

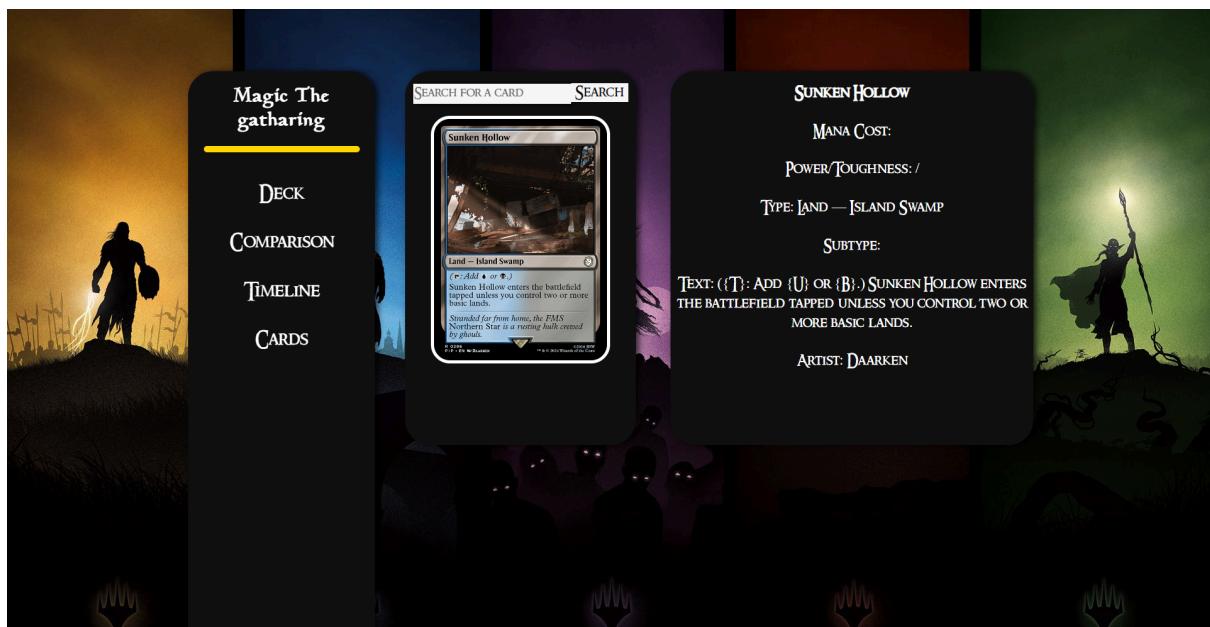
## Introduction

My name is Phillip, and I am currently a student at Open Window. I am pursuing a double major in Interactive Development and Photography, with a particular passion for combining these fields to create immersive and visually stunning experiences.

I am in my third year of the Photography program, where I have honed my skills in capturing compelling images and mastering various photographic techniques. My coursework and projects have allowed me to explore different styles and subjects, pushing the boundaries of my creative expression.

Simultaneously, I am in my second year of the Interactive Development program. Through this course of study, I have gained a solid foundation in programming, user experience design, and the development of interactive digital media. My projects often integrate my photography skills with interactive elements, resulting in unique and engaging digital content.

My dual focus on Interactive Development and Photography reflects my dedication to creating innovative and captivating work that leverages the strengths of both disciplines. As I continue my education, I am excited to explore new opportunities to merge these fields and to develop projects that are both visually and interactively engaging.



## Term 1 project

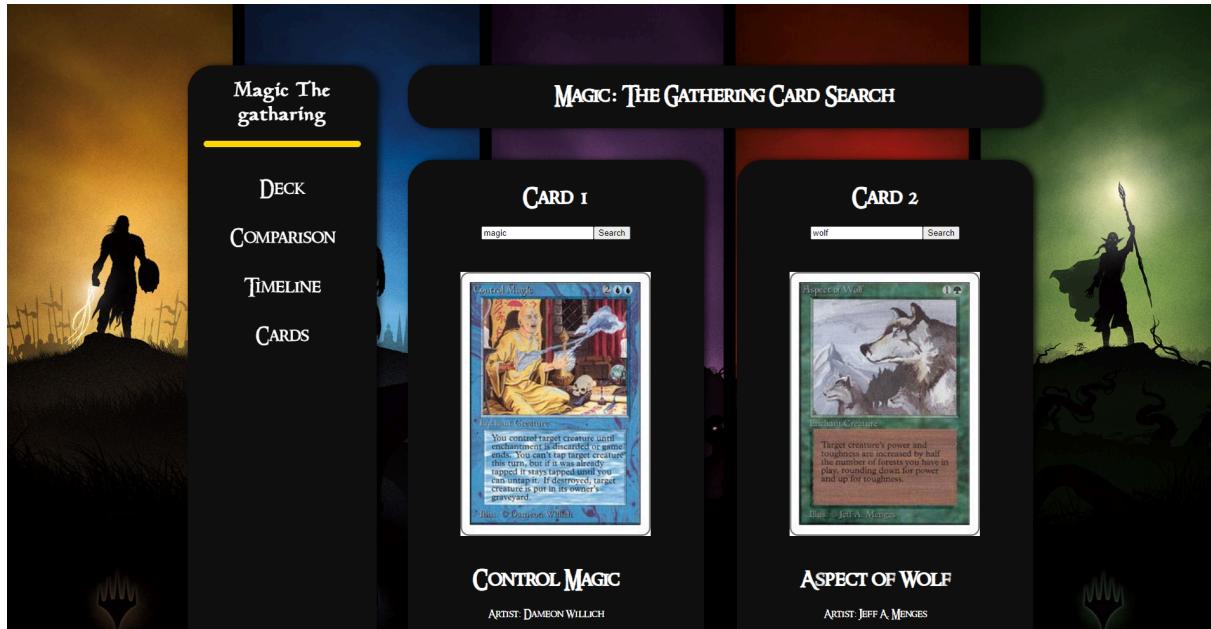
For my Term 1 project, I developed a comprehensive web application centered around the popular card game, Magic: The Gathering. The core functionality of the app allows users to search for specific cards and retrieve detailed information about them, including stats, abilities, and artwork.

