Project Overview

Portfolio Website

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Table of Contents

[What is this document? 2](#_Toc99473476)

[Description 2](#_Toc99473477)

[Project overview 2](#_Toc99473478)

[The Purpose 2](#_Toc99473479)

[Process Outline 3](#_Toc99473480)

[Stage 1 | Pre-production - Analysis 3](#_Toc99473481)

[Project Goals 3](#_Toc99473482)

[Stage 2 | Pre-production - Ideation 3](#_Toc99473483)

# What is this document?

## Description

This document serves as the main reference for the process execution of the project.

It also details the purpose and goals of the project itself.

# Project overview

## The Purpose

The purpose of this project is to design and develop a portfolio website for myself.

It should reflect a certain level of quality and also serve as a display of my ability.

* Good first impression for Potential employers.
* Section about who I am.
* Blog Section detailing discoveries and tutorials.
* Contact for various outputs.

# Process Outline

## Phase 1 | Pre-production - Analysis

### Project Scope

This website will contain information about myself, as a professional, as well as portfolio pieces that potential employers can view.

* Target Audience – Potential employers in the web development sphere. Also, other web designers/developers
* My brand, in short, is a creative individual who excels in clean and modern designs. I am a designer, a writer, and a developer by trade.
* It should be clear and not be bogged down by too much information or components.
* Keep it simple, in order to complete it within the range of a week or two.

## Phase 2 | Pre-production - Ideation

### Sitemap Structure

In this stage we are beginning with a sitemap sketch to outline the number of, relationship between, and general flow of each page.

We will be using a simple tree based structure. Include:

1. Home page
2. About
3. Contact
4. Blog

### Wireframe – First Revision

In this stage we are creating a rough sketch of each page by defining the basic layout. Keep in mind, this process is iterative, and the first revision does not reflect later revisions. Elements to consider:

* Simple logo (typography, illustration, etc.)
* Nav Bar
* Social Media Links
* Short Section showcasing some work/projects
* Short section introducing myself.
* Short Contact section.

Dimensions for the wireframe document are relative to the three main screen types: desktop, mobile, and tablet. This is to create a clearer blueprint— and an easier job—for the developers in the development phases.

Moreover, having wireframes for different screen types will prove to be helpful in creating a responsive website.

The dimensions we decided on are:

* Desktop and Tablet – 1024 x 768
* Mobile – 320 x 480

## Phase 2 | pre-production - Visual Design

## Phase 3 | Production – Development

### Step 1 – Skeletal HTML

In this step we begin developing the site by setting up a basic HTML skeleton of each page. We also set up the file architecture for the site repository. Some things we need to have done are:

* Set up file architecture and GitHub repository for site.
* Flesh out basic HTML content of page(s) as well as some basic content placeholders.