

# Portfolio project plan

## Planning

- Add stuff to the word document of things that I did that week every Sunday if not Sunday, then at least once a week

## September

- Come up with theme ideas
- Create front pages for at least 2
- Get Feedback on the ideas
- Create an interactive prototype
- Begin coding
- Create a word document for the documentation

## October

- Continue coding the webpages
- Start adding documentation into the website

## November

- Keep adding documentation into the portfolio every week
- Ask feedback on documentation regularly to make sure that it's up to standards
- Try new things, take the initiative on adding more content in

## December

- Keep adding documentation into the portfolio every week
- Ask feedback on documentation regularly to make sure that it's up to standards
- Try new things, take the initiative on adding more content in

## January

- Keep adding documentation into the portfolio every week
- Ask feedback on documentation regularly to make sure that it's up to standards
- Try new things, take the initiative on adding more content in

## **Theme ideas**

Board games

Dungeons and dragons

Alice is missing

ROOT

## **Final themes**

## **Goal**

The goal for my portfolio this semester is to try some new things, to think out of the box. The general goal is the same as every semester, create a visually appealing portfolio to showcase your work and learning outcomes. This is again the goal of the portfolio this semester. On top of that, I want to challenge myself to do and include new things. I want to try

## **Semester Goal**

Semester wide I want to learn more about blender, as well as diving a bit deeper into design and trying to step a little bit out of my comfort zone. I also want to dive a bit more into developing websites, and trying to understand and write JavaScript code myself on a more advanced level. I also want to try and do some more with animations, more specifically CSS Animations. One of the projects that I loved working on last semester was the snake game that I created and modified. I want to do something along these lines again this semester. Lastly, I would like to learn more about 3D printers and making my own models for this.

## **Deliverables**

### *Ideation phase*

- MoScOw Template ( done )
- Inspiration document
- Flowchart
- Wireframing

### *Prototyping*

- Figma prototype
- Test prototype with other students
- Test prototype with teachers
- Test prototype with random people
- Make iterations and save all of them

### *Development*

- Code website with HTML and SCSS ( To make finding different parts easier )
- Create different SCSS files for all the different pages/parts
- Add in a javascript file so that the header and footer are automatically put on each page
- Create templates for other things that are used often

### **Focus ( tutorials of just general things that I want to learn )**