Project 02: Digital Garden (Plot)

Build a personal interactive catalog — a small web of 5–7 entries (people, precedents, objects, patterns, sites, texts) that matter to your design/architectural imagination. Each entry should combine:

- Typography & Color: a distinct visual identity (your "garden identity").
- Motion & Transition: one small animated behavior (hover state, fade, bloom, keyframe animation).
- Interactivity: at least one user action that changes the view (color switcher, toggle, shuffle, reveal).

Prompts to help you avoid choosing boring topics (please no more cat websites). Pick one:

- **Micro-archive → Garden bed:** five objects you collect/notice (each gets its own page).a
- **Ritual → Growth cycle:** document a daily/seasonal personal routine step-by-step (one page per step).
- **Corner of a city/building → Plot:** a spatial walk-through using headings/links.
- **Glossary of an obsession → Compost:** define 5–7 terms in your own words.
- **Constraints diary → Trellis:** one idea explored through 5 different HTML tags.

Think of this as your knowledge garden in motion: not just static pages, but a living catalog you tend and grow.

Requirements

- 5–7 entries (each gets its own HTML page).
- Shared navigation system (ring or index page).
- Use CSS for type hierarchy + color palette (your "garden identity").
- At least 2 different transitions or animations (:hover, @keyframes, fade, slide, grow).
- At least 1 interactivity script (e.g., color switcher, random shuffle, expand/collapse, tooltip).
- Accessibility: semantic HTML, alt text, sufficient contrast, focus styles.

Requirements

- Process Note: How did type/color choices reflect identity? How does interactivity support knowledge cultivation?