**Portfolio Website Progress:**

This week I have made good progress with my website. Firstly, I managed to get the website live now, with the help from Anthony 😊. So that’s cool now it can be publicly accessed. With this done all that’s left is filling out the website with content as the design aspect is 99percent completed.

On that note I did fill out probably the biggest page, that being the projects page. This page now contains all my projects with a brief description and then a link that will take you to a github repo or an itchio page.

A screenshot of a video game

AI-generated content may be incorrect.

(there is 2 more below)

I do have a few other projects I need to put on there but those are my best ones and the game related ones. Do you guys think that description is ok, or should I write more? And is that display format okay, or should I have a page for each? My thought process was that people looking at the site probably won’t want to read a whole page for each project and with what I have done is that they have a brief overview, and then if they want to know more, they can follow the link.

I have also been working on my cv as on the site there will be a link to view/download my cv. My cv is pretty much done too but I have not put it on the site yet as I want to get it checked over by people but im not sure who can check over it or how I find someone too so I will ask Anthony this next week.

That leaves me with filling out the contact me page and the about me page, also changing the picture and maybe a few visual tweaks but other than that the websites pretty much done.

**Created User Testing document :**

We have a class user testing session on the 17th, this will be used to test our comp 3000 projects, at least the progress we have made so far. Because of this I needed to create a user testing doc that will cover the questions I need answers for in order to improve my game on the next levels and make the needed changes to level 1. I am hoping to get as many people as I can to fil this out in class, it only needs a tallied response to most questions so it should be quick and easy to complete.

A screenshot of a computer screen

AI-generated content may be incorrect.

On the other side to this I need to try and get my level 1 as polished as possible, I have almost finished completely designing the level, but I currently have no enemy animations and most the audio is not implemented yet. Hopefully I can get this done today so that tomorrow the game will be visually better for the testing.

**3000**

I created my itchio page, its not finished but I have made a base layout for it and I plan to create a trailer and get images in game soon.

A screenshot of a computer

AI-generated content may be incorrect.

I also have been looking into doing the voice acting for the game, I think I will use the recoding lab in Smeaton to do this, I just need to write a script and figure out how to use the software in Smeaton.