**Final Project Report**

**Title:** Ureview

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**Class:** WDD-130-03

**Date:**  December 13, 2022

[Document (derek-ludlow.github.io)](https://derek-ludlow.github.io/WDD-130/)

(Still updating)

**Introduce the subject of your website:**

The subject is basically a social media-meets blogspace. The idea is that people can write about just about anything they want (similar to a blog) but its intended to be directed more towards reviewing things that they do/experience/come across. So, lets say you just had the best coconut shrimp of your life at this new restaurant and you want to tell people about it but don’t want to post it to Instagram because you don’t want to be basic. So instead, you can write all about it on Ureview. Then (this is where the social media aspect of it comes in) that review will be on your profile for anyone you want to see. You can then follow other people’s profiles to see what kinds of things they have tried or done lately that may interest you. After all, what do you most want to do when you experience something you really like or even love? Share it!

There won’t be public displays of things like followers or likes so that it doesn’t inherit too many of the bad parts of social media sites, but still allow you to both connect and keep up with the people in your life in a new and exciting way.

**Intended Audience:** Maybe this is bad, but the intended audience is really pretty broad. Anyone who has an opinion that they believe is worth sharing (so pretty much everyone). The goal would be to attract people of all ages and span across a couple different generational demographics eventually.

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**What you hope to accomplish with this website:** If I am being completely honest, this site would definitely not exist without it being a requirement to make for this class. That being said, I don’t think Ureview is a bad idea. I think with the right development it could be fairly popular and something that resonates with a large population of different people, or at least a niche group. I don’t feel I currently possess all the technical or know-how skills in order to make this something that is super popular and/or effective right now. That’s not to say that as I keep gaining more knowledge and skill I wont revisit this idea and see if it could become something. I also realize the chances of that are slim to none, but I wont rule out the possibility of it being something I will or wont revisit in the future as I continue to learn more skills and gain more experience.

**Description of any major design changes:** I ended up simplifying things more in both the content and layout areas of my website than I originally thought would be the case when creating my wireframes. Simple is not always worse I think, but a lot of the reasons why was just getting the pages to do what I wanted them to do using CSS was not always as straightforward as I initially expected it to be. At this point of my experience level, writing code for websites is basically just a crazy process of trial and error. And error. And error. And trial. And error.

**Describe what you learned from completing this project and contemplate how these skills may help you in the future:**

Honestly, I have not always applied it perfectly throughout the semester, but perseverance is a big one that comes to mind. As I stated above, at this point me writing code for websites is basically just trying 20 different things to get 1 thing to work the I want it to. Its frustrating and not always the easiest to stick with. I have definitely seen my skills and knowledge improve a lot throughout the semester, but its basically just a slightly more advanced version of trial and error than it was at the beginning of the semester. I kind of think that’s just how programming/coding goes though, it takes time and failure and experience in order to become proficient at something. I am excited to bring some of that perseverance forward with me as I continue my education.

Another one that comes to mind is this cool blend of thinking analytically while also being creative. Typically, those things are at odds with one another. The fact that programming/coding combines both of these things in such a cool way seems to me to be pretty unique, and is probably the largest reason why I am starting to really like or even love it.