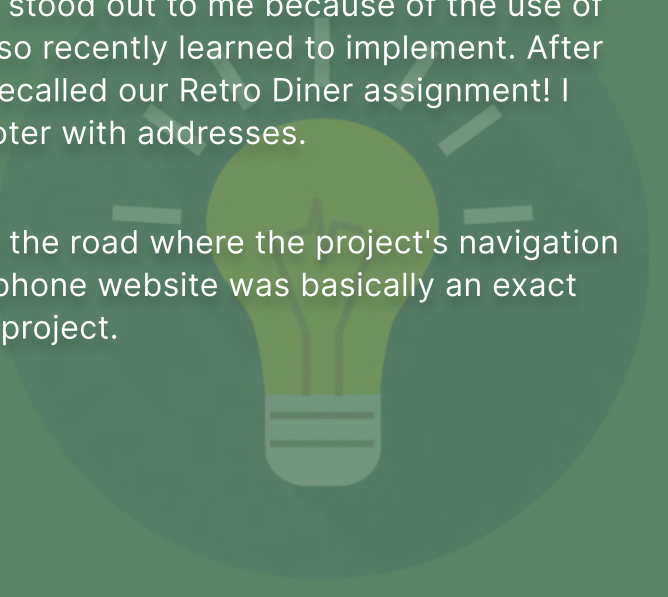


The Interview Practice –

In this narrative, I will take you through my journey as I commenced the process of initiating my final capstone project. Initially, I enjoyed reading about how the story of the assignment came to be. The journey began by understanding the project requirements. At first, I thought I would be creating something similar to the example project photos, but not exactly the same thing. However, after delving deeper into the assignment, I came across some much-needed information – the assignment assets (images/video/logo/etc) were already provided. I thought to myself... Awesome! This should be fun! After getting a bigger picture of the project expectations/requirements, I set out to download the project assets and started creating a game plan to "set the first stone," so to speak. After contemplating the best way to start the project, I reminded myself, "Throughout the semester, we have created everything this project is asking of us – You got this, Matthew!"

Next, I divided up sections of the project that I knew I've completed; it was just a matter of recalling which past assignments covered certain sections throughout the final (capstone) project. I started with the hero video, as I knew that was the most obvious. Then, I recalled the Technology Conference assignment. That was the assignment where I worked on video creation and smooth transitions. Next in line, the main body cards. The landscaping project! That was a recent assignment where I knew we worked in-depth on creating cards. Although we have worked on numerous assignments throughout the course using cards, the landscaping assignment stood out to me because of the use of layer masks and creation of .SVG layers we had so recently learned to implement. After that, I looked over the footer requirements and recalled our Retro Diner assignment! I remembered the diner having a very detailed footer with addresses.

After working a bit on the project, I hit a block in the road where the project's navigation slowed me down. I then figured out; our Mobile phone website was basically an exact match to the requirements of the final capstone project.



Capstone Learning Project — *Continued*

Getting back to the project, I slowly began picking away at building up the HTML, adding assets to the master folder, and recalling all that would be needed within the folder. After finally feeling pretty comfortable with the HTML I had at the time, I then began working on the mobile version of the site while utilizing SCSS. Though, after working on the page quite a bit, I ran into another wall – I needed a Google font identical to that of the replica site, or "wireframe" I was creating. The problem was I had no idea what font to use. After doing a bit more research, and ensuring the name of the font wasn't provided, I then came across an almost exact match to the font I was looking for.

After feeling confident in the mobile version of the site I was working on, it became somewhat smooth sailing from there; it was just a matter of resizing and making minor adjustments for the tablet and desktop versions of the site. Most of the groundwork had already been previously laid out with past projects. And being given the project's assets definitely helped with time and project uniformity. After ensuring the project met requirements, I then published the master folder to my GitHub account and went live. Then, ensuring HTML & CSS passed validation and WAVE web accessibility, which passed with flying colors!

Looking back, this project was a lot of fun! I enjoyed, more than anything, conducting sort of just refresher training from past assignments where we went over certain web functions/features. Repetitiveness helps me a lot, so I really liked how not only assignments were built on top of each other throughout this course, but also how the final project was an accumulation of everything we learned throughout the semester, which is awesome!

