**SUPPORTING DOCUMENTATION**

The process began as just an idea. We selected a topic that we wanted, and the decided on how to visually present our idea. The next step was producing wireframes and sitemaps, just to get a rough idea of what we wanted. This helped us determine what features and functionality we wanted to include on the site. We looked into what designs are popular, as well as what to avoid. For example, “hamburger” menus are looked down upon in UI/UX, so we avoided the use of those. After the wireframes and style guide were made, the visual mock-ups were relatively easy. This process involved referring to the wireframes, and replicating them in Photoshop to create a very realistic ‘draft’ of the site.

The next step of the production was coding. We began with HTML for filling our pages with content. During this phase, we compiled images to use for our galleries, and we made a banner in Photoshop. After much of the HTML was made, we started styling it in CSS. This was a fairly challenging phase, as we were still (mostly) in the process of learning CSS. We found that there were many helpful resources available online, which could be used as references for our code.

We have learned that developing a Style Guide is one of the most difficult parts of creating the design of a website. This is likely because before you have any structure, it is hard to determine what colour scheme and font types you wish to use. After the style guide is established, the wireframes, sitemaps, and visual mock-ups are fairly straight forward, so long as you adhere to your style guide. Another thing we learned regarding wireframes and mock-ups is that it’s okay if the final product isn’t a 100% replication of it, as ideas can come up and your preferences may change. This happened a lot with our group.

If there’s one thing I would do differently next time, it would be to use a Github repository that enables both team members to edit simultaneously, for a more seamless and easy way of working together on the same files.

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