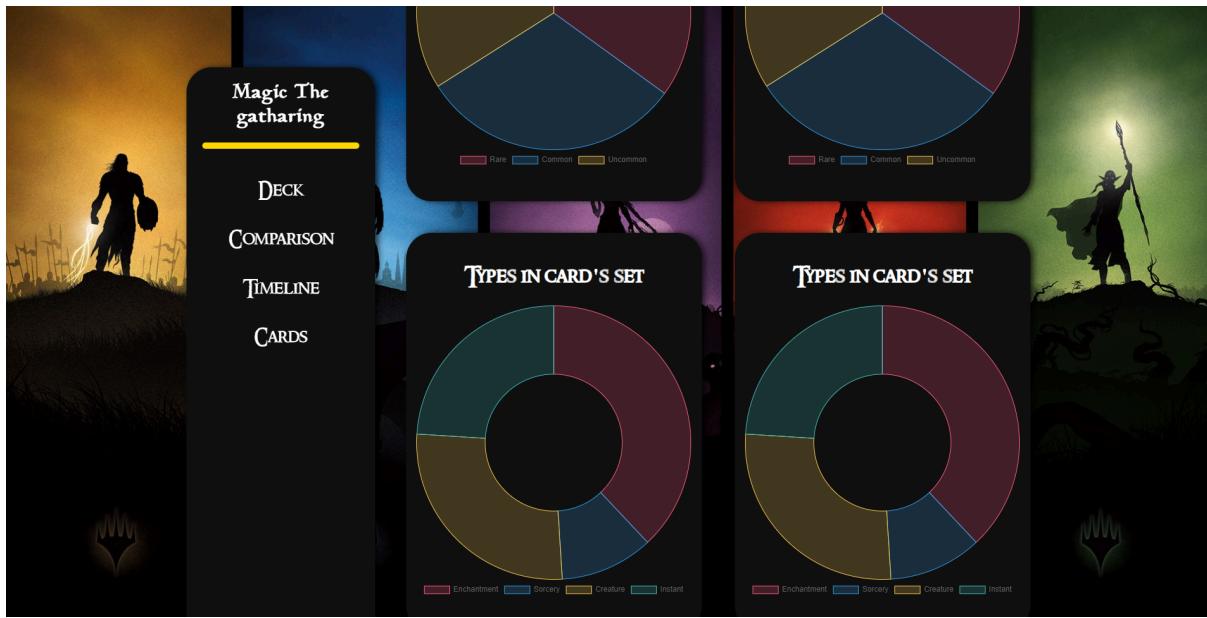
One of the key features of the application is the card comparison tool, which enables users to place two cards side by side to analyze and understand their differences. This is particularly useful for players looking to optimize their decks or explore strategic advantages.

Additionally, the app offers a robust search feature for entire card sets. Users can compare and contrast various sets, gaining insights into the composition and themes of each one. This functionality is designed to assist both collectors and competitive players in their card selection process.

Moreover, the app includes an interactive line graph feature that visually represents the comparisons of cards and card sets. This tool helps users to quickly and effectively identify trends, patterns, and anomalies, enhancing their overall understanding of the game dynamics.

Overall, my project aims to provide a user-friendly platform that caters to the needs of Magic: The Gathering enthusiasts, offering them valuable tools to enhance their gaming experience.





## Term 2 project

In Term 2, despite my efforts to seek guidance through messages and verbal communication, I did not receive any specific instructions on how to improve my website. Taking the initiative, I decided to focus on enhancing the visual appeal of the web application on my own.

I refined the color scheme to create a more cohesive and aesthetically pleasing interface, ensuring that the colours better matched and conveyed the desired atmosphere of the web app. This involved selecting harmonious colors that not only improved the visual experience but also aligned with the thematic elements of Magic: The Gathering.

My goal was to create a more engaging and user-friendly interface that would enhance the overall user experience. By making these visual improvements, I aimed to make the web app not only functional but also visually captivating, thereby increasing its appeal and usability for users.

