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Assignment 7: Implementing a Web Portfolio/Tool Project

PART I:
1. *What is the purpose of your website?*
   The purpose of my website is to show off the work and projects I have worked on in my time at college. I want it to accurately convey my skills and results to future employers.
2. *What information do you convey with your website?*
   On my website, I have put the projects I have worked on, including my HCI research on campus, a project I did with friends to develop skills, and projects from previous courses. I talk about the tools I used, show pictures of the process and final results, and discuss what I learned and the problems I ran into.
3. *How is it interesting and engaging?*
   I use a lot of pictures and videos to really show the work off. I used parallax in my first page so it's exciting to see all the parts move when scrolling. I also use a bit of toggling on the about page to to add exciting content. I also use Bootstrap to make sure that the hierarchy on the page makes sense and doesn't get too convoluted.
4. *Who is the target audience?*
   My target audience is recruiters or design leads at firms that I am looking to get hired at, as well as people looking to learn more about what I do and how I do my projects. I hope to not only get hired, but also teach people a little about my process and my own working style.

PART II:
- Click on any page in navbar: Clicking "Amy Lin" or "work" navigates to the homepage. "resume" was not implemented. Clicking on "about" navigates to the about page.
- Hover on links in any page: Text turns gray to signify link.
- Scroll on homepage: The photos and text should move in parallax.
- Click on homepage for first two projects: Should take to project 1 and project 2, respectively. Project 3 and 4 are not written up.
- Click on video in project 1 (bento browser): Plays the video.
- Click on arrows of photo carousel in project 2: Changes the active photo in the carousel.
- Click on "see less" / "see more" on about page: Personal photos underneath disappear or reappear.

PART III:
1. parallax.js
   a. I wanted to use parallax to draw people in and let them have fun with my website. It's a much more exciting scroll than traditional scrolling.

b. I used the documentation online and followed the steps to make it work on my site with my materials to create a parallax scroll on my homepage.
c. It is a fun and different way to display projects compared to other, current portfolios, and lets me use my big bright photos! It also adds some movement to an otherwise pretty static website.
2. Bootstrap
a. I chose to use Bootstrap because I had heard a lot of people say it's good for gridding and responsive web design. I had also never used it before and thought it would be a good skill to pick up.
b. I followed the documentation online to implement the grid system. I also used a w3schools tutorial to learn how to implement the photo carousel.
c. Bootstrap worked very well for keeping things aligned and definitely cut down on the amount of CSS that would have been necessary. It gave everything a much cleaner feeling than I could have coded from scratch. The photo carousel also feels very polished, and displays the information in an easy way for visitors to access.
3. jQuery
a. I chose jQuery because it provided a lot of options, and was something that we went over in class, and would therefore be easier to implement. I looked at a few other options, but had trouble making them work, and found jQuery to work the best.
b. I followed the lab and tweaked the code to work as a toggle on my about page. This way, I could display more pictures, but people who didn't want to get distracted could turn it off very easily.
c. I think it adds options and gives users control, which is a design heuristic. Because people can choose to do what they want, it gives them more power, which will appeal to them, and can also make the site more personalized to their own preferences.

PART IV:
I stayed mostly true to my mockups, only adding more animations that I hadn't fully fleshed out yet in my static pages. I also added more photos because I found them much more engaging than text-heavier pages. Also, I only wrote up two project pages because Franceska mentioned that I should focus more on animations and not spend as much time just writing up so many projects. I also think that I get the point across with only two projects; the others would have been variations of the same basic structure.

PART V:
The most difficult part was understanding documentations online. Some were definitely better written than others, and trying to make someone else's code or structure fit to my code was definitely difficult. It's also always hard to keep track of what needs to be done when working within so many pages and contexts. I had fun with this project though, and learned some cool new things!