The goal is still to create a website that has the book of John on the left, hopefully in with multiple versions too. Then on the right side it would be awesome if there was an interactable diagram that has three setting tabs so that the diagram will change from Biblical to Systematic to Historical theology depending on the reader’s preference at the moment. The Historical theology tab will hopefully include commentary from famous theologians.

So far, I have only made progress in the conception and organization of the theoretical ideas for the site. However, these have been major updates as going into this semester the only thing I knew for certain was Scripture on one side and an interactable diagram on the other. I have also made progress in the conceptualization phase by meeting with various professors in hopes of learning new computer science techniques such as animation skills for my diagram. I am very excited and looking forward to what the future holds regarding these new techniques that the professors I have met with have taught me.

Some important background info still includes difficulties getting the entire book of John in multiple versions without manually typing it in as well obtaining other theologians’ works without getting into copyright problems. Also, learning the animation to make moving diagrams, as well as implementing the other new methods my professors have taught me. Also, I still think APIs could actually be a really helpful tool in the “historical theology” tab regarding theologians’ writings and the gospel of John text in multiple translations.

The next steps in order to complete this project will be to learn more about API’s and perhaps draw up a little demo of my animation skills if at all possible with whatever free software I can find!