Write-Up The goal of your write-up is to clearly convey the work you did on this project (i.e., make it VERY clear to your TAs how to evaluate your work). The following will also be useful to you when you showcase it. In your write-up, please clearly mark each part (i.e. Part 1, Part 2 and so on).

A. (5 pts) Part 1: In 300 words (only!) describe your website (We will stop reading at 300 words, so please be concise). Include the following:

i. What is the purpose of your website?

The website I created is my portfolio. I did not have a portfolio before this assignment, so I decided it would be a good opportunity to create one.

ii. What information do you convey with your website?

My website has information on 3 different projects which I have been a part of since joining the MHCI program at CMU. It also has some information on my interests and who I am. My three projects are Sleepy-Squad, a game I designed in a team which I got to present at Philips Healthcare in pittsburgh, Pittsburgh Art, an experimental idea to get people more engaged with public art in Pittsburgh, and Relif, an application which connects victims of natural disasters to volunteer psychologists.

iii. How is it interesting and engaging?

My website has several animations from wow.js which populate the website as someone scrolls down the page. There is also an animation of snow that falls in the background of my landing page which I felt added my own personal flavor to the site.

iv. Who is the target audience?

My target audience would be the hiring team of my future job. I want them to look at my website and know I have a basic understanding of HTML, CSS, and Javascript. I know that I have more work to be done on my portfolio before I send it out with my job applications, but I feel like this is a great start for me.

b. (5 pts) Part 2: Use a bulleted list to describe how a user would interact with your website.

1. Navbar.
    a. Standard web page. Users are able to click on my projects in the navigation bar in order to quickly go to my projects. This is responsive. Users can also go back to the home landing page at any time.
    b. Click on the drop down on any of my screens and it will link to all other html files I created.
2. Buttons
    a. Standard web page. On my home screen, users can click on the bootstrap buttons which link to individual projects I was a part of.
    b. Click on any of the buttons to be sent to their appropriate sites.
3. Snow
    a. Animation from p5 canvas. Users can interact with the snow which falls in the background of my website. The only interaction I have implemented so far is “melting the snow” when a user’s cursor is in a certain range of the snowflakes.

    b. With your mouse, move over the snow and you will see the snow disappears.
4. Scroll on page
    a. Standard web page animation. On all of my project sites and homepage, I implemented Wow.js which has my div's move onto the screen. This adds some flavor to my website so that not all the information loads all at once.
    b. When you refresh any of my pages, scroll down and see the content either move onto the screen from the bottom, top, left, or right of the screen.
5. Back-To-Top button
    a. Standard web page. On each of my pages, a user can click a button in the bottom right corner in order to be sent back to the top of the page.
    b. Click on the button to be brought back to the top.

c. (4 pts) Part 3: Describe what external tool you used (JavaScript library, Web API, animations, or other). Following the bulleted list format below, reply to each of the prompts. (I will stop reading at the 4th sentence, so please be concise)

1. p5.JS
    a. I chose this because I heard from several of my classmates that p5 allows for powerful animations with relatively easy coding. I wanted to make some unique animation on my site, and p5 allowed for this.
    b. I used an example I found on the p5.js website which simulated falling snow. I then added my own "delete" function to the code which removed snow as you moused over it. I set the canvas to be in the background by taking advantage of the z-axis style of CSS.
    c. My p5 animation adds flavor to the website which I think best represents me. Having grown up in Madison, Wisconsin, I have grown fond of the snow. I also plan on maybe changing the animation to match the seasons of the year.
2. wow.JS
    a. I chose to use wow.js because I wanted there to be a cool way for users to see my content. wow.js is a very simple way of implementing Animate.css, in particular the fadeIn functions.
    b. I used the library by adding certain wow.js classes to the div's in my html code which I wanted to animate into my website. I tried not to overwhelm my users by only animating very large container divs, rather than every individual paragraph.
    c. wow.JS makes my website's content more engaging. Rather than just appearing on the screen all at once, the fadeIn animations create a sleek way for my content to be seen.
3. Bootstrap
    a. Bootstrap made the most sense to use in order to make my content responsive. I also chose to use bootstrap because of how customizable it is and easy to learn.
    b. I used bootstrap for all essential areas of my website, including the Navbar, the body text, and the buttons. It was imperative I use bootstrap for all parts of my website in order to retain responsiveness.

c. Bootstrap adds responsiveness to my website. I want hiring managers to be able to access my website's content while on their mobile device, as well as when they're on their desktop.

d. (2 pts) 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. (2-4 sentences max)

My website is completely different from my HW7 mockup. Every single aspect and animation is different, and the only thing that remained the same was that I wanted to make my portfolio. I iterated by adding more things which were "Me" (snow, wow.js) as well as made the website look more professional (No random car cruising into the sunset). I think the largest change I made was changing from including all of my content onto 1 long html page, into creating 4 separate html pages (1 home page, 3 project pages).

e. (2 pts) Part 5: What challenges did you experience in implementing your website? (2-4 sentences max)

My biggest challenge was getting the p5 canvas to work on my website. I spent many hours figuring out how I could make the canvas responsive, since it belonged to a different library that bootstrap, as well as how I could make the canvas appear in the background of my website. Lucky for me, this challenge was the first thing I implemented when making my website, so I was never unnecessarily stressed when creating the animation.

CREDITS:

My code would not have been possible without the use of many examples I found online to help me. In particular, this example of the p5 snow
https://p5js.org/examples/simulate-snowflakes.html

I also used many bootstrap templates provided in Adobe Dreamweaver in order to build a site that had containers, rows, and columns.