Noroff
School of technology and digital media

Technical Report

Semester Project

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Word count

Summary: 250 | Main text:500

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1. Summary

In this semester project, the assignment was to create a responsive website for a museum. The project starts with a planning stage, design stage, development stage, and a testing stage. Important aspects of the project, was for instance, to create good a user experience and interface, semantic html, and for it all to be responsive.
In the planning stage, I focused on creating good wireframes in order to avoid obstacles that might have occurred in future stages, for instance responsivness.
I used this way of thinking in the other stages as well. That way I had better control of the trajectory of the project. The design stage consisted of using the wireframes, to construct a more detailed final design. This design would then become the prototype.
The development stage is where you build the website using html and css. In order to attain the final result, I've used different types of css techniques, like flexbox and grid. While writing new CSS or editing previouly written codes, I always checked with the device toolbar in the web browser too check the responsiveness.
The testing stage consists of submit a live version link of the website through different tools that will help you find errors for me to fix.

2. Body

Live Version Link: **https://amf1b1an.github.io/Semester-Project-1/**
Prototype:
https://www.figma.com/proto/y24aloOjh1byJHsJW8BoQN/Science-Museum?node-id=1-3&t=wPXJRGIkIpmsE50W-1
Gituhub Repository:
https://github.com/Amf1b1an/Semester-Project-1
Project Planning Board:
https://github.com/users/Amf1b1an/projects/8/views/1

2.1. Introduction

For this semester's project, I was tasked with creating a responsive website for a museum using HTML and CSS. The project had various stages, including

planning, design, development, and testing, giving me a broad experience in web development.

2.2. Main section of report

Early Planning

The process began with the creation of a wireframe. The wireframe blueprint for the next step in the process, as it becomes more and more detailed. I started with a low fidelity wireframe that I draw in paper, before I made a medium to high fidelity wireframe with Figma. These wireframes gradually contains more and more details about the navigation, hierarchy, and the overall order of the website. When creating the wireframes, there was couple of things that I had a little more focus on. These things includes responsivness for the html stage, and some key elements for the designing stage.

Design

As I was done with the wireframe stage, I began with the designing stage in Figma. I had already looked through the Community Science Museum images and material, and decided on what to use as the logo for the museum, which further helped me decide on the color scheme. When deciding on a font, I wanted something that looked sharp, still unique. Since the website was going to appeal to children, I decided that the design should be as clean as possible and easy to navigate.

When I started writing the html and css, I noticed that the text boxes for explore.html made everything really cramped. So I decided to use a design that is more similar to the about.html and event.html. I'm happy that it led to a design change, this way the whole website feels more connected.

Mobile design

For the mobile design, I wanted to keep as much as possible of the collapsible text boxes. However, I decided to change how the navigation was showed. For the mobile design, and some larger screens like tablets, I created a more "dominant" dropdown menu.

HTML & CSS

With the design phase completed, I began with the html and css. I built the structure of the site and created an unique .html for each of the five pages. The method I figured I'd start with on this project was to write the index.html and the index.css to completion before connecting all the pages together. I copied the code from the index.html, mainly the <header> and <footer>, and applied it to the other pages. I then connected the index.html to all the pages,

and finished one new page at the time. That includes writing a brand new code for the <main> section, as well as connecting it to the other pages. For the CSS, I tried have it responsive from the start, instead of first doing the CSS for mobile, then tablet and laptop. This process of doing it worked surprisingly good and it felt like I had good control the whole time I was working with the project. I tried to focus on the DRY principles throughout the project, which I think I managed. However, there were times where I struggled with the code and for instance wrote code that doesn't have any effect. The way I structured my CSS files, was to create one css file for every html file, and every css file was sorted into four different media queries.

Testing

The testing stage is mainly commiting a version into github, and create a live version link through github pages. I manually test interactivity on both computer and mobile before submitting the link to tools like validator.w3.org. After fixing errors these tools picks up and commiting a new version again, I repeat this process again.

2.3. Conclusion

3. References

W3C - https://validator.w3.org/check?uri=http%3A%2F%2F127.0.0.1%3A5500%2Findex.html&charset=%28detect+automatically%29&doctype=Inline&group=0

Moodle Design - https://mollify.noroff.dev/content/feu1/design

Moodle HTML & CSS - https://mollify.noroff.dev/content/feu1/html-css/module-1?nav=

How To Make An Accordion Using HTML And CSS | Collapsible Content On Website - https://www.youtube.com/watch?v=fSkhTd4rpDo&ab_channel=GreatStack

Create a Functional HAMBURGER MENU NAVIGATION in Figma (Tutorial) - https://www.youtube.com/watch?v=dr6C_LK1U_Y&t=1s&ab_channel=MaviDesign

Build a Hamburger Menu with HTML, CSS, and JavaScript | Treehouse Tips - https://www.youtube.com/watch?v=aNDqzlAKmZc&t=26s&ab_channel=Treehouse

4. Acknowledgements

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5. Appendices

Start writing here