a. The purpose of my website is to introduce a serie of important technologies in human history, their connection with each other, the time of their emergence and the impact they have on civilization. The target audience would be 1. Civilization game player, since they are most familiar with this structure of data organization. 2. Students who are interested in this area and are willing to learn more.

b.
   i. Scroll. The user will be using scrolling as their main navigation tool. Icons representing technologies as well as lines indicating their connection will show up as the user scroll.
   ii. Click. When Hover on the icon of a specific technology, the user will see indication whether that icon is clickable through animation. If the icon is clickable, clicking the icon will open a pop-up page which includes the detailed information of that technology.

c.
   i. Particles.js - I used it to create better background animations. I customized the library so that I could have a night sky background. The dynamic particle effect was more visually pleasing.
   ii. Typewrite.js - I used this tool to create a typing animation on the first page. By creating a typing and deleting animation, I was trying to give users clues about what they can expect on this website.
   iii. Rellax.js - I used this tool for some parallel scrolling effect on the webpage. Since I wished to create a sense of foreground and background when users are scrolling. It is more natural for users when they scroll that things in the back move slower.
   iv. Jquery.easing.js - This is a simple library that I used for better easing effect in jquery. Since jquery does not directly support many easing functions, this would be a good supplement.
   v. Svg-connect.js - This is a tool that would connect two elements on one page and generate an SVG. It is crucial since I am making a treemap, connecting two elements without some kind of automation would be extremely hard given the amount of element I have, which is why this tool is valuable to me. Also, the SVG generated can be used for animation.

d. For the actual implementation, I changed the format of the content before the tech tree. Since for the mock-up, I think the introduction was not attractive enough for users. Which is why in hw8 I introduced more animations and videos to complement that.

e. Creating svgs and animate them would be one of the most challenging tasks. Inputting data into the page was also pretty hard. The most challenging task for me was trying to improve the performance of the animations.