

Reflection
Web Development Final
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- What did I learn

I spent much of my time learning how to use libraries and some CSS animation. I learned p5 and java before so I try to use that in my web. However, I still can't load a sketch with large files.

For my final project, I actually spent most of my time working on the aesthetics instead of the animation and sketch. The objective was to make the website practical and comfortable to users. I used the rest 20% of the time finalize other things. The overall function is smooth, but I may spend more time on the quality of the site.

- Things I failed to do.

I took some time to decide which form I was going to use for my final. On one hand, I learned JavaScript before. I've also done some sketches in this semester. On the other hand, CSS animation is so convenient and so challenging that I can create visual effects more easily. I spent time on both plan but somehow did not bring out a perfect one. If I stick to one, my final product would be more detailed.

- Concept of final project

I was always thinking of making a website about games using my design. In last semester, I made a p5 Space Invader game. The effect was even more simple, and I thought of redesigning the user interface of the game. If I use graphics to replace hard code, I can visualize my idea.

This time I came up with the idea of data visualization of game critics. I introduce scores from critics, how they think of specific games, and games themselves to users. The purpose is to give an impression of game qualities, like what is a good or bad game. I used minimal UI design, CSS animation and graph images to build the site.

- Bugs

I resolved most of my bugs, but there are two bugs I did not directly fix them. One is the preload function. The json file appears infinitely loading when running the sketch. I tried hard but still can not fix that. So I goes the alternative way to resolved it by using screenshot of the sketch. Another bug is with the audio. The program is able to load and play the music, but the console says it can not find the file name. Eventually I did not use the music, but I believe that the program was not broken.

I learned that a bug can be fixed in many ways, like how I did with the bullet objects. But as the bug is still there, I have to deal with it entirely after all.

- What I would do with web in the future

I keep a keen interest on web designs and also games and I wish to join the industry in the future. I will definitely move forward with programming. Maybe I will implement 3D models and great graphics to the website after I learn more about them. But right now, I have much more to review. When I was programming, I can not totally do the perfect content. Everything I can do is to improve the organization of objects in one project.