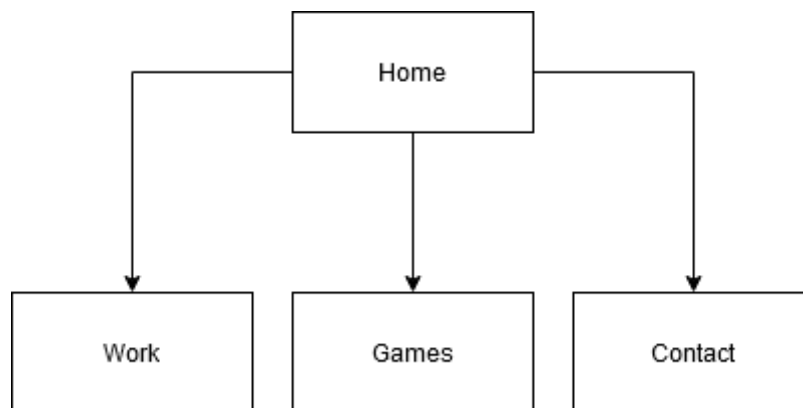


Structure

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 client list in the footer, with links to a CV request form, LinkedIn and GitHub. I dropped the idea of a floating contact and social sidebar as user testing proved it to be an annoyance.



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:
 - 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:
 - Will pop-up with a simple form that asks for their name and email address.
 - Will confirm that data entered will not be shared as per EU and GDPR legislation
 - Will include a successful submission notification on completion. I felt the outstanding but ultra important goals of the scope