

# Data Structure Animator

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# Progress

- Investigated on the libraries to use;
- Set up Angular environment and GitHub actions to have the web page always up;
- Created a proof of concept page with
  - the skeleton structure;
  - the first animations to see how it looks like.

# Issues

- About the depression project:
  - I had to ditch it as the material online was not consistent or strong enough for what I meant to do;
- About the new one:
  - Write down all the possible structures and decide how to break them down to create a useful page;
  - Learn how to use the libraries for animations;
  - Decide whether to make the animation interactive (videogame-like) or static (more like a video);
  - Make the page rich enough for the project level.

# Next Steps

- Keep adding data structures and animations;
- Improve the GitHub environment by possibly adding more GH actions;
- Improve the overall look of the page;
- Read about ways to improve the way people can learn in order to make the overall environment more efficient;
- Consider whether a server to store users' data (like a login) so that the website can keep track of the progresses would be preferable to a JAM stack;
- Start writing what I do for the report.