Ideas

* School study website
* Not relevant to meet the goals of the website
* Intention to make a coding website
* Developed into concept of a multimedia portfolio website
* Showcase skills and past projects
* Marketed at media developers/youths – calls for vibrant colour scheme

Development

* Iterative SDLC
* Modular development
* Modules may not fit perfectly when implemented as a whole website
* Fixed by making module-specific stylesheets and scripts
* Frameworks – do not allow for full customisation, relatively large file size.

Layouts

* Grid layout – tested in bootstrap for proof of concept (provide screenshot)
  + Nav
  + Jumbotron 4 carousel
  + Grids 4 items
  + Felt restricted by framework – decided to make the grid with css instead
* Blog layout – tested in HTML – easy enough to create

Navbar

* Links to all main pages
* Navigation collapses to hamburger menu when screen is below 900px width
* Extra drop-down menu for page-specific functions (eg. contents, filters)
* Menus close when clicked outside for ease of access
* Hamburger menu closes other menus when opened
* Difficulties: lining up the li horizontally – web forums.
* Implementation of collapsing feature (wrong size and functionality) – careful rework of css.
* Navbar would not fit horizontally at certain sizes. Breakpoints found and fontsizes adjusted accordingly.

Index

* Shop – artists usually outsource their shops to third parties (bigCartel/etsy etc) – so ive opted for a link instead of a page.
* Problem with the cycling of slides and buffers. A fourth slide identical to the first added and a check in between changing slides alters the order instantaneously to make a loop. Orders were coded

Tutorial Page

* Java tutorial – added content to increase web-traffic
* Examples recoded from java into javascript for interactivity
* Different use of fonts to represent difference in content (Monotype IBM-Plex from google fonts)
* White on gray with a portrait-like orientation for easier readability
* Inspired by fallout new vegas
* Difficulties: working with percentages for responsiveness resulted in awkward sizing at certain dimensions. I turned my attention to a few popular websites and realised sizes were set to fixed widths based on different breakpoints. I adopted this in the design for my website to make sizing easier to work with and more natural.

Gallery

* Dark background used to emphasise portfolio items
* Grid tested for breakpoints; grid display broke at 1280px, 860px, 376px.
* Media queries added to change grid size at each breakpoint:
  + 2 columns at 1280px
  + 1 column at 860px
  + Column of width 100% below 376px
* Minor visual glitches would appear on images in grid items at specific screen widths (0.5px lines). Glitches were not reflected on the browser’s inspect tool. Borders were increased to 1.5px to account for this.
* Wanted to use animation for modal image but it looked gross. Removed.
* Filter would first clear all images. It would then check if all boxes are unchecked, showing all if true. Otherwise, it would individually check and show accordingly. This was inefficient. -> made it such that all are shown and if one checkbox is true it would clear accordingly.

THS HAPPENED WHILE TESTING AND AUTOPLAY WAS DISABLED.

https://developers.google.com/web/updates/2017/09/autoplay-policy-changes

