

Overview & Timeline

Team 4

This project focuses on designing and developing an interactive student showcase kiosk for the end of year event. The kiosk allows visitors to browse approximately 30 student projects via a tablet interface, with the selected project displayed on a TV screen in real time.

The system will be built as a front-end prototype using HTML, CSS, and JavaScript only, emphasizing usability, clear information presentation, and consistent college branding. T

System Layout & User Interaction

Components

- **Tablet:** Allows users to browse projects and select one to view
- **TV Screen 1 (Visual Showcase):** Displays the main project
- **TV Screen 2 (Project Insights):** Shows contextual details such as project dev's information, problem, thought process, skills, tech stack, and key features

User Flow

1. Users view a list of project thumbnails and names on the tablet.
2. Selecting a project updates both TV screens simultaneously:
 - TV 1 displays hero visuals, screenshots, or demo video
 - TV 2 provides supporting information, including objectives, development process, technologies used, and notable features
3. If the tablet remains inactive for a certain period, both TVs display a screensaver.

This setup ensures the visitor receives both **visual impact** and **contextual understanding**.

Team Responsibilities

1. Team Lead – Ishika

- Oversee project timeline and coordination
- Integrate tablet and dual TV screens
- Ensure consistent branding and usability
- Finalize documentation and submission

2. Database - Maverick

- Organize all project data
- Manage local storage of images/videos for all projects
- Ensure data structure supports both TV screens
- Handle project switching logic between tablet and TVs

3. Front-End - SK

- Implement HTML/CSS layout for tablet and TV screens
- Ensure responsive design for tablet (1024x768) and TVs (1920x1080)
- Integrate JavaScript for interaction between tablet and TVs
- Test interactive features (project switching, screensaver logic)

4. UI/UX Design & Motion Graphics – Lovepreet & Charan

- Design tablet interface and both TV screens
- Ensure visual design aligns with college branding
- Implement animations using GSAP for smooth transitions and interactions
- Create motion graphics/screensaver videos for idle state
- Assist with layout refinements and styling
- Develop supplementary animations or micro-interactions
- Ensure smooth project transitions and polished user experience
- Help integrate visual assets into the project structure

Timeline

- **Week 3:** Define project scope, assign roles, plan initial layout
 - **Week 4:** Wireframes and early UI design for tablet and TV screens
 - **Week 5:** Complete visual design, gather feedback
 - **Week 6:** Begin HTML/CSS development
 - **Week 7:** Plan and test JavaScript interaction logic
 - **Reading Week**
 - **Week 8:** Implement project switching and screensaver functionality
 - **Week 9:** Full integration, styling refinements, branding consistency
 - **Week 10:** Testing, bug fixes, performance improvements
 - **Week 11:** Final polish, documentation, submission
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Final Deliverables

- Tablet interface (HTML/CSS/JS)
- TV 1: Visual showcase screen (images/videos)
- TV 2: Project context & insights screen
- Interactive project switching logic
- Screensaver / idle-state functionality
- Complete project documentation