Part 1:

The purpose of this website is a personal portfolio site to showcase my work and provide more information about me and how to contact me. The information I am conveying with this website is my name, three highlighted projects, and details about the process of each project and photos of the final products. The site engages users from the start by having an interactive drawing function on the main page with my name and navigation links. I also use progressive disclosure by having all the main bits of information on one large scrollable and click-to-scrollable page, and the project details on separate pages. The target audience for my site is anyone who is interested in seeing my work—mostly potential employers and curious friends.

Part 2:

- Spray drawing interaction
 - i. Clicking and dragging to draw
 - ii. Click and drag anywhere on the main page with my name on it to draw and interact!
- Click to scroll
 - o i. Click to scroll to section on main page
 - ii. Click on navigation links (works, about, or contact) to automatically scroll down to the right section of the page.

Part 3:

- 1. P5.js
- 2. I chose to use p5.js because I knew I wanted a drawing tool-like interaction on my site, and I knew that p5 would be perfect for this type of interaction as I have learned Processing and dabbled in p5.js in the past.
- 3. I used p5 to create the click and drag drawing interaction on my main page and to create the look of the "brush" that the user would draw with (lerping color, creating randomly colored dots at random points within a circle).
- 4. It adds interaction and an interesting way to engage with my website. Without it, the main page can look a bit flat.

Part 4:

I added more pages with the project details, which weren't included in my mockups in HW7. I also added the click to scroll function while implementing the site so that users wouldn't have to manually scroll through the entire page.

Part 5:

I originally had a more complicated idea for the p5 interactivity of my site, but it proved difficult to implement and I couldn't figure out the right logic. Implementing the p5 code from the online editor to my site also posed a bit of a challenge, due to some viewport and styling issues the interaction was placed lower than it should have been.

WAVE screenshots

