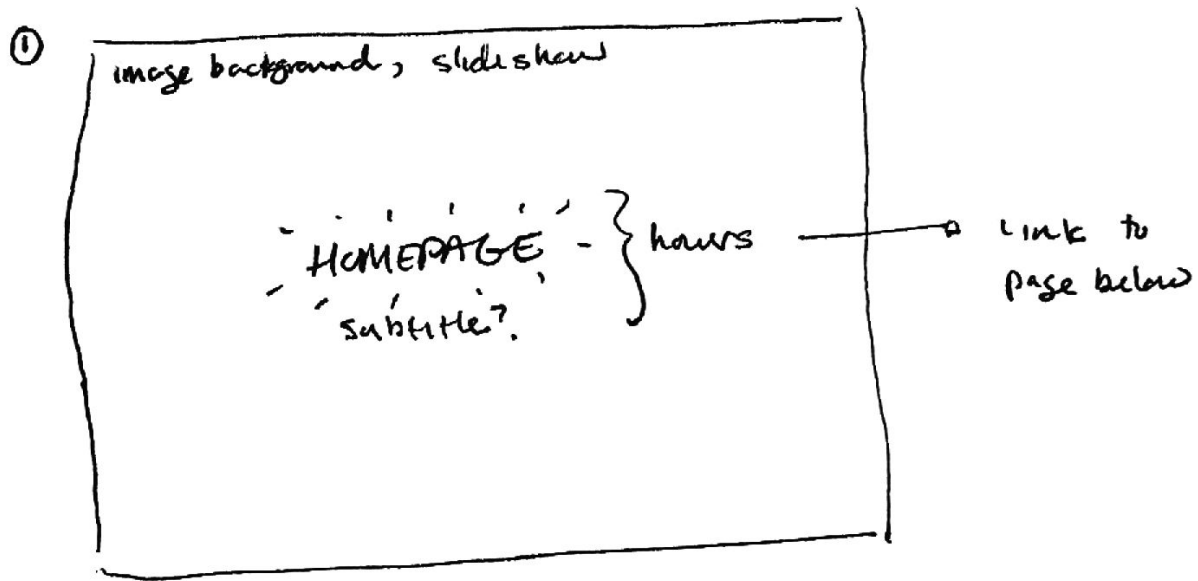

TuckerDane

A Personal Webpage



Introduction

There are many computer scientists and designers that host and maintain their own personal websites. Oftentimes, these websites are used as a means to promote the individual who made it, showcase his work, or provide learning tools to fellow enthusiasts of a particular subject. Websites such as these are also built for the fun of it, the flexibility, and the satisfaction of making something with one's own hands (digitally speaking), given the right tools.

TuckerDane will be one such website. Its purpose is to:

1. Provide information about the Author / Subject of the website.
2. Display a portfolio of work - computer-science related or other.
3. Serve as a repository and index for media within particular categories specific to the Author's interests.

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4. Provide a means of communication between the Author of the website and visitors to the website.
 5. Serve as a medium for creative design, technical skills development, and learning for the website's Author.

Ground Rules

The following is a set of principles that will guide the creation of this website. These principles or rules of thumb will provide a clear direction to the design and technical decisions made in its development.

Simplicity

1. **Elegant:** Simple solutions will be prioritized over the complex - visual or otherwise.
2. **Symbols > Words:** If an image gets the point across, use it instead of a description.

Professionalism

1. **Shiny:** Each feature, line of text, image, button, etc will be of the highest quality.
2. **Responsive:** All features will provide responsive feedback to user input.

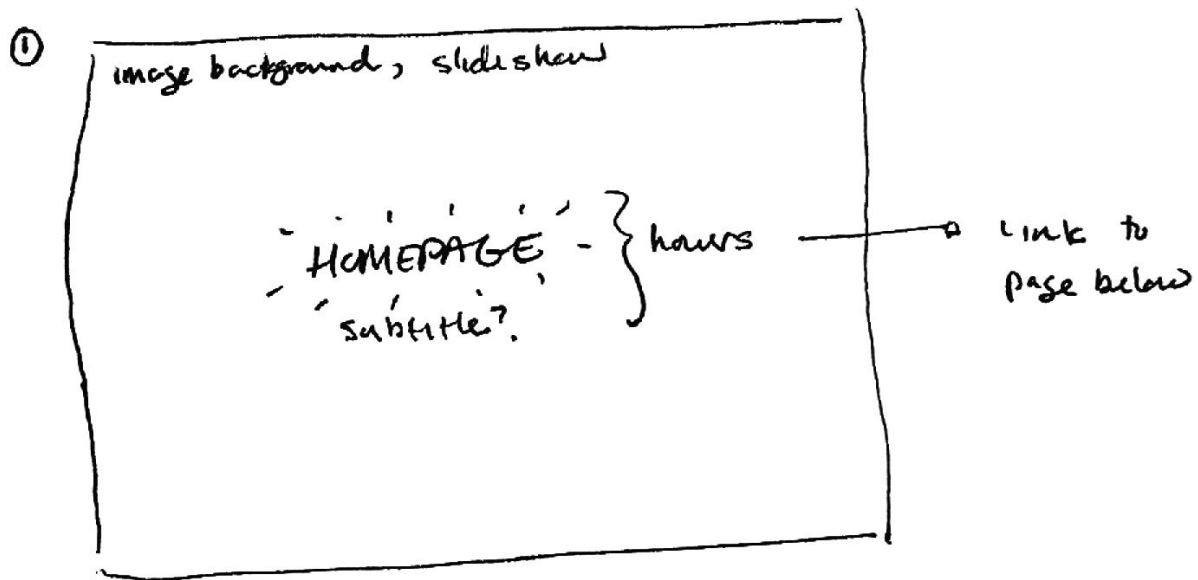
Physicality

1. **2.5D:** This website will operate under a 2.5 dimensional paradigm.
2. **Cards:** This website will use *Cards* as a means of communicating with the user
3. **Tiles:** This website will use *Tiles* as a mean of communicating with the user.

