# Site Planning Outline- The Website of Max Moulds - Max Moulds

## Site Plan

#### **Purpose**

- Main goals of site are to gain familiarity with common website building blocks.
- Development of new skills in web development
- Make a modern website

#### **Audience**

• I will use this site for my own personal website and for future templates for website so the audience would be anyone interested in this type of website.

## **User acquisition**

Gaining new users is not an immediate concern of mine, actually keeping traffic manageable is more
my goal right now. Many of the future designs of my site contain elements I am not certain of my
ability to support.

#### Content

Initially the site will contain write-ups of my own issues around the site and deployment as a
testament to technical support and documentation associated with my work. Then I will transition
into a custom weighted feed aggregator.

#### Look and feel

The site will mainly be for full screen users but have a mobile version with as few limitations as
possible. Scalable and minimal designs along with a logical navigation will be the dominating points
of design.

### Layout

• I will try and use a collection of modules all unified under a single design umbrella like Google

Material Design. I will also try and limit the implementations to JS/CSS3/HTML5 and a handful of core wide use libraries/frameworks and eventually morph into a custom library.

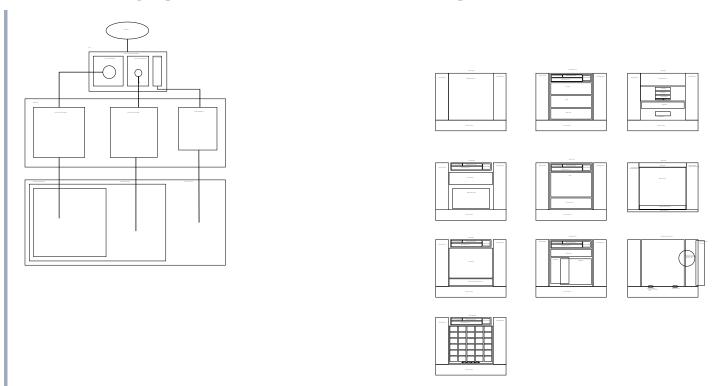
#### **Schedule**

Main page, splash, login, article, contact, legal, and faq are all reasonable simple and should be
completed by the end of this class. Media and js element pages are fairly complex. The mobile only
elements are also a ways off.

## **Flowchart**

[see precursor/markup - left side under Brainstory]

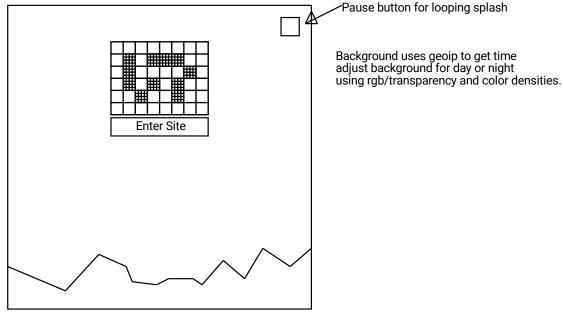
# **Brainstory (Thumbnail Sketches)**



 $\underline{https://precursorapp.com/document/all-3x3-17592203019508} \ or \ are \ we \ looking \ for \ more \ detail \ (yeah)!$ 

# **Rough Draft**

Onload element: bunnies-11 game of life methuselah background image fades in with footer as game plays up screen allowing <enter site> button, any click will advance

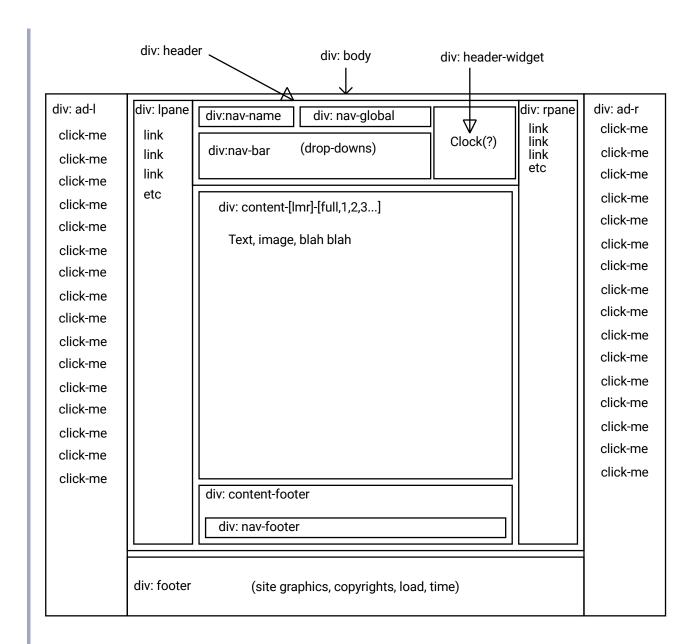


Footer, appears 1.5s after load with slow roll up, as main log scrolls off at 3x rate

Get color page IMG from old-img from web

# Translating the design to the web

Of the main-page



# **SEO**

Search terms listed as JSON.

```
["C", 60],
["Python", 30],
["C++", 30],
["Java", 45],
["Assebmly", 25],
```

```
["Systems Administration", 35],
    ["JavaScript", 20],
    ["C#", 10],
    ["Bash", 10],
    ["PHP", 10],
    ["Network Security", 30],
// Roles
    ["Leadership", 30],
    ["Flexible", 35],
    ["Software Engineer", 20],
    // Soft Skills
    ["Innovative", 40],
    ["Initiator", 40],
    ["Goal Oriented", 40],
    ["Team Player", 35],
    ["Dedicated", 25],
    ["Coaching", 40],
    ["Mentoring", 40],
    ["Team Building", 30],
    ["Conflict Management", 25],
    ["Change Management", 10],
    ["Distributed Teams", 30],
    // Architectures
    ["Mobile", 40],
    ["Highly Scalable", 25],
    ["High Availability", 25],
    ["Web", 30],
    ["Enterprise", 30],
    ["Embedded", 25],
    ["Architecture", 34],
    ["Systems Programming", 40],
    // Agile
```

```
// Tech Practises
["OOP", 30],
["TDD", 30],
// Tech
["UML", 25],
["HTTP", 10],
["REST", 10],
["SOAP", 10],
["TCP/IP", 10],
["JSON", 10],
["GSM", 10],
["SMS", 10],
["JMS", 15],
["JMX", 10],
["XML", 10],
["XSLT", 10],
["CSS", 10],
["HTML5", 10],
["Bootstrap", 5],
["jQuery", 10],
["JSON", 5],
["Prototyping", 10],
["Node.js", 10],
["Angular", 10],
["Linux", 40],
["AngularJS", 10],
["NodeJS", 10],
["Eclipse", 10],
["Perl", 10],
["Cisco", 30],
["Apache", 10],
["nginx", 10],
```

```
["Tomcat", 10],
["BSD", 10],
["UNIX", 10],
["Nagios", 10],
["MS Exchange/IIS", 10],
["Debian", 10],
["RedHat", 10],
["SuSe", 10],
["CentOS", 20],
["SVN", 10],
["CVS", 10],
["CVS", 10],
["CMS", 10], ];
```