WHAT YOU NEED TO CREATE A WEBSITE

Step-by-Step Instructions

ABSTRACT

Learn the basics of how to get started in making your very own website with limited experience in just a couple major steps!! Step-by-step instructions on what to use and when, giving you your own personal guide to achieving your first ever web application.

*This manual serves as a guide on what to use to create websites and when to use them including YouTube tutorials on how to use to use the software more technically to create your website. This does not serve as a technical instruction set on how to program.

SET UP:

STEP 1.

You'll need some sort of web design framework. For ours we'll use node.js, and visual studios code. You can download these from the web. Scan below to Download:

Figure [1]

Figure [2]

STEP 2.

Next you'll need to do some planning. This will consist of how you want your website to look, and what you want to be able to do on it. For this, my app suggestion is Figma, which is a design tool used for creating UI (user interface) for websites and UX (user experiences) for mobile apps. Scan below to download Figma:

Figure [3]

STEP 3 (OPTIONAL)

For those who know nothing about web development, you'll need a good solid tutorial to follow along so you can understand exactly what to do and how to do so. Here is a good tutorial to get set up:

Figure [4]

DESIGNING:

STEP 4

You need to start with your idea for your website, what will it be about, what is the use, and what will users be able to do. You can flesh out the specifics of your website on a Microsoft Word or Google Docs document.

Project scope statement

The redesigned website will provide customers with faster and easier access to products while offering value-added content to increase session durations and reduce bounce rates.

Overview:

☐ Create a new engaging web design for an existing brand.
☐ Retain existing brand identity and requirements.
☐ Optimize website performance for a faster user experience.
☐ Engage visitors with detailed, accessible content.
☐ Monitor key performance metrics to measure session duration and bounce rate improvements.

Governance:

☐ Branding and design decisions will be the responsibility of the creative director.
☐ Optimization goals will be assessed and targeted by the web development lead in collaboration with the creative director.
☐ Content drafting and editing will be overseen by the senior copywriter, along with marketing team resources as needed.
☐ The project manager will be responsible for benchmarking the metrics with the client. All deliverables must be submitted per the provided schedule to the project manager, who will take them to the client account manager for assessment and client review.

Approach (in scope):

☐ Rebranding or changes to established colors and logos
☐ Creation of additional content or landing pages
☐ Metrics such as website conversions

Assumptions

☐ Budget restrictions limit this to specified team resources only.
☐ Department coverage will be provided for vacation overlap.
☐ The website will launch by the end of Q3, inclusive of quality assurance testing.
☐ Client interest in expanding scope will be added to future engagements.

