



ideation

- Portfolio website
 - School projects
 - Sketchbook art
 - Fiber arts
 - Skills
 - Contact
- Design
 - Simple fonts
 - Diverse color scheme

Wireframes:

Sarah Massoudi		Experience Projects Collage Textiles Contact
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Sarah Massoudi				Experience Projects Collage Textiles Contact
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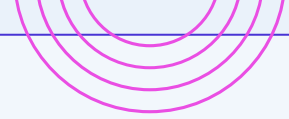
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Instagram Facebook LinkedIn		to contact

Sarah Massoudi <h1>		Experience Projects Collage Textiles Contact
contact <h2>		
Form name email message submit	<div></div>	
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concepts I learned

- How to truly implement Flexbox
- Making a good (better)-looking media query
- Making elements that appear and disappear on certain events
- Flexbox and position (absolute) do not mix
- How to make click and drag elements with JS
- Using Google Fonts



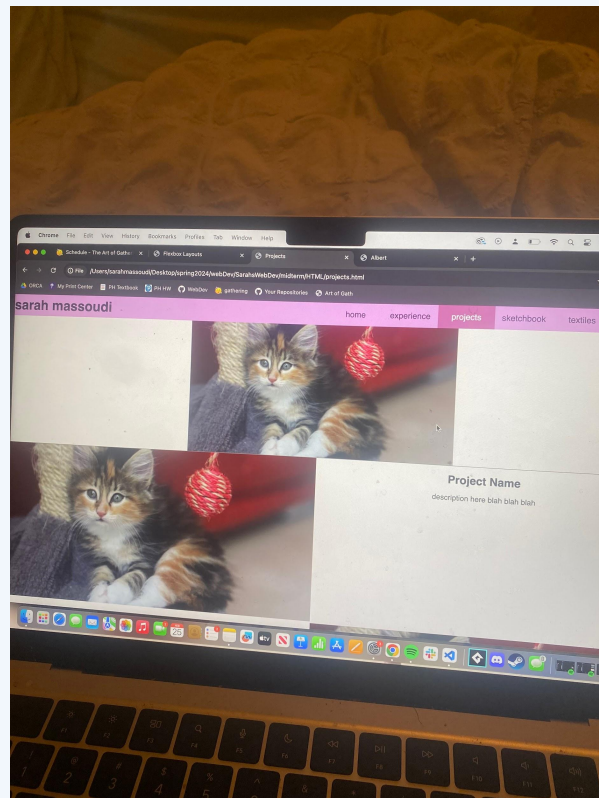
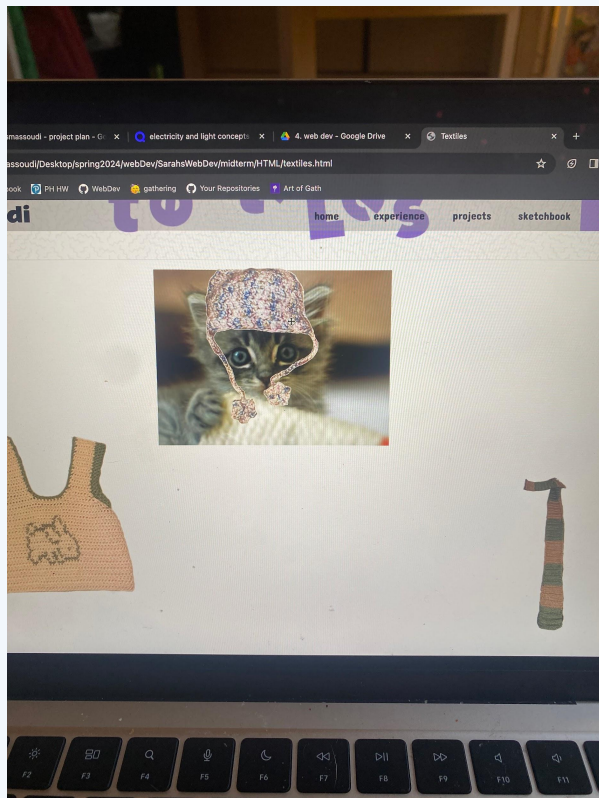
steps for progress

