ADV 3662 Interactive Animation
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Developing Content:
This might be the time to take a detailed look at some of the sites you've researched. The idea is to develop the theme and content of your site.

Answer the questions below. Keep in mind this is the guide you will follow to develop your site structure.

1.   **a. Navigation**: Outline the major sections (three to four sections – plus the homepage). Choose words that are descriptive and succinct. One of the sections should be for the bibliography ('credits' page) – the references you used.

        b. Define the Homepage/LandingPage – Introduction/ Welcoming
        The homepage should allow a user to understand what the site is about and what they will find within the site. This is your chance to welcome the user while simultaneously informing them on what the project is about.
        → **FIRST DRAFT DUE**: week 4 (printed, and handed in)

        c. Define the three major sections: Based on the navigation, describe what each of the sections will focus on and attach the content for each page (exactly as it should appear within the site).
        → **FIRST DRAFT DUE**: week 4(printed, and handed in)

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2.   All text MUST be written in Microsoft Word so you can copy and paste into Flash. This will ensure accuracy (spell check!) as well as give you a chance to think through the content and structure of your project.
        → **FIRST DRAFT DUE**: week 5 (printed, and handed in)

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3.   Create a folder for each section of your site as defined by your navigation. Begin to collect images that you will need to use for this project and save them into the appropriate folder.

4.   Create a word doc. and copy all the URLs you reference for this project. You will be required to credit all your sources.

Additional: Remember the best interactive design is seamless. A user should know exactly what the project offers and how to find it.