0.5, 0.5]  
    },  
    onComplete: function () {  
      el.remove();  
    }  
  });  
}
```

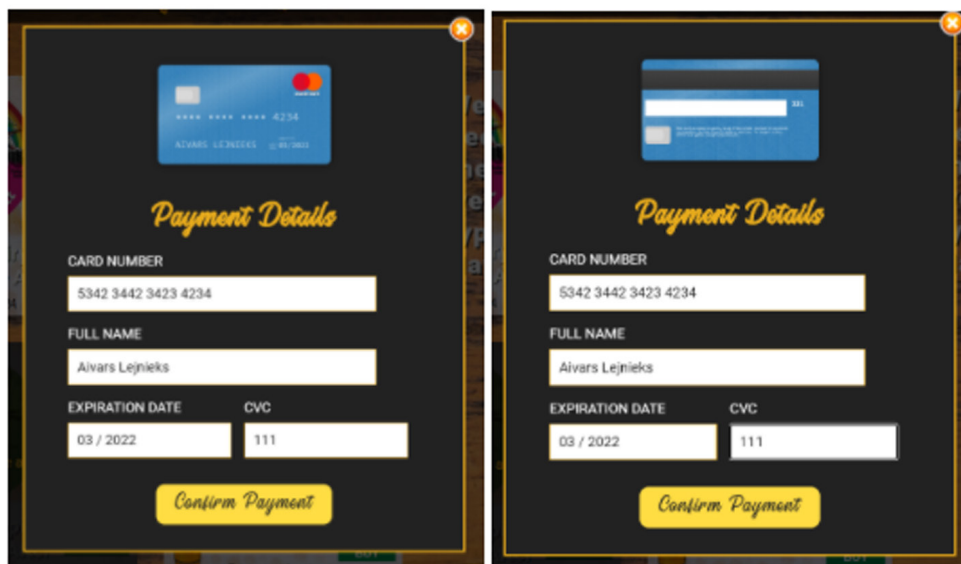
Image of code gsap



gsap animation image

Credit card framework

For some interactivity at the payment form we included a credit card image which updates when some form field is filled out. For example, when credit card number is typed down, it shows on the card image.



It automatically detects what kind of card is entered and shows different design for that one. It helps to make a better design for form fields by separating the characters. Everything is achieved and easy to format in JS file by adjusting the options that were given in framework instructions.

```

var card = new Card({
  // a selector or DOM element for the form where users will
  // be entering their information
  form: 'form', // *required*
  // a selector or DOM element for the container
  // where you want the card to appear
  container: '.card-wrapper', // *required*

  formSelectors: {
    numberInput: 'input#number', // optional - default input[name="number"]
    expiryInput: 'input#expiry', // optional - default input[name="expiry"]
    cvcInput: 'input#cvc', // optional - default input[name="cvc"]
    nameInput: 'input#name' // optional - defaults input[name="name"]
  },

  width: 200, // optional - default 350px
  formatting: true, // optional - default true

  // Strings for translation - optional
  messages: {
    validDate: 'valid\ndate', // optional - default 'valid\nthru'
    monthYear: 'mm/yyyy', // optional - default 'month/year'
  },

  // Default placeholders for rendered fields - optional
  placeholders: {
    number: '**** * * * * * * * *',
    name: 'Full Name',
    expiry: '**/**',
    cvc: '***'
  }
});

```

Adjusting options for the design of card

Conclusion

In order to conclude I would like to say we learned a lot about what we could improve if we continued working on it, for the presentation exam. We feel that we have achieved a big part of what we set out to do. Everyone was very helpfull and communication was clear.

References:

https://drinksint.com/news/fullstory.php/aid/8880/Automatic_for_the_people.html

<https://drinksint.com/>

Video reference:

The video on the landing page is part of a friend's stock gallery and has allowed us to use it in our University final exam project.

<https://onlinelibrary.wiley.com/doi/pdf/10.1111/j.1745-4557.1992.tb00973.x>

<https://www.onlinepsychologydegree.info/psychology-color/>

<https://dribbble.com/signup/new>

https://en.wikipedia.org/wiki/Font_Awesome

<https://shortiedesigns.com/blog/10-top-principles-effective-web-design/>

Thank you for reading!

#staysafe #staycool

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