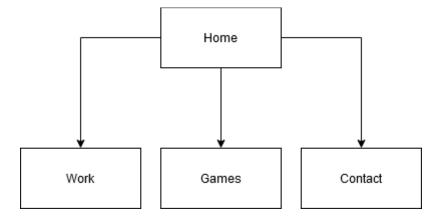
## Structure

## **Information Architecture**

The site will be a simple tree structure of three pages from the home page, a total of four pages. It will use a horizontal navbar near the top of the page, a floating contact and social sidebar and client list in the footer.



## **Interaction Design (IXD)**

- Company logo, when clicked will bring the users back to the home page. Home will always be available on the top left in either mobile, tablet or desktop layouts.
- In all layout scenarios, menu headings will reflect rollover and click interactions
- The banner at the top of each page will let the user know immediately where they are in the structure.
- Page layouts on both the "CMS Examples" and "Games Examples" will change the position of the link to better suit the layout from mobile/tablet to desktop
- Request CV, GitHub and Link-in links will float on the left always:
  - o To fulfil the main goal of driving traffic to make contact or further research me
  - To make it as easy as possible to connect with me.
  - Will be unobtrusive
- All large graphics showing samples of my work will scale based on screen size and will be clickable as well as the buttons accompanying them
- The request for a CV:
  - o Will pop-up with a simple form that asks for their name and email address.
  - o Will confirm that data entered will not be shared as per EU and GDRP legislation
  - Will include a successful submission notification on completion.