Design

The following is a basic prototype of the intended design for this website.

Landing Page



1. The landing page is the first page the user is intended to encounter
2. The landing page will be a set of images, set to a slideshow, that take up the entirety of the user's screen.
3. Displayed over the images, high-contrast black or white text, with drop shadow, will display the website name and potentially a subtitle linking to the website's homepage.
4. Upon hovering over the homepage link, the text will provide a subtle visual response.

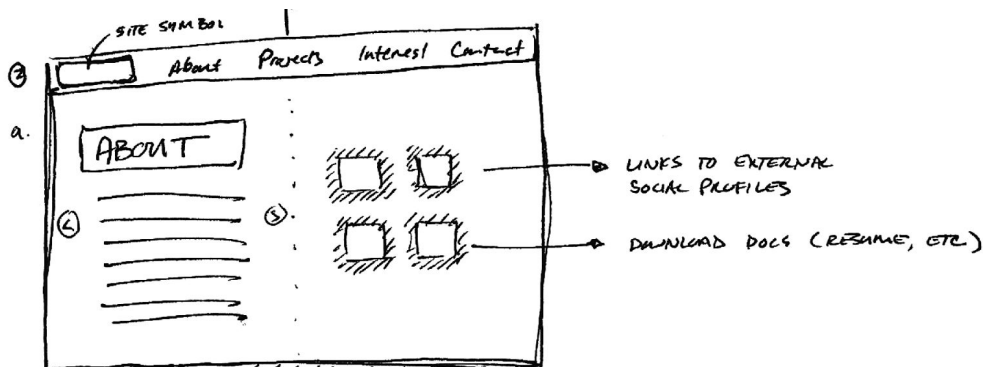
Home Page

The home page will be a long scrolling page that contains a number of Categories related to the author along the length of the page.

1. The home page will have a static header that is maintained at the top of the user's screen when scrolling down the page. The header will allow the user to skip up/down the page to different categories listed.
2. Categories displayed on the homepage will be:
 - a. About
 - b. Projects
 - c. Interests
 - d. Contact

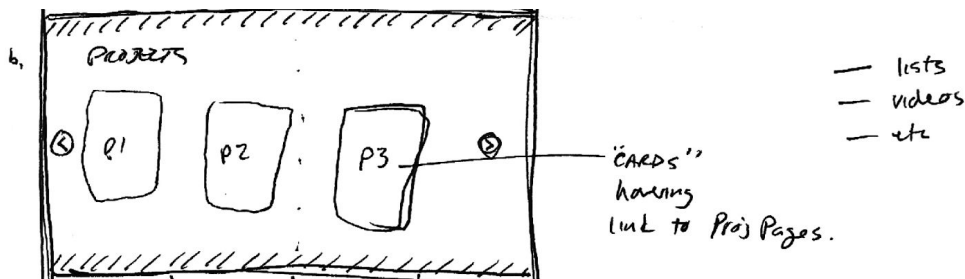
About

The About category will display an image of the author, a description, external links to social media, and a link to a downloadable Resume/CV.



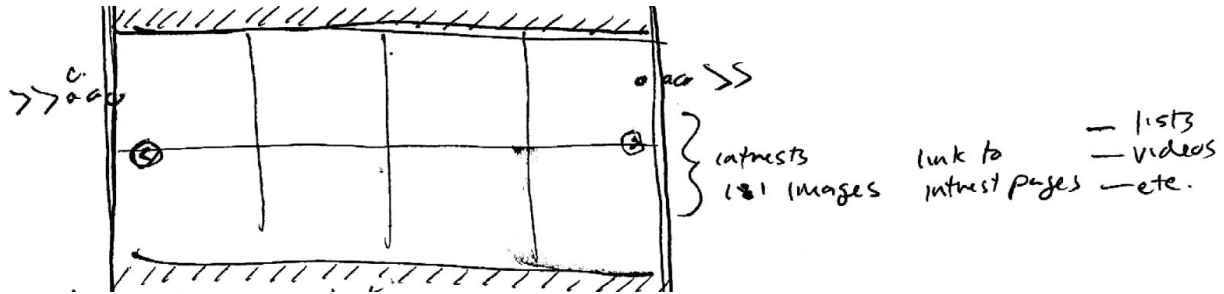
Projects

The Projects Category will contain a set of *cards* that the user can swipe through. Each card will display an image (if relevant) and text detailing a brief description of the project. The user can then follow a link provided on a given card to learn more about a particular project.



Interests

The Interests Category will be displayed as a set of square *Tile* images. On hovering over, the images will subtly respond (for example, by becoming more or less saturated). Image tiles will link to new pages containing a collection of material related to that particular interest.



Contact

The Contact Category will provide the user a means of communication with the author of the website.