Deliverables

☐ Complete redesign of all existing pages on the client's website
☐ Copywriting and editing to fill in pages that lack engagement
☐ Optimization of website elements to reduce load time and increase site speed from the initial benchmark
☐ Improvement by 10% over six months after completion in session duration and bounce rate metrics
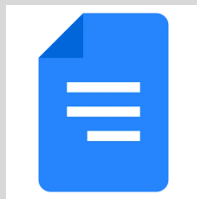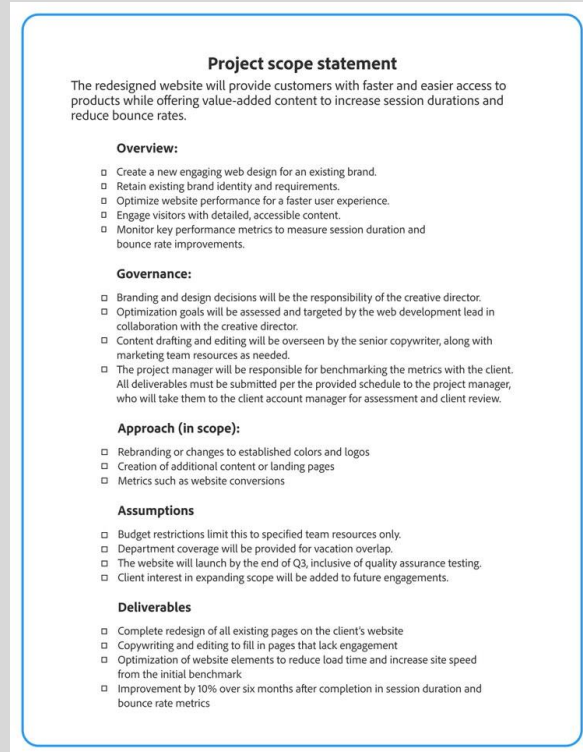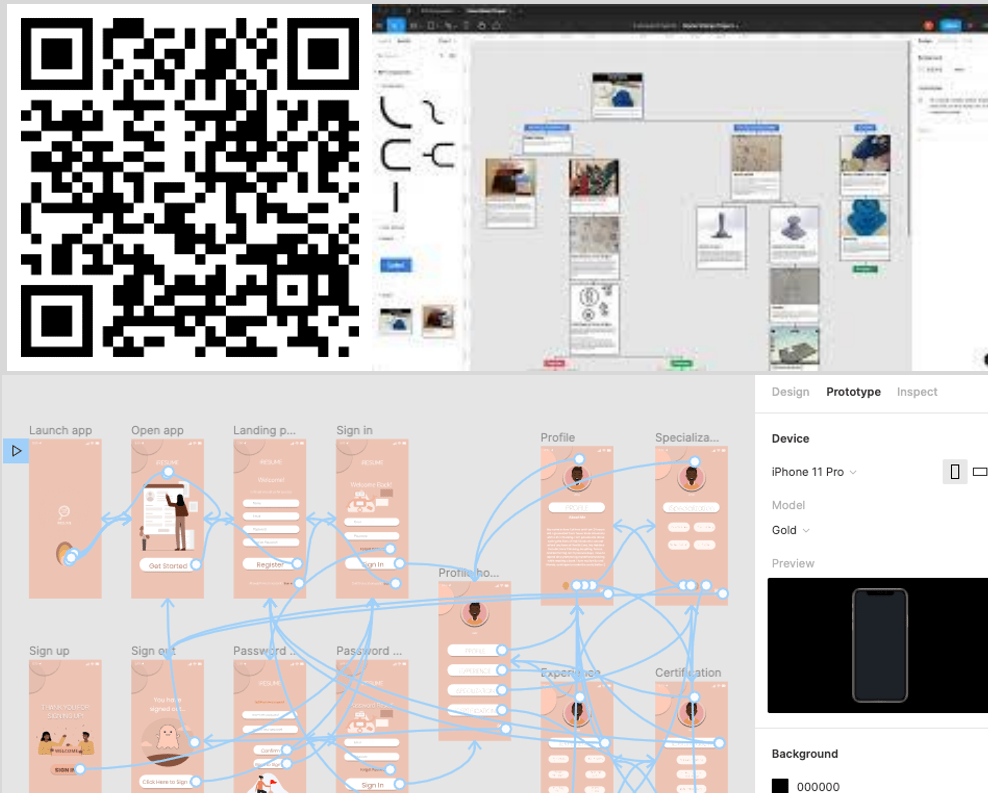

Figure [5]

Figure [6]

Figure[7]

STEP 5

Once you have well defined the scope of your website, the functionality, and the purpose, you can now begin designing visually with Figma. Using Figma, you will want to design the UI (user interface) for both the website on a desktop and for a mobile site. Scan Below for a tutorial for more information on how to use Figma to make designs:

Figures [8] & [9]

CREATING:

After completing your website design, you are ready to fire up node.js to launch your website!! To do so:

