SZUN KIDD CHOI, sc4020
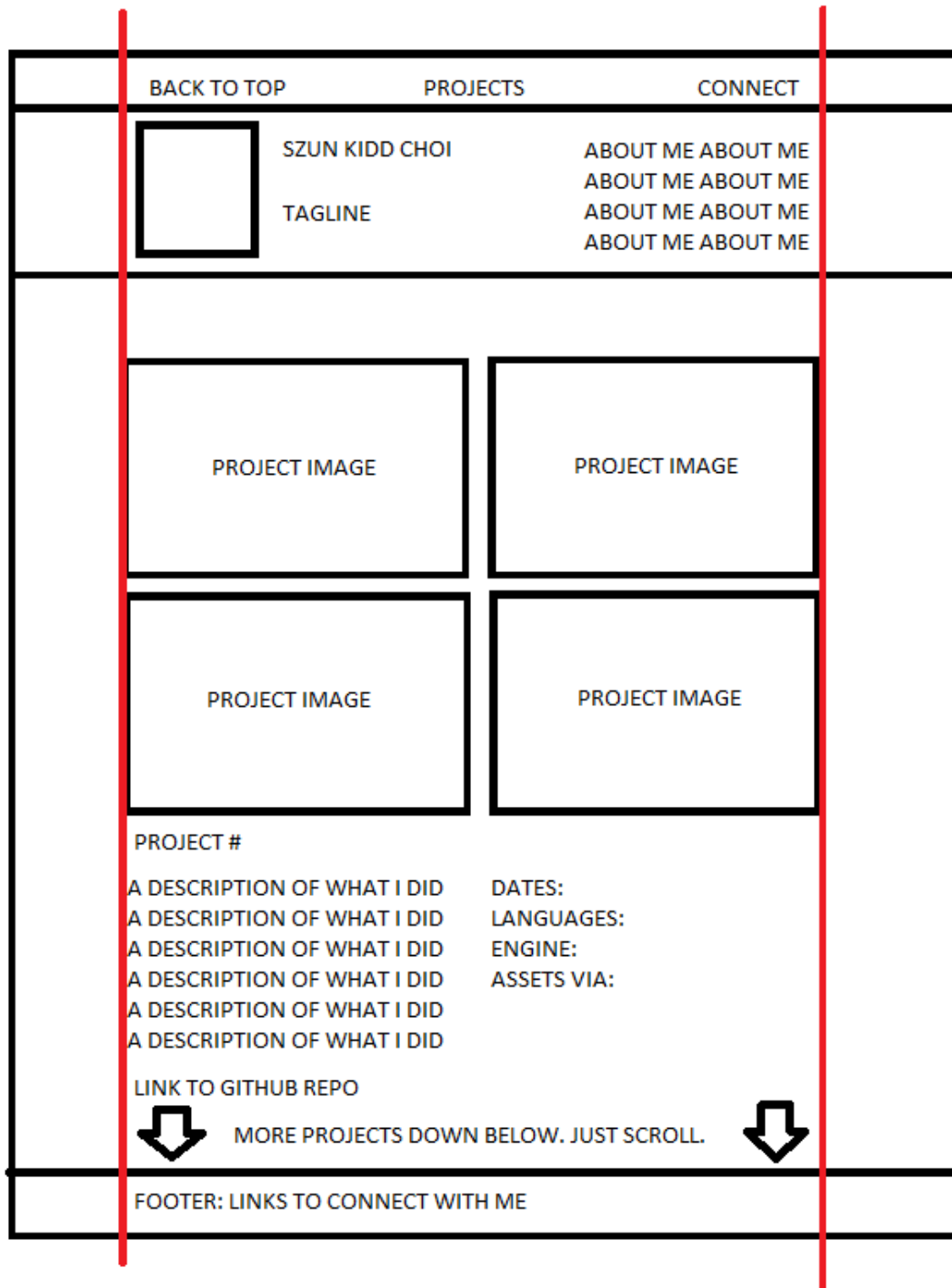IGME 235 – PROJECT 1 PORTFOLIO DOCUMENTATION

