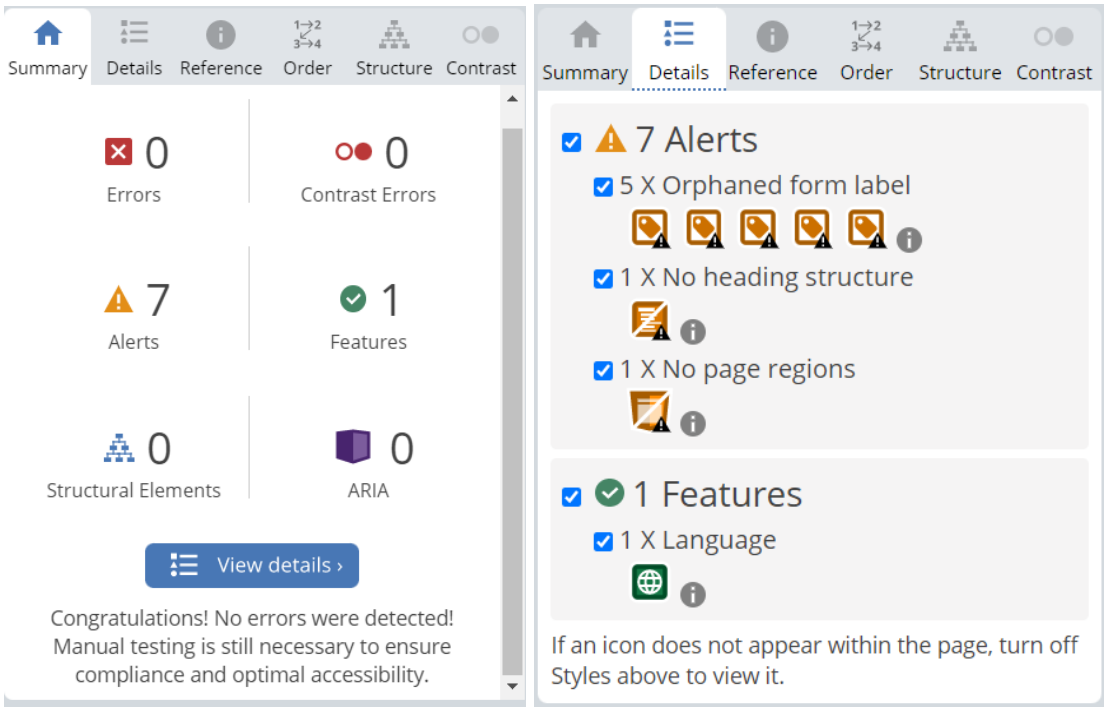
Screen Sizes:

- 1200x820 (Screen size that I used for assignments)
- 1024x768 (Screen Size for horizontal layout of IPad Mini)

Accessibility (WAVE Tool):



Part 1:

The purpose of my website is to create a portfolio/personal website that I can use to show recruiters my experiences in the industry, as well as my coding prowess. I've been needing a website/portfolio for job applications for a while. So, I decided to have fun with this project and create a website that demonstrated my creativity by turning my portfolio into a game.

My website mainly conveys my work experiences. More specifically, the website shows the viewer details on all my work experiences and projects that I couldn't fit on my Resume. My resume uses brief bullet points to describe my experiences so that the viewer isn't overwhelmed. This website gives the viewer the option to learn more about the tasks that I did and skills that I used for these multiple experiences. The main sections of my website are dedicated to my work experiences and projects. The viewer can navigate through the sections with their onscreen character and they can even jump between the sections with the navigation buttons if they don't want to scroll through the entire thing.

My website is interesting because it combines all my important information with an online RPG experience. The website turns the usually boring process of reading through resumes and portfolios into a game-like experience. This serves to keep the viewer engaged and interested because that's usually the point of video games.

The target audience is recruiters who look at the many incoming job applications. Because they spend so much time looking over so many different websites and portfolios, my website would serve as a nice change of pace. The creative and engaging aspect would keep them interested so that they look through the entire thing.

Part 2:

- Move the character left on the screen (Move backwards through the website)
    - Interaction Type: Character movement
    - Reproduce: Click on the left button in the top left corner, press the A key, press the left arrow key
- Move the character right on the screen (Move forwards through the website)
    - Interaction Type: Character movement
    - Reproduce: Click on the right button in the top left corner, press the D key, press the right arrow key
- Teleport the character to the beginning of the portfolio (For viewers who don't want to move through the entire thing)
    - Interaction Type: Quick Navigation
    - Reproduce: Press the 'Home' button in the top left corner
- Teleport the character to the work experience section of the portfolio (For viewers who don't want to move through the entire thing)
    - Interaction Type: Quick Navigation
    - Reproduce: Press the 'Work Experience' button in the top left corner
- Teleport the character to the projects section of the portfolio (For viewers who don't want to move through the entire thing)
    - Interaction Type: Quick Navigation
    - Reproduce: Press the 'Projects' button in the top left corner
- Read the experience info and details
    - Interaction Type: Reading Information
    - Reproduce: Read the information on the left and bottom of the screen

Part 3:

- HTML/Javascript Canvas
    - I chose to use this tool because I needed a way to draw the game background and character onto the screen. Canvas allowed me to do this, as well as constantly update the visuals of the game throughout the experience. A large part of my project is the visual aspect to keep the viewer engaged and canvas allows me to do this
    - I used this tool by utilizing canvas functions to draw on the background and character of my game. I also used it to update the game background and animate the character movement as the viewer interacted with my website

    - This adds the main functionality of turning my portfolio into a game-like experience. It also allows me to be creative in adding whatever visuals I want. If I didn't have certain assets, I could also use canvas to just draw on simple shapes and make my own images.
- Anime.js Javascript API
    - I chose this tool because I felt like my website was pretty text-heavy. I wanted a way to make all this text seem more interesting. Someone also mentioned this API during the feedback sessions and I thought that this API looked very interesting.
    - I used this tool to animate the movement of my text. Whenever the character moved to a new section of the website, the old text would disappear and new text would slide in.
    - This tool adds an interesting feature to the text so that the viewer doesn't get bored of reading the text. It also allows smooth transitions between the text changes so that when the character moves to a new section, the change in text isn't super abrupt.

Part 4:

In the beginning, I had two prototypes for two completely different directions that I wanted to take this idea of gamifying my portfolio. One prototype was a more straightforward idea where the main interaction was flipping through the pages of a book to navigate to different parts of my portfolio. The second prototype of a side-scrolling game seemed more flexible, but also seemed more difficult to implement. I decided to go with this idea with the original intention of putting the details of my experiences within the canvas of the game itself. However, as I started coding, I realized that this made the canvas too crowded so I added the information to the left and under the canvas. I also decided to add button functionality to move the character, in addition to keyboard movement, to accommodate viewers who may not be using keyboard devices to view my portfolio.

Part 5:

One of the main challenges that I experienced was implementing a sort of parallax effect in the background scrolling of my game. I had to make the background and ground two different types of objects and scroll them at differing speeds, which turned out to be a headache. Another challenge was making the right text/details pop up as the character passed through the corresponding sections on the screen. In order to do this, I had to do testing with console.log statements to figure out the exact character positions that each section began and ended at.