

Three most significant features:

1. **Pseudo-selector:** The mouse hovers over various items that can be interacted with (ex. Each dog, javascript interactive button, the 'return to menu' button). This is to indicate to the user about which elements can be played around with.
 2. **CSS animations:** text and some images arrive from transparent to opaque when the screen first loads, which will psychologically produce a smoother UX. Clicking each dog under the descriptive text will also have a basic, unique animation, which gives the website a more playful atmosphere as well as giving the user something else to observe other than the text.
 3. **JavaScript interactive button:** There is a unique button in the sporting dog (golden retriever) page. Pressing it will toggle an image of my own dog from hidden to clear. This adds a slight bit more variation to the relatively homogenous layout to the website. As a result, the website is slightly more dynamic. I also wanted to rep my dog.
- I have more features laying around, but these are the most prominent features of my website.