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Summary for Project

My information architecture that I am developed has a certain number of clickable buttons going horizontally across the page that contain links to a new features of my site. These feature some of the features I mentioned, such as the home page, about us, contact, previous toys/creations, toy creator and some others. These features aided in the organization of the site to ensure that people using the site can navigate through it with slight ease. For my project specification, my main goal for this project was to ensure that I made the site easy to navigate and have little to no errors in the code, which would provide an excellent experience for the user. The interactive feature for the toy creation was simple, yet time consuming, while also being very dynamic because it would allow the user to create any type of toy they wanted to make. Every tab created accessed different points of the site and all of these details made for a well-rounded site that perpetuates my intentions for this project.

The navigation prototypes that I had to develop were stressed and took a ton of experimentation to get right and appear the way I wanted it to appear. The final product went through many layouts and changes to be perfected and be easy to navigate. The way that the site is laid out is extremely easy to use, therefore if a new user were to access my site they would have little to no trouble to navigate through it. Burning and testing new prototypes aided in me finding the best method of layout that would be easy on the eyes and simplistic. The final product without a doubt is exactly how I wished it to appear and I am extremely happy with the look of it. All in all, the project took a long time, but it was worth it because I was able to develop some development skills that will aid me in my future.