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PUI HW 8

**Part 1**

Anddhong.github.io is a portfolio website that tells viewers a little bit about myself and showcases some skills and work I have done in certain technologies. The purpose of the site is to convey some of my interests as well as my passion for JavaScript. I do the latter by creating some simple arcade games in the section of my site called retro.JS. This allows visitors to interact with my site through playing the games I made, and (hopefully) be impressed by my aptitude in JavaScript. I also describe what I am currently doing, career/education wise, and provide links to past projects I’ve worked on. The target audience is anyone I am excited to share my site with, which will mainly be recruiters, but also friends.

**Part 2**

* The navbar allows visitors to jump to any section of my website and does so through a clean scroll animation. Simply click on one of the sections on the navbar (or the hamburger menu first if the screen is small)
* In the *Information* Section of my site, the icons I use to show what I’m currently doing are also links to a related site. For example, clicking on the blue dragon logo will take you to the page of the class I am currently a TA for.
* The *Project* Section of my site also contains links to the projects I have done in the past. Hovering over the description will show an image of the project, and clicking on it will redirect you to the project itself.
* The first game window in my *Retro.JS* section is im-pong-sibble, a game of pong for which you cannot win. Simply click on the game window to play. The game will get harder until you inevitably lose!
* The second game window in *Retro.JS* is PacSnake, (basically snake, but don’t touch the ghost or you die). To play, simply click on the game window and press any arrow key to start moving.
* The *Get in touch* Section has links to my email and linkedin.

**Part 3**

1. jQuery and Bootstrap
2. Bootstrap was used to make designing the site much easier and look professional. jQuery was used to make programming the games in JavaScript much easier.
3. Bootstrap was used for the navbar and its scrolling animation. All the fonts and some of layouts and containers were taken from Bootstrap. jQuery was used to make select and manipulate DOM elements within the game.
4. Bootstrap added a modern feel to the site and allowed it to be mobile responsive. jQuery didn’t add anything visually, but made coding much simpler.

**Part 4**

The layout of the site remained very similar to the hw7 mockup, but this time the scrolling animation was implemented. However, rather than going with a music section, I decided to go with the *retro.JS* section, in which I programmed a few games using HTML, CSS, and JavaScript. The *Information* Section also included icons now make it more eye popping.

**Part 5**

Creating the games was a challenge, especially learning about Window methods such as setInterval() and finding how to use mouse and keyboard actions. Object Oriented JavaScript was also tricky to grasp at first, especially since the keyword *this* was a little different than python’s *self* keyword.