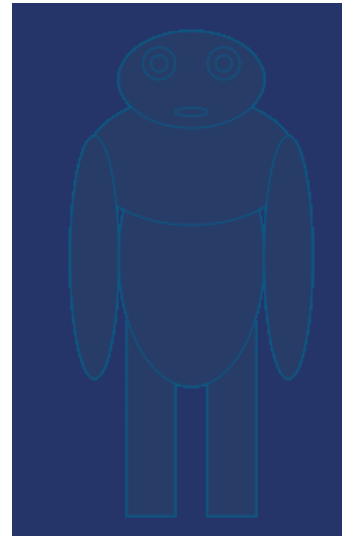


Reflection

Having completed both the Web Design Production and Front-End Design units through my studies in Web Design and Production, this unit (Programming for Design) and Project 1 has been one of the most difficult. Unlike other units of web design where the graphics and images could be used, Programming for Design required the HTML code and JS code to inform the design image being developed.

So the traditional use of design (photoshop etc..) could not be used in this process. My final design which can be seen below is a representation of myself currently studying. As I am studying part time, in between work hours and juggling a family life there are two key elements which I used. I initially thought of doing a self-portrait of an owl “night owl” given the hours I undertake my studies (7pm 12am) however decided to make the portrait more of a ‘robot’ as that is sometimes how I feel when undertaking study of a nighttime. The coloured tones of Blue were from my original concept of moon light / nighttime. I had intended to have an automated sound ‘Keyboard.mp3’ which I left in my /assets folder to play once the html opened, however I had run out of time to do so.



Flow Chart

The flowchart developed was an area of work undertaken easily, as I was able to map out the overarching or high-level stages of the process and what needed to be completed before moving on to the next task in the self-portrait. I did amend elements of the flowchart depending on how the java.script reacted in Brackets.

Pseudo Code

Similar to the flow chart, the pseudo code allowed me to go into a little more detail about the designing process and what needed to occur for the image (self-portrait) to come to life. I am aware that in Project 2, an interactive prototype will require many alternate decisions on commands.

HTML

Having complete units which refugees HTML and CSS, I was able to establish a straightforward and allowed the JS to be functional from the index.html file.

JS

Researching and viewing many tutorials online was a benefit to me. Much like my previous experience in using html and css, trial and error is key in becoming familiar with java.script. Knowing the work involved, the critiquing that needs to occur, I am looking forward to Project 2 in having elements that will.