* **Who is the target audience?**Employers and job opportunities
* **What is your portfolio goal? Is the purpose to provide evidence that you are ready for a job role, or to create a shareable record of progress so far?**My goal is to show off how good I am at coding and Unity. It is to be evidence that I am ready for job roles.
* **Do you want to use a community portfolio tool or create a custom one?**I would likely use Github pages for it, as I know how to use it already and its easy to customise.
* **At this stage in your journey, is a showcase or a skill-growth portfolio the best fit?**A skill-growth portfolio is likely the best fit, due to me still being a beginner programmer, it could show how willing I am to learn and how much progress I can make in a short amount of time.

# Planning

* **Files and Assets:**Mainly those provided by the unity course, but also Polygon Farm by Synty Studios, and Crafting Mecanim Animation by Explosive.
* **Design and Navigation:**Simplistic, pastel colours with images of each game I want to show off, along with a little description of them. If they are clicked on, they can be opened for play.
* **Introduction/Mission Statement:**Hello, my name is Caroline Percy. I am a student of IT Carlow, and a budding game and software developer. This is my portfolio to show all that I have accomplished so far. I hope you enjoy.
* **Additional Content:**I would describe each piece of the portfolio, a slideshow perhaps as well. Perhaps a timeline of how my studies and work have gone thus far.

**Graphical user interface

Description automatically generated**