Part 1:
The purpose of my website is to show the past works that I have done to any clients or recruiters who may be interested to see what I have done and what skills I have. I also want to show that I have the capabilities to code a website with HTML, CSS, and Javascript. The information conveyed is that I have skills in 3 different categories Art, UX/UI, and CS, and any audience is welcome to browse past projects to view the range of skills. They are also purposefully arranged in this order as a way to show hierarchy. There will also be a section where they can see other works that I have worked on previously as experiments and more. There are subtle and nice animations throughout the website that keep it interesting and engaging. The target audience would be anyone who is interested in learning more about who I am as an artist, designer, or programmer.

Part 2:
- When users are first introduced to the landing page, they will see the text animation and also a hover animation for the sections
- Users can hover and browse through each section to see the various project titles
- If they want to see a specific project, they can click on the section, and then click on the specific project title which will lead them to the project details page
- They can also just click "projects" in the navigation bar to view the full list of projects that they can scroll through
- Users can also explore the play and resume tab which leads them to another page
- If they want to go back to the landing page, they can click on the name on the left which also has a hover feature.

Part 3:
I used a tool called Typed and a simple scroll animation on CSS. I used these tools because I thought they added a nice look to the website while also making it engaging. I also wanted to use a text animation tool that would be able to scroll through different nouns of who I am rather than listing them out. I used one tool for the landing page so that it would be able to capture the users' attention. Then I used the scroll animation on the projects page so that it is easier for the users to scroll through the list of projects while also having a satisfying scroll making the experience nicer. These tools added more interactivity and engaging moments throughout the website while also making it easier for the users to navigate through. It also added a better way to convey certain information more clearly like the text animation going through the different nouns.
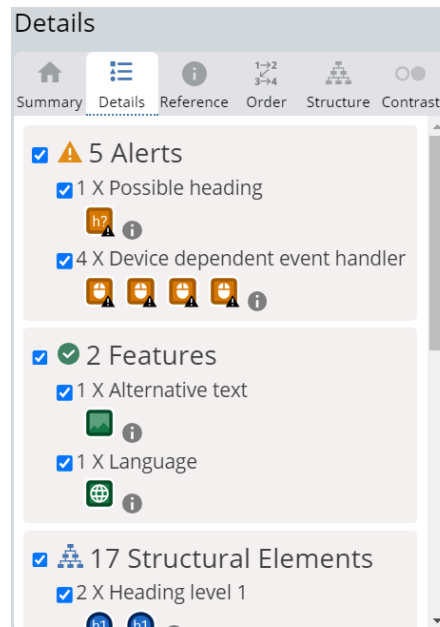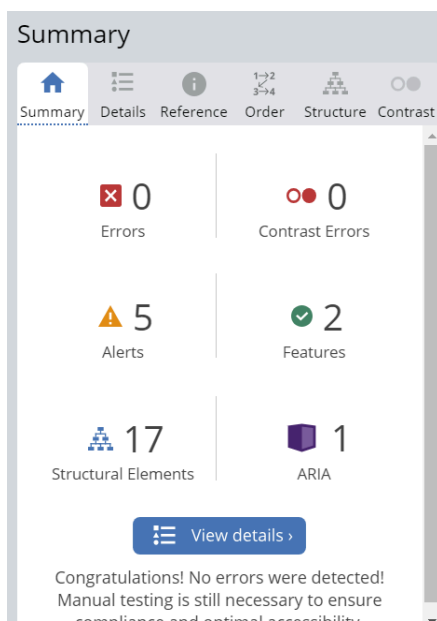
Part 4:
Initially, I created a very rough draft of the basic functionalities of my website on Figma. I looked at other inspirations to gain ideas, but overall I started off with a very basic version of a website. Then I decided to add more animations and maybe different layouts like having the project pages be a series of pop-up pages that would slide in and out of the landing page. Eventually, I had to size down due to time constraints and the ability to achieve such details. I went back to Figma and drafted a little more simpler version of the website to get a better idea of what I should tackle. I was able to change and keep some things like continuing to have the text

animation be a part of the website and having the list of projects on one page that the users can just scroll through. Some of the layout did change on the website, but the main functions and layouts were kept the same.

Part 5:
Some challenges that I faced for this project was trying to incorporate the tools and certain animations of the websites. I also faced a lot of challenges in trying to make it responsive to any size. Creating templates was also difficult due to the layout I decided on.

Accessibility:

Responsive:
Screen size: 600 width