Personal Portfolio Website Plan

# Your Name: Sean Coyle

# Ideas for your website

Determine how you will use your personal portfolio website to showcase your skills.

Idea 1: The website that I have in mind correlates with a project I am working on in another class (Software Engineering Practice). It will be a host website for a series of educational games.

Idea 2: There will be different capabilities for logging in that will give you access to different subpages as well, for example, an instructor page that will allow a teacher/professor to track progress of the students as they work. Students will be able to play/access the games to be able to utilize the capabilities of them within the engine. There will also be an alternative “guest” entity that will allow for people not to be logged in to an account or require and affiliation to a classroom.

Idea 3: The main page will include a list of all games that are accessible to the user. This will involve a graphic that promotes the game and an attached text box that shows the title and description of the game. The homepage will also have a bar at the top that allows for access to different materials, such as educational worksheets, informational pages, and different accessibility features for those who may have difficulty using default settings. There will also be a section for tracking progress, both with a student and an educator interface that show different information.

Idea 4: The student interface will show an overall scope of the student as they play and progress through the games. One something has been completed inside of the game, it will update a database that will then push that information to be updated and displayed on the HTML platform. Similarly, the teacher database will do the same, but for all students rather than just an individual progress measurement.

Idea 5: Design will have to be inclusive of some sort of relation to the NWMSU logos, coloring, and different style guides and design, as the goal is for this to be hosted and accessed through the NWMSU website and hosted through our servers.

# Website Plan

|  |  |  |
| --- | --- | --- |
| Topic | Questions | Answers |
| Purpose of Website | What is the purpose and goal of the website? | To create an educational/fun platform to host games for student and teachers to improve interaction in the classroom. |
| Target Audience | Describe the target audience (age, gender, demographics) | Ages 16-19, or late high school to early college students. |
| Graphics | What graphics will you use on the website? | Game graphics, NWMSU logos, “progress bars”, etc. |
| Color | What colors will you use within the site to enhance the purpose and brand? | The colors associated with the university mainly, being green, white, and some shades of blue, as used on the university’s main pages already. The goal is to be able to cleanly implement these features with what exists. |
| Accessibility | How will the website accommodate people with disabilities? | The text used will be in proper fonts, size 10 or larger, to allow for reading access to the visually impaired, as well as lacking flashing or strobing lights, to avoid issues with light sensitive individuals. |
| Project Timeline | Identify the project timeline | For the scope of this class, at least a demo graphic for the sake of class performance within the 6 week period allowed, but also some further work outside of class as well to implement in actual features once they have been completed. |

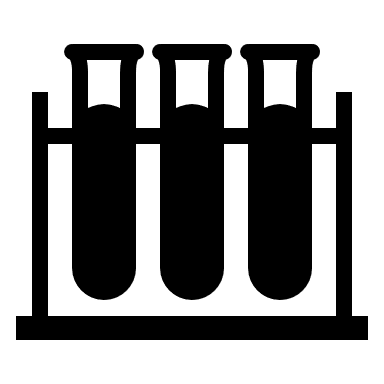
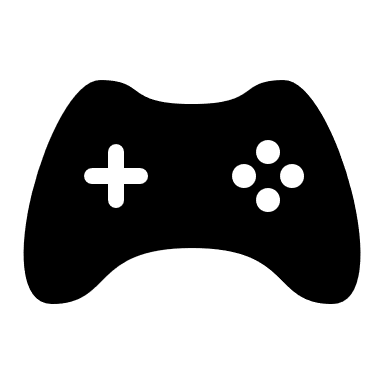
# Wireframe

Sketch the wireframe for your home page below.

<Interactive Menu Dropdown Icon Here>

Department of Natural Sciences

<Northwest Logo Here>



Scrollable list of games with graphics and descriptions down here

Game Center

# Site map

Create a site map for the website below.

