Project 1 Reflection Paper

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During the first five weeks of school, I completed my first "complete" website project since

learning to use html and css. I refer to it as comprehensive since it has a homepage, a preface

page, several side pages that branch off of the main page, and a concluding summary page. This

structure is akin to narrating a story with a beginning, middle, conclusion, climax, and flow. This

project's goal was to use HTML and CSS to build a continuous, hierarchical website. The

website's main goal is to provide a variety of images, typefaces, and text material associated with

the chosen article by contrasting the typography and hierarchy. It also uses links, navigation

buttons, and other elements to connect pages and point users to other websites.

First of all, I'd like to review some parts in the project that I consider doing well so that I can

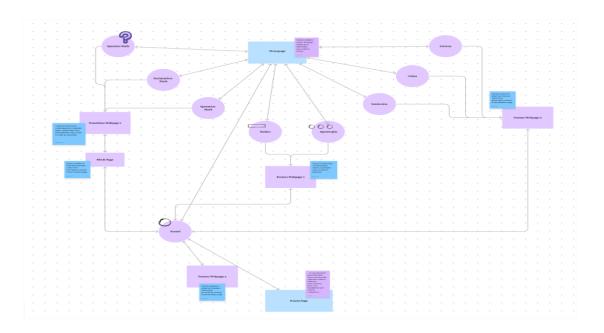
continue to adopt them in my next website creation.

1. Brainstorming: There is no denying that it is an extremely hierarchical website with

complex linkages between each site, there is no doubt about that. Consequently, I created

the mindmap in Figma (as seen in the image) and connected all of the HTML files using

these arrows before I began writing the code.



- 2. Framing: I used the "hollow-rectangle" container div on each of the three subpages. I created a hierarchical link between the text-graphic and navigation-button by placing them in this large div. In the context of these styles, I will also assign the same style elements to each container, such as container-1 {color: red}; container-2 {color: blue}; and so on. These elements will be taken from the same label in the large container {} under the various effects. Repetition and language complexity are avoided in this way.
- 3. Uniformity of visual elements: Pages at the same level have essentially the same visual layout, despite the fact that they belong to various levels. For instance, the border of the comma, colon, and semicolon pages is solid and measures 10 pixels, with a border-radius of 50 pixels.

In addition, after building the website from the ground up, I also discovered that the organizational structure and programming framework needed a lot of tweaks and enhancements.

1. To begin with, when I first put up the website, I discovered that the majority of the stuff I had written was unrelated, and the CSS styles I had assigned them made little sense.

When it came time to make adjustments later in the project, this resulted in a lot of experimenting. For instance, the div with class="title" is not included in the div with class="follow-rectangle" in the image below, which is the html file of one of the pages created from the ground up. As you can see, the div class="title" is not a part of the div class="hollow-rectangle," thus when I adjust the "hollow-rectangle" position, the title portion of the h1 remains apart and is not movable.

2. At the same time, as the project progressed, I became aware that I still needed to practice hover and animation. Whenever I wanted to create the effect of flipping a visual, my first instinct was to use @keyframes, which made an otherwise easy task more complicated.

Actually, I could have easily created the desired graphical distortion with the hover function.

To sum up, during the process of building the website, I devoted myself to plenty of investigations into punctuation and illustrated the idea of how web development can produce captivating and immersive digital stories. As the first project came to an end, it strengthened my conviction to build a comprehensive framework structure for the website. In this way, features like multimedia, accessibility improvements, and interactivity will be considered as my priority for my next project.