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Semester Project 2

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Design

What went well on the project

The project was well in its development throughout the whole timespan I had. All though I chose to do smaller sprints, that way I got the feeling of how it was to be done in a production viewpoint. This way I got a better view of the tasks at hand. I also had a very clear ethos when it came to the project which was "Function, Form then Style". The project also mimics this ethos in a large portion. All though I feel like I managed to create a nice way of styling the page. I also wanted to go for a dark to light theme switcher. There is a branch started towards this in my github repo, but I didn't want to take too much of my time and put too much effort into making this, since it was not a required task.

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

Not too much went so difficult on the design part of the project, I was very clear on how I wanted it to look, and I did not take too much time to make complex UX and UI designs. I rather focused on finding the correct type of setup for the project in its whole.

What would you do differently next time

Probably have a set point of the components I wanted to work with within the project. In that way I can standardize the way I set up for creating the different pages and have the possibility to change the way it looks, but still use the components and their styles.

Technical

What went well on the project

I was very proficient in the way I set up my file structure so I could have ease when creating the modules in the JS files, as well as the naming scheme for the SCSS files. In the SCSS, I went for more styled components way of styling, rather than page by page. I feel this was a better way of doing it, seeing as I could then set up my own "framework" in the SCSS, and just classify it in the HTML structure

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

The things that was difficult for me in the project was using just plain JavaScript. This became a challenge since I am currently using Angular framework for my job and have been setting myself up to go for MERN stack earlier. Having to jump between these when doing development and cluttering the syntaxes in between each other made it harder for me.



What would you do differently next time

Not complicate with the flashy effects and components I wanted to add into the project at the last minute. This took way too much time in the ending phase of the project before launching it. I think if I was clearer on how I wanted the components of the site to be, I would be done about 1 week in advance. This comes mainly from me getting used to using frameworks and set styling languages within these frameworks.

Set more time to do the technical works and do a better time schedule for myself. This is the best I can do when it comes to the works of the semester project, and that I can get at the time I had available, having work tasks to take hand of aswell.

References

<https://fontjoy.com/>

to create font pairings and visually see how they work together with each other. This way I can randomize fonts and choose the ones I find fit. Easy to get the required import statement for CSS files.

<https://type-scale.com/>

Visually see how the font is in different scales and weight. Eases off the design process of creating the typography bit.

<https://fakeclients.com/>

Create fake personas, and clients asking for specific work tasks within development, design etc.

<https://logoipsum.com/>

Great logo placeholders for sites. (Did not want to spend too much time on creating my own logo, therefore I put a placeholder)