1. You'll need to first access your computers terminal by searching terminal in your start window:
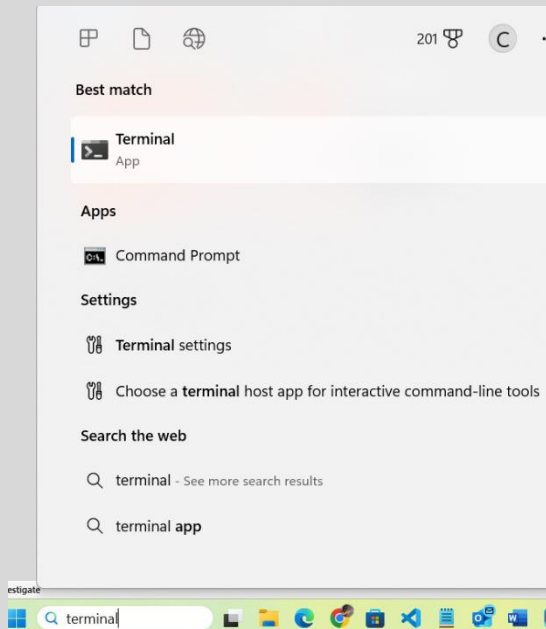
Figure [10]

2. You'll need to create a new project using the command "npx create-next-app@latest":
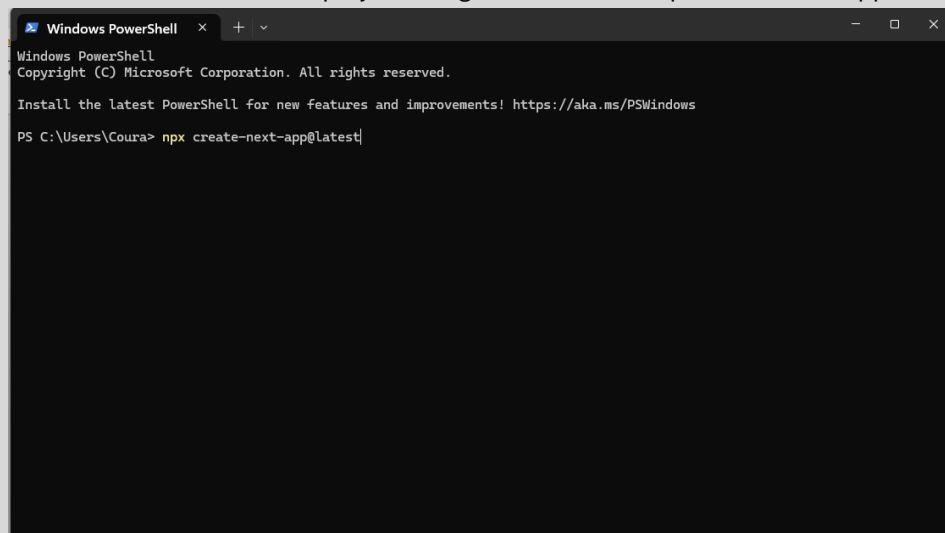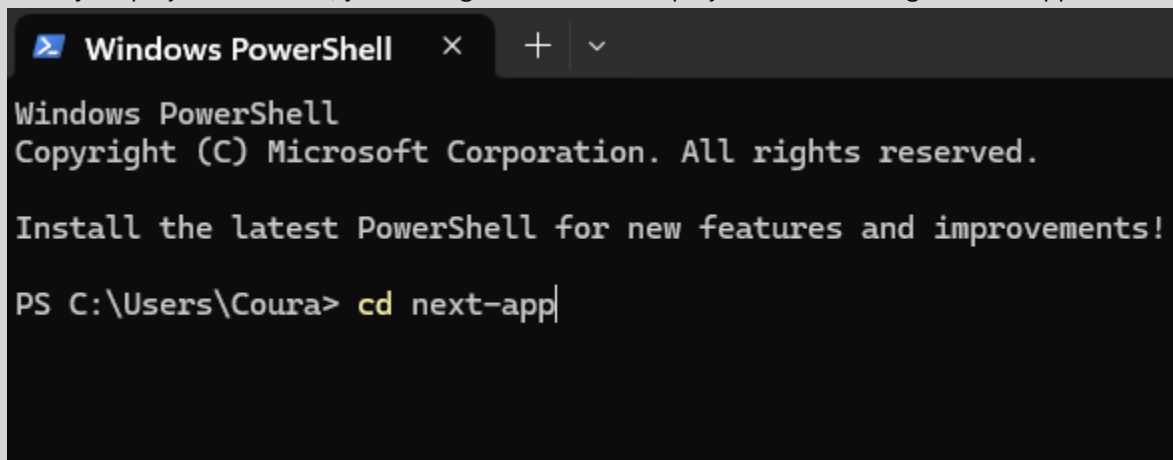
Figure [11]

