Technical Report

Game-Hub HTML & CSS

Håkon Willand Engebretsen

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School of technology and digital media

1. Summary

The «Game-Hub Course Assignment» is a continuation of the Module Assignment as well as the Design 1 Course Assignment. This time I made a functional website on desktop and mobile using HTML and CSS and deploying it using «Netlify». I have written HTML and CSS for 9 pages as well as doing some adjustments to previous work. The main text explains my work process and order. In the conclusion you can read about the struggles along the way.

2. Body

2.1. Introduction

The project started by coding the home page on desktop and mobile in a Module Assignment. For the Course Assignment we were tasked to code the rest of the website we designed in the Course Assignment for Design 1. The websites consists of 10 pages in total. 9 of which are new for this assignment.

2.2. Main section of report

Knowing how much work and possibilities for errors I started working on the Course Assignment as soon as I was done with the Module Assignment. I started with the pages I considered to be easiest first, as I was still learning how I am supposed to use the proper CSS to match the design. The first two pages I made were «Contact» and «Account» since they use the same structures. On the contact page on mobile I changed the text to be centered to match the account page. I don't know why I designed it to look different in the first place.

Next I wrote most of the HTML for the rest of the pages so I could catch up with my learning. The next page I completed was «Create Account». I had an issue with getting the placement of the logo right, but managed it in the end.

The next section I worked on was both of the checkout pages except for the «Breadcrumbs». I tried using both grids and flex to get the layouts how I wanted them. I feel like I have learned a lot, but need repetitions to really get the hang of it. After working on other pages I came back to do the «breadcrumbs». I had to do some research on how to make the line.

The next page I made was the search results page. I made a grid for the product cards and an inner grid for the contents inside the cards. After I was happy with the card I duplicated it onto the grid. On mobile I made two columns like my design, but I understand why websites usually have it as one column instead. One column looks way better, but I decided to stay true to the design.

Then I made the «Game-title» page. On mobile I decided to do some changes so the content would be a better fit on mobile. On this page and any other page with a «game container» It's a column instead of a row mainly because I don't know how to make a scrolling container like the one I designed.

Since I have no knowledge of Javascript yet I just made two more pages for the shopping-cart and the confirmation «pop-up» to mimic the Javascript.

I have gone back to several of the pages both on desktop and mobile to make tweaks and changes to different elements.

The last step was doing the last commit to GitHub and then making sure it was deployed on Netlify.

2.3. Conclusion

I have learned a lot trough trial and error. Inspect in «Firefox Developer Edition» is a true friend when issues arise. My biggest regret is thinking the mobile window in the browser is accurate enough. I should have committed frequently to «GitHub» deployed my website and checked it out on my own phone. This last day I have done tons of commits changing a lot of issues that arose on my mobile device. I have definitely learned from my mistake and I am never working like that again. «Mobile first» is also probably a good idea for next time. My semantics could probably be better and my CSS could probably be «DRY'er», but I am happy about my first real attempt and I feel like I have learned a lot and worked really hard over the last weeks. I definitely need tons of repetitions to make everything stick.

3. References

Icons from Font Awesome

https://fontawesome.com/

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Sami Anas

4. Acknowledgements

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