

HW 8

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Final Project - Reflection

Start Here: https://cydneyjv.github.io/assignment_8/signin.html

End Here: https://cydneyjv.github.io/assignment_8/home.html

Part 1: Describe your website (What is the purpose of your website? What information do you convey with your website? How is it interesting and engaging? Who is the target audience?)

This is my first coded portfolio! It is intended for employers looking for coding skills as well as creativity in design. The homage to old Microsoft computers is meant to show off my personality (traditional with a fun twist) and how I grew up in the 90's browsing the Internet on my mom's desktop. It also contains my favorite projects related to design, coding, research, advertising, and video. In showing off a variety of work, I am trying to exhibit the wide range of skills and interests that I have. If you read my fun facts page, there's also several random and different facts in an attempt to express who I am holistically. The site is interesting due to the pixelated feel and the unique layout for a portfolio. It's also engaging due to the amount of clicks and actions that can be performed all on the same site. In fact, the entire portfolio is technically two sites since there is an optional sign-in page to go through. I believe this adds to the "feel" of the old desktop interface as well as the overall experience.

Part 2: Use a bulleted list to describe how a user would interact with your website.

- i. The interaction type you implemented
 - ii. How to reproduce it (i.e. click on X on page Y, or scroll on page X, etc.)
- Sign in (enter any username and/or password, or enter nothing since all you need to do is click "submit" which will then take you to the home page)
 - Click on the checkbox to "remember you" if you feel like it (also does nothing)
 - Change the sprite's direction and text (click on the sprite)
 - Make a popup window appear (click on any folder icon)
 - See a project [usually pdf, some videos] (click on any item in the folder)
 - Scroll through the pdf (use the mouse to scroll down, I also recommend clicking the full screen button to resize the pdf)
 - Go back (click the back "<" button on the top left of the popup)
 - Exit the popup window (click the "X" button on the top right or click outside of the popup window)
 - See the 3 about me labels (click on the about me button on the bottom left of the screen)
 - Open another popup window (click on any of the 3 labels: resume, contact me, fun facts)
 - Scroll through my resume (click on the resume button and scroll through the pdf viewer that pops up)

- Read contact or fun fact information (click on the “contact me” or “fun facts” button to show the popup window)
 - Change pages to my Linkedin (click on the “Find Me: On Linkedin” line from the contact page)
 - Change pages to email me (click on the “Email Me: cjvicentinacmu@gmail.com” line from the contact page)
 - Change pages to my instagram (click on the “Follow Me: @cydneyjv on Instagram” line from the contact page)
- Exit the popup window or about me tabs (click outside of the tabs or popup window, there’s an invisible div with an on click listener)

Part 3: Describe what external tool you used. (Name of tool, Why you chose to use it? How you used it? What it adds to your website?)

- jQuery
 - I chose to use jQuery since it removes the error of trying to set the html of a null div since jQuery waits for the html to load in order to run. I also used it since the callbacks are shorter (“\$(#id) vs. document.getElementById(id)).
 - I used it as my entire javascript file. It uses on click listeners to perform actions (like toggling between two versions of my sprite) or change html and allows for nesting scripts and on click listeners on pages added using jQuery. In other words, I used jQuery to add and remove lines of HTML, to change the z-index of elements and divs, and to toggle between classes and text for my sprite.
 - It adds almost the entire interactivity by allowing the user to click elements or divs in order to perform desired actions. This makes the website interesting and engaging rather than static and boring.
- Animations
 - I also added small animations to the sign in page (background of the user icon fades back and forth between 2 images) and the home page (sprite waves at the user from the front and from the left).
 - The sprite also has more actions if I wanted to add more animations later on.
 - To me, this adds a level of whimsy and visual interest by having something to look at if you don’t want to click anything yet.

Part 4: Describe how you iterated on your HW7 mockups, if at all, including any changes you made to your original design while you were implementing your website.

One major way that I iterated from my HW7 mockup was by changing the folder icons. I actually made the pixel art myself on a website and imported those images as the folder icons (since the yellow folders were too simple for me). I also challenged myself by adding a sprite and a sign in page (both not on the original design). The popup windows and the interactivity are also more complex and designed than my initial prototype.

Part 5: What challenges did you experience in implementing your website?

The main challenge was debugging the interactivity and the responsiveness of the site to make sure that nothing was broken (especially the pdf viewers - they work on my end but can sometimes be finicky so please let me know if they don't load on your computers!). It also took me awhile to understand the new tools (jQuery, animations, using sprite sheets, and breakpoints). I also want to shoutout [Phipson Lee](#) who was immensely helpful in teaching me about these new tools and helping me set up my website and debug my code.