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Semester Project 1

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Word count

1148

Design

The design process started out by making the design with wireframes, making the layout of the website. I then started picking colors for the project. When I was satisfied with my colors I started designing the logo for the museum. I wanted something simple and landed on combining a question mark and magnifying glass. It represent both the curiosity of our universe as well as finding the answers, which I think represents a museum quite well. Next in line was making the style tile. After I felt the tile was complete I started working on the design for the web page. The first iteration of the homepage was very boxy and I was not satisfied, so I had to rework everything multiple times. I wanted to have more open spaces so the website didn't feel cramped. After a couple of redesign I found a style I was happy with. A better use of whitespace and more shapes. I went for a design I shapes that is kid-friendly, but not necessarily childish.

What went well on the project

I am quite happy with the color combination on the project. It is a bit too much on some pages, but I am happy overall. I am proud of the front page and I like the open feeling it has. I like the hexagons, but might have gone a bit overboard, but it is consistent at least. I am quite happy with the logo as a first attempt at making a logo.

What was difficult/didn't go well on the project

I am happy with the balance of whitespace and less boxy design on the homepage, but I didn't quite get the same feel on the other pages. Unlike the last design assignment I made changes along the way, which isn't realistic when you start working. I had a hard time committing to what I had made, and felt the need to go back and change some of the pages after I started coding.

What would you do differently next time

The next time I will commit one hundred percent on the design before I move on. I am will also do more research on how to make my designs less boxy and more open, so I can make my designs more consistent.



Technical

I started coding on the homepage first. I did not finish the HTML before the CSS as I had planned on my Trello board. I worked in segments on the page in both HTML and CSS for an easier understanding of what kind of structure I needed in the HTML to style the CSS. I don't know why I planned it like that in the first place, because that is how I worked the last time, and I am not experienced yet to plan and visualize everything I need in the HTML before I move on to the CSS.

What went well on the project

I found it easier to solve issues this time around. Talking to a «rubber duck» or in my case «Boba Fett» was helpful. But not getting myself stuck on one issue and moving on to something else, to return with fresh eyes is probably the best. I have also learned when researching an issue, it is a good idea to check how old solutions are. A 14 year old solution is often a waste of time. I feel like this time around I managed to problem solve a lot more effective and I feel I have a better understanding than the last assignment.

What was difficult/didn't go well on the project

Early in the project I had an error on Netlify, so I had to do some research on what the problem might be. I tried a lot of suggestions, including deleting my GitHub repository and making a new one. After a while I figured it out and had to make a huge first commit on my new GitHub repository. I have a lot of media queries this time, unlike the last assignment, but I need to learn how to make better and smoother transitions. I worked really hard on making sure there were never any overflow outside the boxes, but I would like it to be smoother. I realized I had deleted my «exhibits hero» by accident while making some changes in the HTML. When I noticed it was gone, several hours of work had passed, so I needed to look up my commits on GitHub and retrieve it. Luckily I have committed often enough that it was not a real issue, but a mild inconvenience. I had some trouble with the hero image when scaling and I could not make it look good on mobile. It looks a bit off at some points when scaling down. On mobile and tablet I went for a background image instead. On desktop google chrome the background div on the hero is lined up with the photo instead of being rotated, so it does not show up. It is the same for the «visit hero», I have tried fixing it, but I don't know what the issue is.



What would you do differently next time

Next time I would try to make the CSS even DRYer and plan ahead classes for specific code. I repeat a lot unnecessarily. Next time I will make div classes for specific outcome and reuse it every time I need something styled that way. I am too focused on describing what I am styling and that does make the css less DRY.

WCAG guidelines, content management and SEO

As soon as I found my color palette I checked in what ways I was allowed to use them to make sure I follow the Web Content Accessibility Guidelines. In the meta data I have a description for each of the sites and keywords to make it search engine optimized.

What went well on the project

I checked if my site was WCAG friendly and only got errors on empty anchor tags,

What was difficult/didn't go well on the project

I could probably add more to the metadata to make it more SEO.

What would you do differently next time

optimized. I probably should check a site that determines WCAG more frequently to make sure it is always up to speed.



References

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-Felix Mittermeier

Unsplash:

https://unsplash.com/photos/U8xSH9q_wUM

-Ryo Tanaka

<https://unsplash.com/photos/RgkYMfFopIA>

-Brett Meliti

<https://unsplash.com/photos/iN3xWBNHmnw>

-Michael Van Kerckhove

Youtube:

<https://www.youtube.com/watch?v=kKRpeFk613I>

-Tyler Potts

I followed Tyler Potts tutorial on making an animated hamburger menu to learn more and make the site look nice on tablet/mobile.