1.0.0   SKETCHES

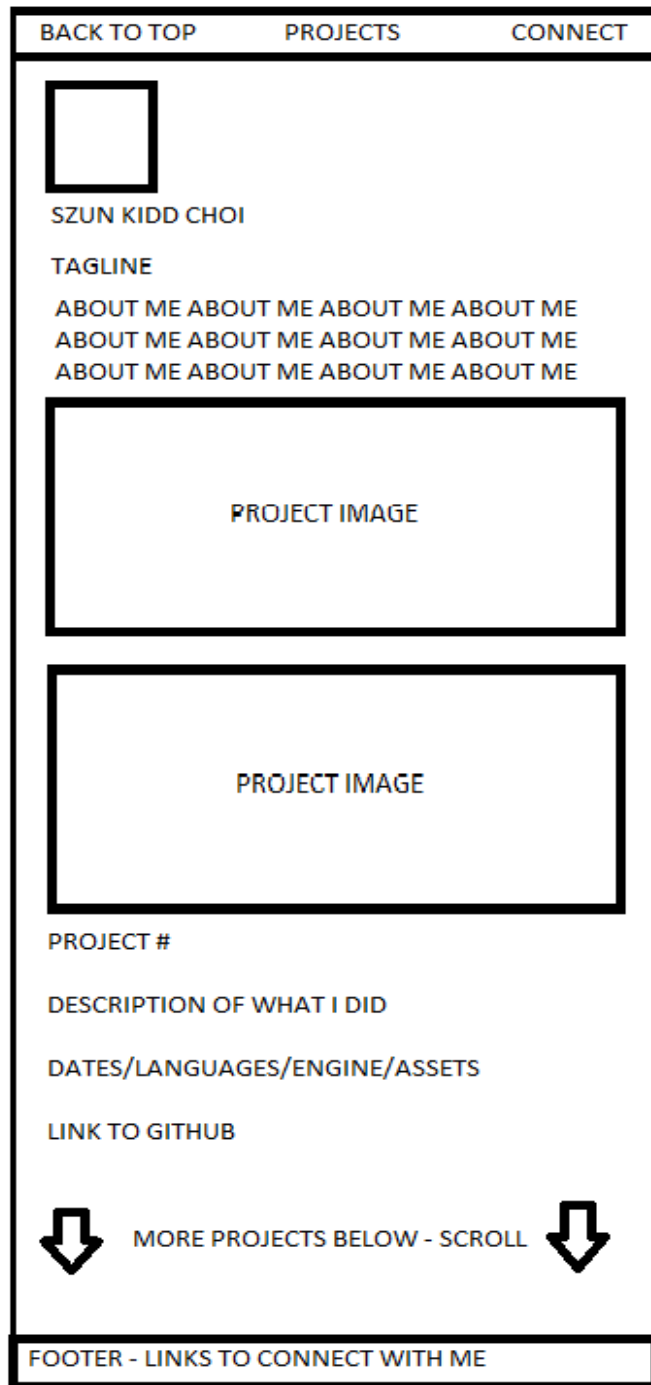## 1.1.0   DESKTOP LAYOUT

The coloured lines depict the limits of what the website expands to. I set this at 1200px.

There are three main identifiable "sections" of my website: bio, projects, and footer links. There is also a navigation bar fixed to the top of the screen.

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1.2.0   MOBILE LAYOUT

```
┌─────────────────────────────────────┐
│ BACK TO TOP    PROJECTS    CONNECT   │
├─────────────────────────────────────┤
│ ┌──────┐                             │
│ │      │                             │
│ │      │                             │
│ └──────┘                             │
│ SZUN KIDD CHOI                       │
│                                      │
│ TAGLINE                              │
│ ABOUT ME ABOUT ME ABOUT ME ABOUT ME  │
│ ABOUT ME ABOUT ME ABOUT ME ABOUT ME  │
│ ABOUT ME ABOUT ME ABOUT ME ABOUT ME  │
│ ┌─────────────────────────────────┐  │
│ │                                 │  │
│ │                                 │  │
│ │          PROJECT IMAGE          │  │
│ │                                 │  │
│ │                                 │  │
│ └─────────────────────────────────┘  │
│ ┌─────────────────────────────────┐  │
│ │                                 │  │
│ │                                 │  │
│ │          PROJECT IMAGE          │  │
│ │                                 │  │
│ │                                 │  │
│ └─────────────────────────────────┘  │
│ PROJECT #                            │
│                                      │
│ DESCRIPTION OF WHAT I DID            │
│                                      │
│ DATES/LANGUAGES/ENGINE/ASSETS        │
│                                      │
│ LINK TO GITHUB                       │
│                                      │
│  ⬇   MORE PROJECTS BELOW - SCROLL ⬇  │
│                                      │
├─────────────────────────────────────┤
│ FOOTER - LINKS TO CONNECT WITH ME    │
└─────────────────────────────────────┘
```

The mobile-friendly layout is fairly similar to its desktop counterpart.

