

Feedback – Milestone 1

Initial feedback

Mentor

- Split out the desktop and mobile wireframes rather than have them on the same image (for clarity).
- Site recommended for user stories.
- (opinion) Design is clear and not too many clicks for the user

Friends

- Contrast between the blue/ turquoise and white/black is not high enough
- (opinion) having the menu open click, then click on the item, then click to expand the item once the page has scrolled to it feels like too many clicks...

Implementation

- main blue colour changed to a darker and more intense colour to improve the contrast (checked with web accessibility tool)
- wireframe diagrams now split into two separate sets of drawings, for mobile and for desktop.
- Decision to have the menu item, and the icon, have both a toggle reveal section AND a scroll to top of section function- JavaScript needed.

90% Feedback

Mentor

- (bug) CV download function not working
- (advice) add on: hover to chevrons as you do the icons, make it clear that something is supposed to happen.
- (question) Should maybe put image of yourself on the page? Notes on assessment specify a picture or other media, but you have the teapot image. CVs don't always have image of yourself, really a personal decision.
- (opinion) The work section is too heavy on mobile view, maybe cut down on the word count, or set smaller margins?
- (opinion) README very nice, worry about wireframes. Very beautiful images, could confuse future customers into thinking that the site is more finished than it actually is? Note for the future rather than something that you may get marked down on.

Implementation

- CV download bug fixed – now downloads as should (into target_blank)
- on-hover added to chevrons. On hover colour changed to a lighter colour for all on hover elements to give more of a bright feeling. Improved visibility for the chevrons.
- Question of picture awaiting more feedback from other sources.
- Work section text now condensed into shorter sentences and fewer words. Padding removed, and media query added to add the padding in only on larger screens.

98% Feedback - Slack channel peer-code-review

Simen Daehlin

Readme

- Consider remove the following from Tech used
- Visual Studio Code
- Git Bash (Replace with Git)
- Github
- Trello
- WebAIM
- Coolers
- W3 CSS Valicator
- W3 HTML Validator

These can be moved to just Credits as they are not "tech" they are websites so rather give credits for using them. Git itself is tech but git bash is just a program same with visual studio.

- Consider remove version numbers from jquery and bootstrap they are not needed.
- Consider rewrite deployment to Local Development you are explaining how i can clone and do things with your code NOT how you deploy it.
- Consider add Deployment where you explain HOW to get it to github pages etc (Step by step)
- Consider remove floating links (www.flaticon) etc and use text like you would link some text.
- Good Commits (A bit long but good)

Website

- Consider use a normal navbar for the website as it's hard to get to the menu when scrolling etc. (Personal opinion)
- Consider expand the different things or give a more indication what things are on the page, it's just some icons and some are not even working.
- Consider change some fab to fas as they are not brand they are solid icons. (Like your desktop one)
- Consider remove unused classes like .portfolio-inner-div it's already centered without it and should not be needed.
- Consider to use slim jquery version
- Consider upgrade popperJS to 1.15.0
- Consider remove integrity and crossorigin this increases readability if removed. They are only needed if you are handling sensiv info.

- Consider move all scripts to 1 CDN like CDNJS

```
<script src="https://cdnjs.cloudflare.com/ajax/libs/jquery/3.4.1/jquery.slim.min.js"></script>
<script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.15.0/umd/popper.min.js">
  </script>
<script src="https://cdnjs.cloudflare.com/ajax/libs/twitter-bootstrap/4.3.1/js/bootstrap.min.js">
  </script>
```

- Consider move Font imports to a single import and also into the CSS itself.

```
@import url('https://fonts.googleapis.com/css?family=Material+Icons|Economica
|Roboto&display=swap')
```

- Consider upgrade fontawesome to later version

```
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/5.10.0-12
/css/all.min.css" />
```

- Consider to make all links in the same order, by this it should be link rel href in the order. You have some writing href first some is not. Consistency is key.
- Consider rename article to main.
- Consider remove console.log from your javascript file as it logs out and pollutes the console without needing it.
- Consider remove multiple ---- in your CSS comments on smaller screen this is annoying to read and it's not necessary to make a comment /* My Comment */ works fine and does what it should.
- Consider replace px with rem this will make it more scalable for mobile etc.
- Consider reuse different classes that use the same attributes. (Col left and right bot have the same things only one changes with the height).
- /* _____ */ is not needed as a comment
- Consider remove dead lines (Meaning don't have loads of blank lines in css)

Anthony O'Brien

if your design choice is to go with the hamburger menu then as long as you detail your rational for doing it this way rather than the horizontal menu in your README than you will be covered. The site is amazing by the way.....clean, pleasing and almost energetic. The download of your c.v. and how it looks is stellar too and honestly a great throwback to the resume mini-project!

And now my small bits:

Although I instantly clicked on the icons to see if it did anything, another user may not.... is it worth adding a small header somewhere to say Click on an icon to expand or something along those lines? Some of your iconography isn't loading for me, and after a quick dive into your code maybe this could be wrong FontAwesome versioning? It's a guess but I could be wrong. Each section being a dropdown is cool, but inside that dropdown we have another dropdown with tiny bite-sized info, I would maybe reconsider this part as too many clicks could reduce user interaction with your site? And some of the info you have in those sub-dropdown areas are pretty cool to read.....(**air cadets** cough cough)!The only thing I could say about your README was for your testing.....

you didn't mention the dreaded Internet Explorer at all.....have you considered testing it on it? Spending a couple of minutes and adding that to your README would show the assessor you thought of every possible eventuality, just a thought.

All in all, the above is me trying to find flaws when in fact I found none.....I didn't delve into your code too much but I would say some small supporting comments on some of the beefier elements as to what they do and why they do it would show the assessor you thought of the longevity of maybe another developer working on this project with you, for example on media query 768, why did you use pseudo elements before & after etc etc. And lastly, your comments are extremely long-leading for me a comment would be just
/* Comment */ not /*-----Comment */ (but again that's just preference)

John Lynch

though it was very slow to load...

Found a few typos...

1. In "Soft Skills" receiving - sp.
2. In "Film & Video Production" inconsistency of hyphenation:
Pre-production vs. Post production
3. In "Content Marketing & Project Management" strategy - sp.
4. In "Practice CV" HTML and 'bootstrap' - capitalisation
5. In "Octopus Game Web App" exercise - sp.

Implementation

- typos fixed
- desktop icon changed from fab to fas
- noopener added to _blank links
- remove un-used class from CSS
- set teapot image to smaller
- standardized header links
- popper version update
- article renamed to main
- JavaScript file cleanup
- CSS file cleanup
- README updated with suggested feedback