

PORTFOLIO HOLBERTON - STAGE 1

This document presents Stage 1 of the Portfolio Project. It describes the ideation process, the evaluation of the explored concepts, as well as the definition of the selected MVP and the associated roadmap.

1. Team Formation Overview

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Mode of Execution:

- Solo Project: All technical, design, organizational, and documentation responsibilities were carried out by myself.

Reasons for choosing a solo approach:

- To develop full autonomy in design, architecture, and implementation,
- To explore creativity without the constraints of team consensus,
- To strengthen my skills in personal project management.

Organization & Tools:

- Documentation: Google Docs (exported as PDF for the official submission),
- Development: VS Code, GitHub (versioning, public portfolio).

2. Ideas Explored

Idea 1 – Classic Portfolio (clean one-page)

- Description: A simple website with presentation, projects, skills, and contact.
- Strengths: Easy, fast, compliant with standards.
- Weaknesses: Lacks originality, too common.
- Status: Rejected (not very differentiating).

Idea 2 – Portfolio Dashboard / Technical Hub

- Description: A dashboard-style hub where each project is presented with stats, KPIs, and badges. KPIs et badges
- Strengths: Structured, professional, very clear for recruiters.
- Weaknesses: Cold, lacks fun and storytelling.
- Status: Rejected (not immersive enough).

Idea 3 – RPG Portfolio (gamified)

- Description: Presentation in the form of an RPG where:
 - Avatar = my profile (class, level, XP)
 - Projects = completed quests (XP and skills gained)
 - Skills = trees/badges
- Strengths: Original, immersive, narrative, fun, and engaging.
- Weaknesses: More technically complex, requires a good design/UX balance.
- Status: Selected as MVP.

3. Idea Evaluation

Evaluation Criteria:

- Feasibility (achievable solo within 3 months)
- Originality (differentiation on the market)
- Value for recruiters (clarity of skills)
- User experience (fun & readability)

Tableau comparatif :

Idea	Feasibility (1-5)	Originality (1-5)	Recruiter Value (1-5)	UX / Fun (1-5)	Total
<u>Classic Portfolio</u>	5	1	4	1	11
<u>Dashboard Hub</u>	5	2	3	2	12
<u>RPG Portfolio</u>	4	5	4	5	18

Decision:

- **Idea 3 – RPG Portfolio is selected as the MVP.**

4. Decision & Refinement – Chosen MVP

Concept Summary:

A gamified RPG-style portfolio where recruiters explore my projects as quests.

- Player Avatar: My profile = character (class, level, XP)
- Quests: Holberton projects transformed into epic missions
- XP: Progression linked to completed projects
- Skills: Represented as badges or a simple skill tree
- Target audience: Tech recruiters, mentors, students, and the developer community

MVP (minimum deliverable before November 9):

- Homepage: Avatar + level + XP
- Quests Page (projects): List → project details
- Skills Page: Badges/skill tree
- Functional XP/level system
- Responsive + accessible

Optional Features (if time allows):

- Mini-map / explorable world
- RPG animations (level-up, XP gain)
- Inventory (items = talks, certifications, side projects)
- Usage statistics
- Light/Dark mode

Identified Challenges:

- Balancing fun and readability (avoiding graphic overload)
- Implementing a simplified RPG system in the frontend (XP/levels)
- Staying within the 12-week timeline with MVP as the priority

5. Process Documentation

Roadmap (3 months, 5 main steps):

- Month 1 – Design & Documentation
- Month 2 – Prototype & MVP
- Month 3 – Improvements & Finalization

XP / Level System

Chosen formula:

$$XP(n) = 50 \times n \times (n + 1)$$

Level 1 → 100 XP

Level 2 → 300 XP

Level 3 → 600 XP

Data Structure

player.json: Character info (name, class, XP, level)

quests.json: Projects transformed into quests (title, XP, skills, summary, link)

skills.json: Skills and associated levels

Example – Project as Quest

Epic Name (example): *Forge the Ancient Function*

- Summary: Implementation of printf in C, with format handling
- XP gained: 80 XP
- Skills acquired: C, memory management, parsing

Success Criteria

Project delivered before November 9, 2025

RPG portfolio clear and readable without sacrificing originality

Minimum of 6 documented quests (Holberton projects)

Consistent RPG-like design

Accessibility on both desktop and mobile