A screenshot of a cell phone

Description automatically generated

Technical Report

Rationale for HTML/CSS-project

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Summary: | Main text:825

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# 1. Summary

# 2. Body

## 2.1. Introduction

The translation of my initial Figma design to a working web page turned out to be quite a challenge in many regards.

My main focus has been on scaling and responsive break points, but I tried to adapt the original design as well as I could as well.

## 2.2. Main section of report

The sites included in this project are:

* Index (Home – List of movies)
* Video page for showcasing details about the movie “Everything Everywhere all at Once”
* About us page
* Contact form and links to socials
* Cart
* Checkout

A thing that became apparent early on is that I had over-complicated a lot of elements in the Figma design file. Some of the fonts were not particularly easy to read and had an odd aspect ratio, making them fit their container quite bad – Especially the cinematographica font, which I used a lot in my initial Figma design. I found the font appealing and cool, but realized it is not very great to work with. The main fonts I utilized are “Righteous”, “Alfa Slab one” and “Josefin Sans”. The reasoning behind the choice of these fonts were simple. They provided some of the same theme and atmosphere as the ones from the design and they were available on google fonts.

I found it very fun to experiment with media queries and breakpoints – Especially with my navigation menu at the top of each page, which is set to change from mobile to desktop view version when hitting the threshold of 768px.

The main issues I encountered during the project were:

The naming of elements and classes is a difficult thing – Multiple times I had to add additional words to names to avoid duplicates for example class=”cover" and class=”moviecover”. I had two stylesheets for each individual .html page, as I kept a separate one just for the styling of the navigation bar at top of each page. I made the stylesheet for the navigation early on, but I used very broad css terms such as a{ and h1{ for styling – thus styling the main part of the pages instead of the specific parts of only the navigation bar, intended. Using Class= is something I will incorporate in a much better fashion after this, as well as styling the correct elements.

I also had a big focus on avoiding unintentional, horizontal scrollbars, but I tried styling the

Index:

For this page I created horizontal scroll on the three rows of movies. I intentionally hid the scrollbar for smaller devices as i feel it is intuitive that you can swipe horizontally to display content on a phone, while on a computer a scrollbar might be necessary. I Also removed some general metadata tags as I would rather focus on the page working as a whole, rather than adding info. Only the first movie is clickable

Video:

For the video page I made the background starting to appear when the main image hits its full display size which I found to be quite cool. I also made the display of meta tags change between resolutions as in the original design.

Shopping cart:

A page that is particularly affected by media query is the “cart” page. As I initially created the design very different for mobile and desktop in Figma. The mobile view contains a single column, but the desktop contains one for movie covers and metadata as well as one for the combined prices, payment method, etc. This proved out to be quite a challenge, but I actually felt it looked more natural like that, instead of reducing the desktop page to just a single column.

Contact form:

The size of the fields in the contact form proved to be quite a challenge as well. I tried keeping the same profile as the design, and I have tested the design on both mobile and several viewports, and it generally looks all right, but some of the fields appeared very small on certain viewports simulated in the browser.

About us:

The about us page is generally very similar to the main design and was one of the easier to make.

Checkout page:

Deliberately made very simple, working only as a way to return to the main menu

## 2.3. Conclusion

All in all very entertaining task. Felt completely lost at the start. Despite having learnt a lot about styling and HTML elements in class, I have never made anything near this size, so there were exponentially more things to keep in mind, despite this I learnt a lot, and feel a lot safer with naming and especially positioning.

# 3. References

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# 4. Acknowledgements

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# 5. Appendices

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