1. Made an HTML and CSS file for each page
2. Semantically marked up with Place Kittens for placeholders
3. Styled the semantically marked up files based on my wireframes
 - a. Some of it ended up being ugly when I implemented the wire frame (home and projects pages) so I changed the layout of those
4. Spent a long time tweaking the aesthetic details when it came to spacing
5. Added media queries
6. Followed JS tutorial - very frustrating
7. Added media and fixed some aesthetic issues that clashed with the media
8. Fine-tuned media queries and basic styling





some progress photos





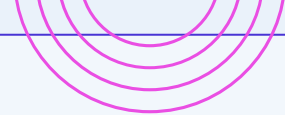
code I learned

```
.textile:hover {  
  filter: drop-shadow(.5rem .5rem .5rem rgba(0,0,0,.5));  
}
```

```
document.addEventListener('DOMContentLoaded', function(){  
  
  dragElem('vest');  
  dragElem('hat');  
  dragElem('scarf');  
  
  function dragElem(id) {  
    let draggableElem = document.getElementById(id);  
  
    let initialX = 0,  
        initialY = 0;  
  
    let moveElement = false;  
  
    // events obj  
  
    let events = {  
      mouse: {  
        down: "mousedown",  
        move: "mousemove",  
        up: "mouseup",  
      },  
      touch: {  
        down: "touchstart",  
        move: "touchmove",  
        up: "touchend",  
      },  
    };  
  
    let deviceType = "";  
  
    const isTouchDevice = () => {  
      try {  
        //try to create touchevent (if it doesn't work then it is mouse)  
        document.createEvent("TouchEvent");  
        deviceType = "touch";  
        return true;  
      }  
      catch(e) {  
        deviceType = "mouse";  
        return false;  
      }  
    };  
  
    isTouchDevice();  
  
    console.log(isTouchDevice());  
    console.log(deviceType);  
  }  
});
```

```
draggableElem.addEventListener(events[deviceType].down,  
(e) => {  
  e.preventDefault();  
  //initial x and y points  
  
  initialX = !isTouchDevice() ? e.clientX : e.touches[0].clientX;  
  initialY = !isTouchDevice() ? e.clientY : e.touches[0].clientY;  
  
  //start movement  
  
  moveElement = true;  
});  
  
draggableElem.addEventListener(events[deviceType].move,  
(e) => {  
  //if movement = true then set top and left to new x and y while removing offset  
  if(moveElement) {  
    e.preventDefault();  
    let newX = !isTouchDevice() ? e.clientX : e.touches[0].clientX;  
    let newY = !isTouchDevice() ? e.clientY : e.touches[0].clientY;  
  
    draggableElem.style.top = draggableElem.offsetTop - (initialY - newY) + "px";  
    draggableElem.style.left = draggableElem.offsetLeft - (initialX - newX) + "px";  
    initialX = newX;  
    initialY = newY;  
  }  
});  
  
//mouse up/ touch end  
  
draggableElem.addEventListener(events[deviceType].up,  
(stopMovement = (e) => {  
  {  
    moveElement = false;  
  }  
});  
  
draggableElem.addEventListener("mouseleave", stopMovement);  
  
draggableElem.addEventListener(events[deviceType].up,  
(e) => {  
  moveElement = false;  
})  
}
```

- Followed JS tutorial on YouTube ([link](#))
- It didn't work
- Couldn't figure out why
- Used the event listener 'DOMContentLoaded' and it worked
- Made it into a function so I could put every ID I wanted in without duplicating the code 3 times
- Added a drop shadow on hover!



next steps

- Adding mouse animations
- Making the click and drag work for touch
- Making the contact form submittable
- Adding some fun objects that interact with buttons and scroll + scroll animations
- Making a slideshow feature for mobile (not sure if I'd do that because I like the scrolling on mobile)

