

# Design Report

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**Course:** CS-3017 — Intro to Web Design

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## 1. Project Goals

My goal with this project was to build a clean and simple portfolio that actually feels like "me." Since this is my first real web design course, I wanted to keep things understandable and focus on writing code I can fully explain. I didn't try to do anything too fancy, but I did want the site to look modern and organized. The main goals were to show who I am, share my projects (SlugFest and my LockerRoom idea), talk about my experience, and include a working contact form. Overall, I wanted something that looks professional but still matches the level of an intro course.

## 2. Target Audience

My audience is mostly my professor and classmates, but I also kept in mind that I might eventually show this site to coaches, internship supervisors, or people I work with. I wanted everything to be readable, not overwhelming, and very easy to navigate. Since a lot of people looking at this might not be technical, I kept the structure straightforward and avoided anything confusing.

## 3. Information Architecture

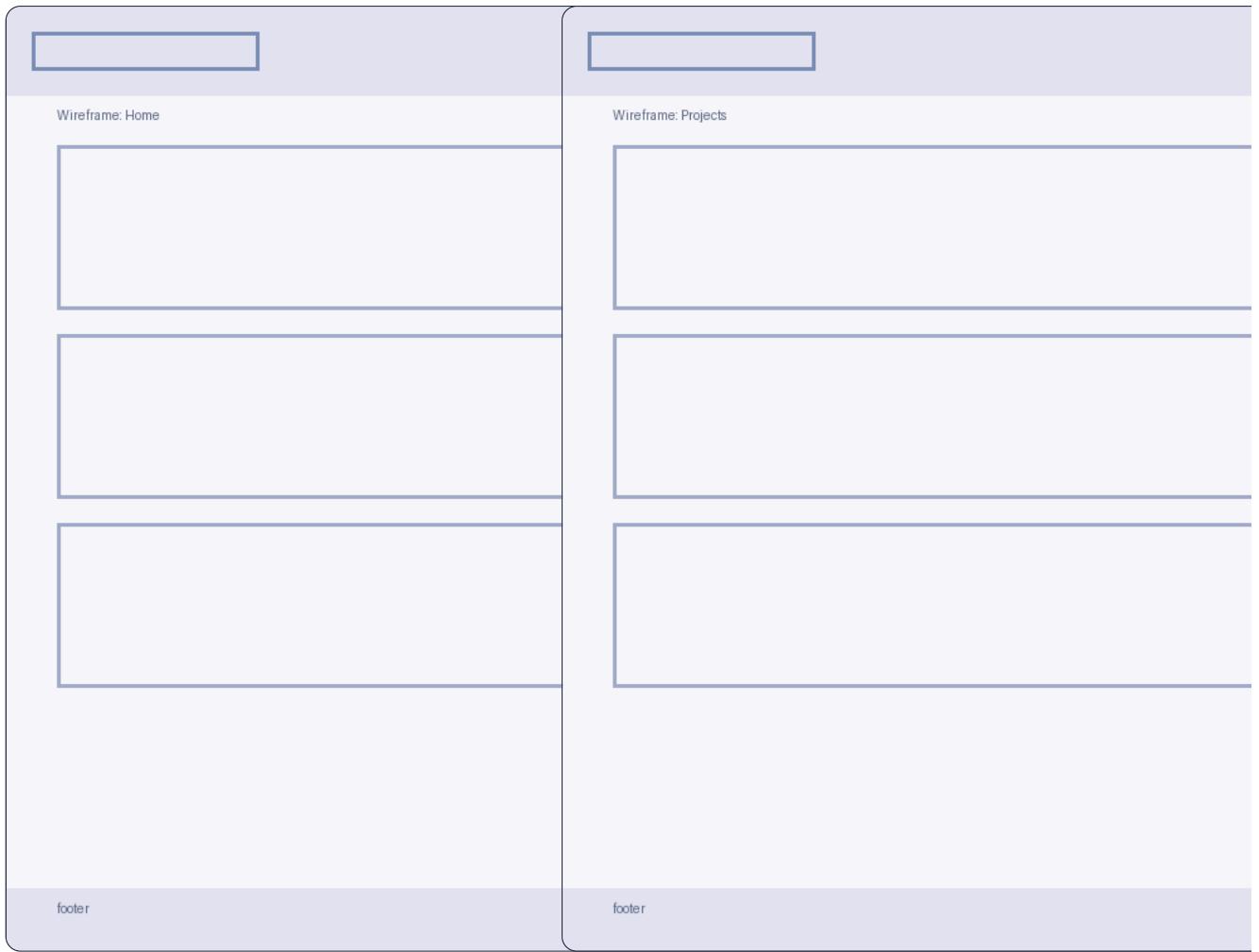
I broke the website into six pages: Home, About, Projects, Skills, Experience, and Contact. I tried to make each page do one job instead of trying to cram everything into one place. The navigation stays at the top of every page so the user always knows where they are. This organization made the site feel a lot cleaner and helped me think through how to structure things before I even started coding.

## 4. Visual Design

I chose a dark theme with a blue accent because that combination feels modern and easy on the eyes. It also helps the project screenshots stand out more. I stuck to the system font stack so the text looks clean on both Mac and Windows without loading extra fonts. I used cards for projects and experience because it gives everything a consistent layout and makes the sections easier to scan. Keeping the design simple helped me stay within the scope of the class while still making something I'm proud of.

## 5. Wireframes

Before coding, I made two simple wireframes: one for the Home page and one for the Projects page. These were just rough sketches, but they helped me figure out spacing, where images should go, and how much text I needed. Even basic wireframes made building the actual pages a lot easier because I wasn't guessing as I went.



## 6. Accessibility Choices

- Used semantic tags like header, nav, main, section, and footer.
- Made sure all text has strong contrast with the dark background.
- Included alt text for the headshot and all project screenshots.
- Added labels for every input in the contact form so screen readers can identify them.

## 7. Challenges & Solutions

### Challenge 1 — Understanding how to organize the whole site:

At first, I wasn't sure how to break up the content into multiple pages. I fixed this by keeping the navigation identical on every page and making each page about one specific category of information. Once I did that, everything made a lot more sense.

### Challenge 2 — Getting the site to look good on mobile:

My first layout looked fine on my laptop but didn't work well on my phone. Text wrapped strangely and images were huge. I solved this by using a simple grid and adding a media query so the project cards turn into two columns only on wider screens.

### Challenge 3 — Not overdoing the design:

At first, I included too many mockups and images on the live site, especially on the About page. It made everything feel crowded. I simplified the pages and kept the wireframes only in this report. This made the site look way cleaner and more professional.

### Challenge 4 — Keeping the CSS organized:

My CSS file got messy fast because I kept adding rules everywhere. I reorganized it into sections (colors, layout, components, media queries), which made editing much easier and helped me understand how real websites are structured.

## 8. Responsiveness

The website adapts from mobile to desktop using flexible containers and a simple grid. Images scale automatically, and nothing relies on fixed widths that would break on smaller screens. The layout stays readable on phones, tablets, and laptops, which was one of my main goals.

## 9. Conclusion

This project helped me get comfortable with the basics of HTML and CSS. I learned how much planning goes into even simple websites, and I feel more confident building pages from scratch now. If I continue improving this site, I'd like to build more detailed project pages and maybe try adding some interactivity once I learn JavaScript.