The bio section does not have enough space to be side-by-side, and so is organised fully vertically. Project images are also stacked vertically, as is the project summary below them.

This lends itself to a more scroll-friendly format, suitable for phones.

(Yes, I made my sketches in MS Paint. I cannot draw.)

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2.0.0   DESIGN PROCESS

I decided on a simple, plain layout. This was partially because I tend to prefer clean designs, but also was due to the fact that I do not possess a great deal of creativity in this regard. I also wanted whatever I choose to upload here in the future to take centre stage. A plain design accomplishes this because it is less likely to be a source of distraction. The single-page scrolling design also achieves this.

Eventually, as I work on games more, I would like to populate this page with these projects.

2.1.0   LAYOUT

2.1.1   GENERAL LAYOUT

I used a combination of CSS Grid and Flexbox to achieve the overall appearance.

2.1.2   NAVIGATION

Initially, the plan was to space out the navigation text to fill its container. However, I eventually settled on centring the layout and sacrificing alignment, because on desktop, the overly spaced out content looked disconnected (perhaps because of poor proximity). I used flexbox for this.

I made the BACK TO TOP button show up as my name in bold, as I do not have an avatar. The PROJECTS and CONNECT buttons are now dropdowns. I decided to go with dropdowns because it was easier to link to different projects and websites using them, whilst keeping the overall navbar clean and tidy. I got the idea for a dropdown from w3schools.com.

The navbar shrinks to accommodate mobile screens.

2.1.3   BIO

The bio was constructed using a CSS Grid of three columns. My image, name, and tagline span the first two columns, with the last being reserved for the "About Me" section. I used h1 for my name, h2 for the tagline, and h3 for the About Me.

On mobile screens, the bio stacks itself vertically. The font also resizes accordingly.

2.1.4   PROJECTS (OVERALL)

The overall design of the Projects section was constructed using a CSS grid of four rows: gallery, project title, project description, and GitHub link. I split it up this way because I wanted control over the amount of space each row would get via media queries. This was also because I wanted to subdivide the gallery and description using further Grids. The gallery and description sub-grids will be covered next.

2.1.4   PROJECTS (GALLERY)

The projects gallery was created using a CSS Grid of two rows and two columns. I initially had one image per project, but decided to up to it four to give enough "coverage" of my work. One of the thumbnails could also be used to hold an inline video, too. Placeholder images were obtained using placeholder.com.

On mobile screens, the gallery stacks itself vertically.

2.1.5   PROJECTS (DESCRIPTION)

The description section for projects was created using a CSS Grid of two columns. The column on the left is for a summary of what the project is about, as well as my responsibilities. The column on the right will be used for "quick facts" i.e., the dates the project commenced, computing languages used, the engine of choice, and asset sources.

On mobile screens, project descriptions stack themselves vertically.

2.1.6   FOOTER

The footer was initially split up, using Grid, into two columns: socials and resume. This was not a good idea, because the resume link would appear too far away from the other links on the left. Again, this was a bad case of proximity. I settled with regular paragraphs in the end because they looked simpler and fit the overall page structure better.

Font size for the footer shrinks to accommodate mobile screens.

2.2.0   COLOUR SCHEME

I used Coolors to pick a colour scheme for my webpage. There was no real "process" to this. I knew I wanted neutral colours to direct focus toward the thumbnails of my projects, and let contrast do its work. I also like blue, and so that became the "highlight" colour of choice, used for the navbar and links.

2.3.0   FONTS

Much like the colour scheme, I did not have a particular font in mind. I did know that I wanted a sans serif font that lent itself to a "textbook" feel, and initially chose Trebuchet MS. I then switched to Palanquin using Google Fonts because I preferred the way the characters felt on the screen. Eventually I settled with Open Sans (also using Google Fonts), because I did not like the fact that numerals in Palanquin were non-lining.

The same font is used throughout the page for the sake of repetition.

3.0.0   IMPLEMENTATION NOTES

Images for project thumbnails will be 550 by 400.

Should more projects need to be added, comments in the source code highlight which areas need to be duplicated and modified, as necessary.

As for future additions, I plan on perhaps converting one of each project's gallery thumbnails into an inline video player. I might also look into making the images expand to full-size when clicked.

A note on link colour choices: I intentionally omitted the hover state because that required another separate colour, breaking the overall palette, with which I was satisfied.

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4.0.0   SOURCES

coolors.co   - colour palette

fonts.google.com   - font (Open Sans)

fontawesome.com   - icons in footer and connect dropdown in navbar

placeholder.com   - placeholder images

w3schools.com   - navbar dropdown ideas