Noroff
School of technology and digital media

Technical Report

Project Exam 2

Option 1: Real World Client

Github Repo: https://github.com/BrHalden/hoftun-utvikling
Heroku app: https://hoftun-utvikling.herokuapp.com

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Word count

Summary: 250 | Main text:500

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1. Summary

Client project displaying cabins with the intent of making a connection between client and user in a logical, simple and easy-to-use way. App made with ReactJs, React-bootstrap, Node.js, Sass, BEM, Grunt and Express. Deployed through Heroku. Client can manage cabins from clientside through a server with database. User can Send email from clientside to reciever through nodemailer and Mailgun.

2. Body

2.1. Introduction

For this project I chose to use one of my real world clients, since the project fit the task pretty well, and to be able to invest my undivided attention to it.

The product requested by my client should be a website to display his cabins in a visually pleasing and easy-to-use manner.

The main objective for this website should be to peek interest in a potential client, and quickly get them in contact with the owner, for further communication.

2.2. Main section of report

The client requested a website that radiates the feeling of cabin life, with a heavy focus on images. Big open landscapes with calm and controlled environments.

Firstly I did some research on the webpages my client said he enjoyed himself and would like his own to be similar to. The most obvious similarities was big landscape picture as the main selling point.

I made some sketches and showed him 3 different ideas in a meeting at his camping site (Gol campingsenter), we both agreed on one of the submissions. After this meeting I started to work on the prototype. I made the prototype fully operational, to fully simulate what the website would feel and look like. He was very positive to the concept and requested I start the production process.

We agreed on the concept of having the user go through a short process of 3 steps.

- First they are presented with a big picture displaying a cabin and mountain terrain, or a promo video (was to be filmed in the future). In the middle the user gets presented with the name of the company and a button. Pressing this button should be a kind of “yes I am interested”.

- Next step is a display of the cabins, all cabins with big images and image carousel, from this site you should specify your interest and proceed to the last step.
- Making a connection with the user in 2-3 button presses was the main objective. When you pick out a cabin you will be presented with a simple contact form and the clients contact information. Since my client relies heavily on phone or in-person conversations to sell his cabins, the website should work as a platform to get them talking.

For the webpages functionality I needed the ability to make and send a user made email from the webpage, to a server and then process and send it through another dependency.

I chose to use mailgun and nodemailer for this, since I had no previous experience with servers. I chose Node.js as my service, since I had heard about the "MERN"(MongoDB, Express, React, Node.js) combination before, which fit this project quite well in my mind.

From the admin page, the client is able to fill a form and submit, to have a new cabin appear in the app. Express and Node.js worked really well with this, also yup for form validating and object shaping.

For mail I ended up using nodemailer and Mailgun, Having a actual message being processed and actually sent and recieved was a long process and lots of new concepts introduced.

React-bootstrap was used for a lot of the design. Container > Row > Col turned out to be a very useful group of components for having a default grid for some of the pages. Although one without the other didn't work as well. I had a lot of trouble with margin and padding corrections for the CabinList component especially.

2.3. Conclusion

This project was a good last project, to implement so much of what these 2 years has contained. With a viable and deployable build being the final product. It put a lot of emphasis on choosing your tools and mastering them, I have grown to love both BEM and Sass during this project, both of which I used next to never before. Also getting a surface level understanding of node.js.

The functionality that was vital to the page is implemented and working as it should. Visually I'm very pleased with the webpage, looks pretty mobile, tablet and desktop. All in all I'm very pleased with the result.

3. References

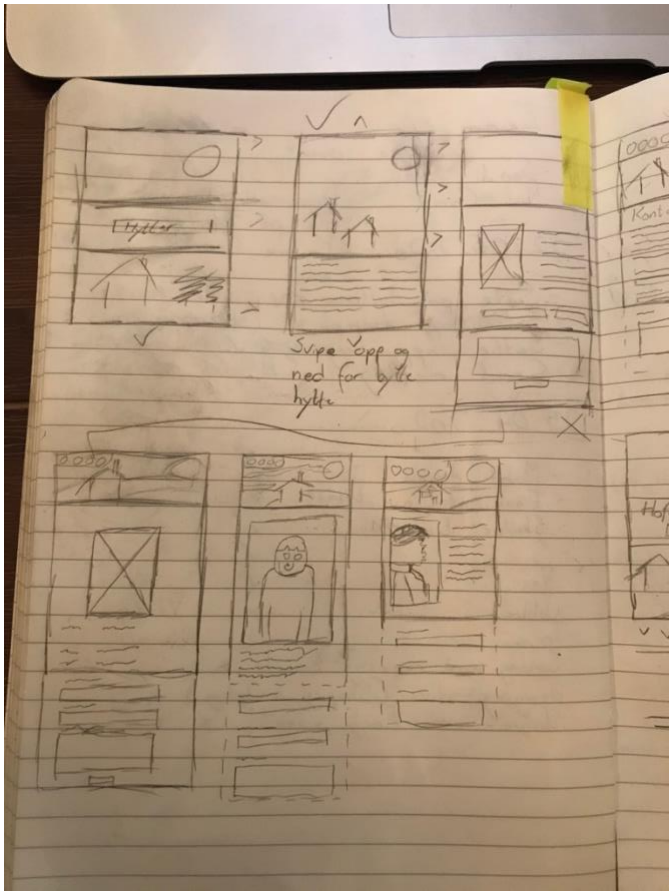
Code Train – Node.js and db reference:

