

## Links

GitHub Repo: <https://github.com/zvancee/PUI-FA2020-homework8>

Website: <https://zachvanceef.com/PUI-FA2020-homework8/>

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## Part 1

For my project, I created a website on the history of Naughty Dog games studio. Naughty Dog is a first-party Sony games studio known most famously for the Last of Us and Uncharted series. The purpose of the website is to provide a look into the history of the studio - where they got their start and how they've made a name for themselves - and a catalog of the games they have released. As a fan of their games, I thought this would be an excellent way to learn more about their studio and show others how a large AAA games studio could start from only two people.

The information being conveyed in this website is two-fold: a timeline of their history and a catalog of their games. For the timeline, I referenced numerous articles, videos, and documentaries to find the events that have been most relevant to the history of their studio. With the information being conveyed in the timeline, I wanted to provide a brief, yet comprehensive, account of their history. The catalog of games provides information about all of the games that the studio has released.

The information that makes up the history of Naughty Dog is interesting and engaging because it shows how two teenagers turned a hobby into a games industry monolith. This website facilitates learning by providing an interactive approach to exploring their history and games – accessible across any device. The target audience of this website are people that are familiar with Naughty Dog games, people interested in games, and people interested in game development/start-ups.

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## Part 2

- User starts on homepage
- Click on the “TIMELINE” button – that will take you to the interactive timeline
- On the timeline page, you can choose however you'd like to interact with the timeline
  - Click next arrow to navigate (recommend for first click-through)
  - Click specific events/dates to navigate
  - On phone/tablet, swipe to navigate
- After viewing the timeline, click “GAMES CATALOG >” in the upper-right hand corner of the page (on laptop) or below the header image (tablet/phone)

- Once on the games catalog page, scroll down the page to browse the catalog of Naughty Dog games. If, at any point, you want to return to the top of the screen, click on the “BACK TO TOP” button that will appear after you scroll past the first row of games.
- After viewing the games catalog, you have seen all of the content on the website. Feel free to click “RETURN HOME >” or “TIMELINE >” in the upper-right hand corner of the page (on laptop) or below the header image (tablet/phone) to revisit any of the pages.

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### Part 3

- i. The primary JavaScript library used for implementing this site was Bootstrap.
- ii. I chose bootstrap because I had never used it before, and I knew that it was a common and effective tool for web development. For this project, specifically, I knew the website would be reliant on the efficient use of grids and layout, so Bootstrap seemed like a great choice. This was also my first time making a responsive website and I’d looked into the ways Bootstrap could help with making sites responsive.
- iii. I used Bootstrap for setting up the grids and layout of my website – on all pages. To that extent, I also used the Bootstrap styling conventions to help with spacing and, generally, laying out all of the content of my webpages.
- iv. Bootstrap added a great layout to my website. It took some experimenting, but I’m not sure how I would replicate my exact positioning without using Bootstrap. Specifically, it was really interesting and helpful learning about the row-column layouts. This made responsiveness possible and allowed me to experimental and edit until my webpages’ breakpoints and content were interacting correctly.

As a side note, and unrelated to Bootstrap, I also used the timelineJS tool to help create my timeline – it was also extremely helpful for creating my timeline, specifically.

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### Part 4

From my HW7 mockups, I did make some changes to the original design – specifically on the games catalog page. Originally, I planned on implementing a carousel-type window to show off the Naughty Dog game catalog. I attempted to make the carousel work but ran into several problems getting it set up as a constrained portion of the page, rather than the whole page. For this reason, I switched up the design and ended up using a card deck (another feature of Bootstrap) to display the games.

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### Part 5

The main challenge in my experience was learning bootstrap and how to set-up grids for responsiveness. Again, this was my first time using Bootstrap and creating a responsive website, so the

learning curve was fairly steep in the beginning when trying to figure out how spacing worked between columns and rows. The variation in labeling for different screen sizes, especially, took some time to learn and implement properly. Overall, though, it was a really valuable learning experience because I now feel confident to implement these practices in my future work.