Joshua Guzman

Mr. Fast

Mrs.Silva

Web Applications

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<div align="center">Delve Homes: reflective Essay</div>

Creating a fictitious promotional website for Delve Homes was an intriguing way to execute the learning experience of prior knowledge learned over the course of time period at CART.  The process was long and strenuous as there were many inclusions of things that we had to accomplish.

It all began in reading the story 'The Machine Stops" by E.M. Forster  which highly details a futuristic world in a very familiar way we live in through the use of technology. In their case the world in which most people live is mostly inhabitable and are isolated in  honeycomb shaped underground houses that provide all needs with the "Machine".  This allowed us to realize who our target audience is and what exactly our service would be.  The objective was to create a promotional website to sell the underground experience of the civilization that built the dwellings.  Since this was a fictitious website there were so many ideas that flowed through as the creativity and imagination was endless but needed to reach the obvious requirements.

The next task was to research and analyze our major enemy which was the websites of other home builder companies. It was a set of 20 home builder companies that we had to search up. It was split into two categories which were 10 American

home builder websites from different states and 10 international websites from different countries. The competitor analysis helped us learn the benefits and drawbacks of each website which can be incorporated into our own website.

The wireframing process was all done with the help of the app figma, a web application for interface design. A paper design was firstly done to get the gist of the concept and idea of the first prototype.  Then the paper design was implemented into figma which solidified the content into a constructive matter. The navigation bar was placed in the top and more information was included in the bottom in between to the footer. More information as well as the nav bar helped the user reach the different pages from the about page to the locations page or if they wanted to return to the home page it was a matter of clicking into the Delve Homes logo.

Once the wireframing process was completed it was time to develop the website. Visual studio code was the main primary source of programming our code to make our website. While github was the collaboration of team members' code which authorized us to merge our code into one. Most of our time was spent making the website as we really had no previous knowledge or experience of making a website or even a tour form but just kept going until we succeeded.

The finish line was right around the corner and all we needed to do was make a presentation through google slides.  It was a set of categories that we had to apply which included basis, overview, design process, production and conclusion.  This set of requisites had subsets that we had to input information in the slides for three or four bullet points that didn't have to exceed the twelve word mark.  It ended up being 15 slides long and the visuals as well as the required words were met. We rehearsed the

presentation over and over again for some time and hit the 8 minute streak of the 7-9 minutes that were needed.

All of our duties and responsibilities were evenly distributed throughout the project. Me and my partner split up the work and set deadlines for the time that we had to complete the project on time. We really didn't have a checklist exactly but the work was always dedicated to what we had to do. For instance someone would do the desktop version of the wireframe of figma and someone else would do the tablet version of the wireframe. The writing as well as the coding was split between two pages per person to have an equal amount of work. For the presentation we had divided the work and took turns with who would begin each of the slides and then someone who would say and include more information on the bullet points. The challenges that we had faced were the coding, writing and the tour form. For the code there were many problems with the sizing and how we arranged content with the css but we used resources like w3schools to learn and find the solution to the problem. The tour form took great inspiration from  a current website that we had to research and although it's  not functional we managed to get it on our website. We already had all of the writing completed but had to fully rewrite our literature as it was in first person which had to be modified to third person. Overall it was a fun experience that we encountered and for the next project we know what we have to do to succeed.