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# *EarthOverView*

*Project Evaluation*

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## Purpose of Project

EarthOverView was started as a personal learning experience for me.

## Evaluation

I heavily underestimated the knowledge and the time necessary for this sort of project. I had counted that nearly a month was taken to make this entire project.

I think that is mainly because I am learning JavaScript, HTML and CSS while making the project.

My original plan(<https://github.com/Computer4062/EarthOverView/blob/home-page/HomePage.png>) also involved the addition of other cool features and a blog post as well, but I was not able to execute these plans because school will start on September and I will not have enough time to work on this project.

One of the major flaws in this website is the large loading times upon entry into a page.

And another one is the 1000req/hour limit on the populations API.

EarthOverView was designed to give people an overview of the human civilization and their home planet this is why the world population feature was added in the first place.

## Things to take away

Working on this project has taught me the following on *project management*:

- Research about the market and marketing before the coding stage.
- Always take advice from people during the development stage.
- Criticize your products rather than admiring it.
- When a problem arises don't pretend like it is not a problem.
- Make your products 100% flawless through criticism and constant problem addressing and solving.
- Focus on making your features extremely useful.
- Avoid putting a hodgepodge of features by addressing a clear purpose for the entire website.
- Face the reality and don't pretend like there is not a hodgepodge of features when there is.
- Always look for criticism and complains from users and don't ignore them.
- Have a good scientific reason for whatever features that are going to be added.
- Think critically about how we can make the features more useful.
- Mindset of developer will affect the end result of the entire project.

Working on this project has taught me the following on *project development*:

- It is important for us to prototype our websites very carefully.
- Plan out the major functions of the website (in detail) with flowcharts.

- Prioritize web functionality over web design (decide upon the functions of the site first).
- Charter documents help us to understand the feasibility of our projects.
- When using a new technology try to watch a tutorial and understand it before using it.
- Building the homepage first helps to develop a proper theme.
- Iterative development is extremely useful when designing a near perfect web design.
- When doing iterative development we first design a prototype of the page and then we begin coding, make changes to the prototype and start building once again.
- When copying and pasting code it is important to understand how that code works.
- Once functionality is properly prototyped we will avoid underestimating our projects.
- Website should become compatible across multiple devices.
- Gather knowledge on how the web hosting service works during the prototyping stage.
- Building a website is 80% research and 20% coding.
- Have a good color palette.

Working on this project has taught me the following on *time management*:

- Failure to manage time properly leads to a large amount of stress.
- Self-discipline is important for time management since boring tasks also has to be done.
- Doing less work and putting uninterrupted focus into the work makes us more productive.
- Doing 1 task in 4 hours is more productive than doing 4 tasks in 4 hours.

A complete journal from the beginning of the project can be seen here(<https://github.com/Computer4062/EarthOverView/blob/documents/README.md>).