Critique

Step 1: Reflection

Create a document answering the following:

- Which existing websites out there most inspired your web site design thus far?
  www.copera.org, www.warbyparker.com, www.mima.org, www.gatheredtable.com
- Which parts of the design are you most proud of?
  Call to Action buttons are nice and the minimalist header in the design with nice inviting graphic.
- What struggles did you encounter in your design process?
  Wireframing is easy but the more you think about the site and how it could be designed the more time I could spend on this step- much more than I as was able to in circuts. Then how to tackle the code that became more difficult, especially learning, near the end, that a few of the things I want to implement since wireframe conception are actually written in dynamic languages.
- Which struggles did you encounter during page development?
  Knowing where and when to put code in the file to help me later organize it... media queries were my worst nightmare and am still working on how manipulate space to have my css buttons to lay on top of one another in display block. Another unexpected issue was working with github and on occasion sublime text user errors.
- What did you learn from making your project responsive?
  It's a lot more complicated and involved the more you end up manipulating every element to do what you want- even if it is to display:none.

Step 2: Reviews

Review a website from group 1 and a website from group 2 of the following list, commenting on each website's layout, typography, navigation, and overall flow.

Group 1 https://medium.com/

The title is already telling me that this site should be for speaking with ghosts, and the transparent text tells me it should be! In chrome the layout is interesting, I think there is too much white space around much of the content. The font needs to be darker in color as it is too hard to read. Its navigation on top seems to be working but I would consider moving he search features towards the left more, or displaying those buttons with a dark fill in color.

Group 2 http://www2.warnerbros.com/spacejam/movie/jam.htm

Out of this world awesome. Well maybe if you're not a designer who likes subdued colors or font that you can read- yellow? It's hyper energy is fun but over the top. I would love to spend time on this site even after critique and explore it so that's working in it's favor!