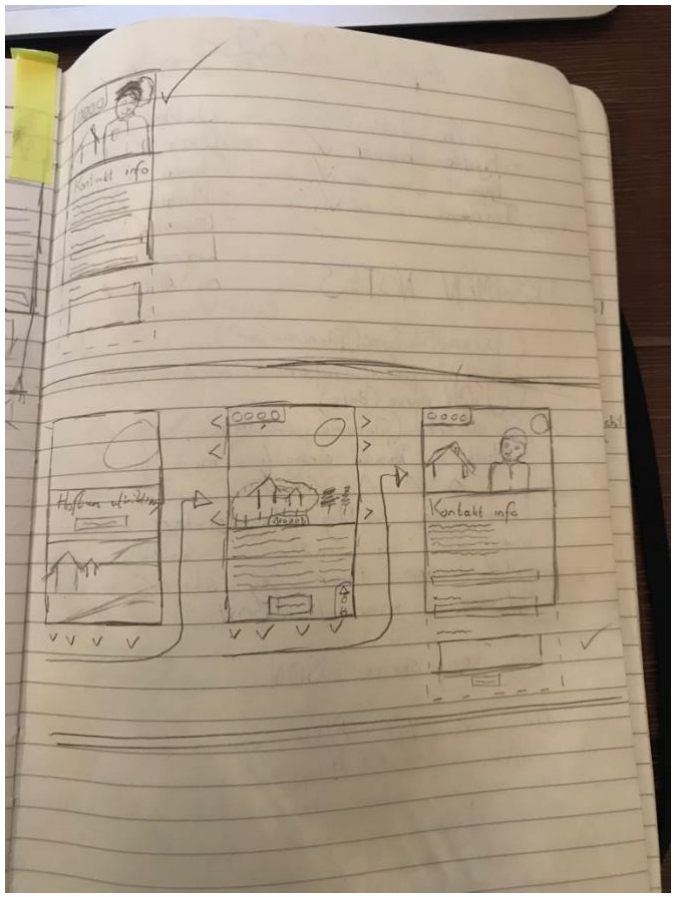
- https://www.youtube.com/watch?v=wxbQP1LMZsw
- https://www.youtube.com/watch?v=3ls013DBcww
- https://www.youtube.com/watch?v=Kw5tC5nQMRY
- https://www.youtube.com/watch?v=xVYa20DCUv0

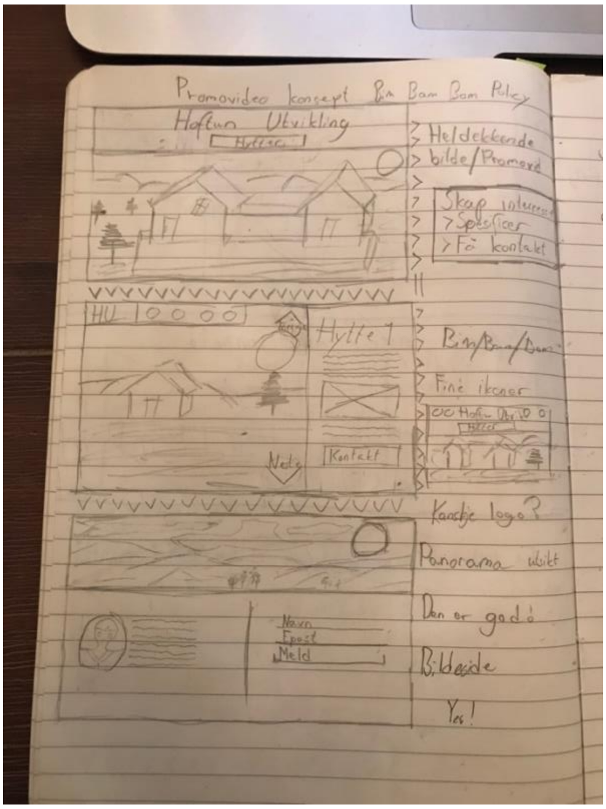
Framer Motion referance

- https://www.youtube.com/watch?v=qJt-FtzJ5fo

4. Images



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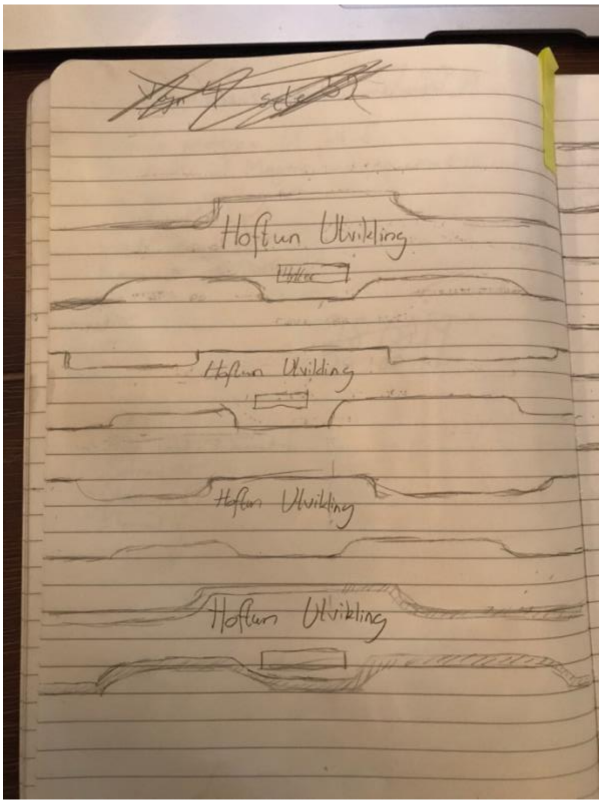
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