3. Once your project is created, you'll navigate to where that project is saved using "cd next-app"
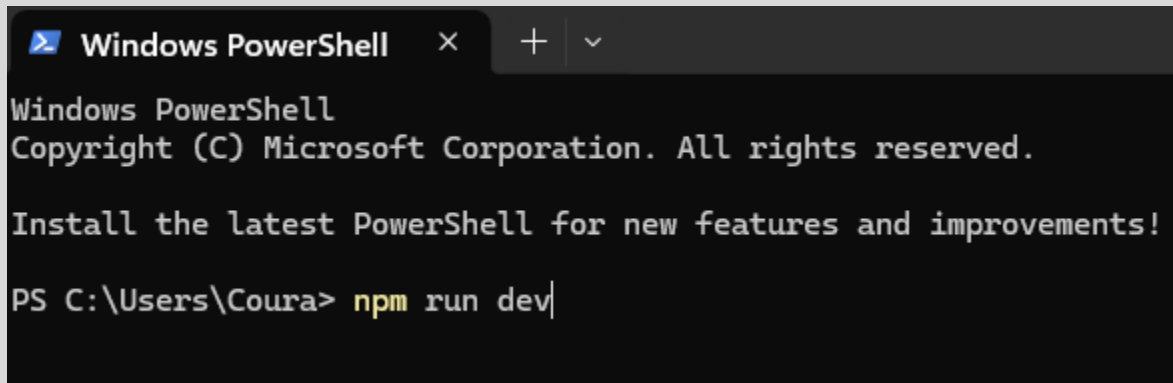
Figure [12]

4. Then start the project using "npm run dev"
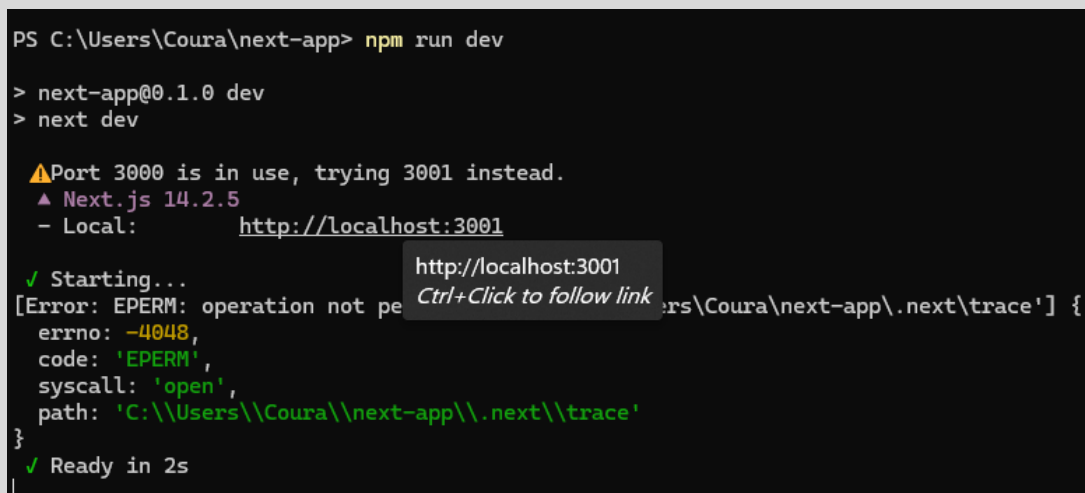
Figure [13]

5. Finally, you'll click on the link displayed in the terminal (http://localhost:3001) for your very first website!!

Figure [14]

STEP 7

If you have any issue with step 6, you can access the tutorial below for more assistance:

Once you've successfully lunched your first website, its time to load up visual studios code to begin editing your website to your liking!! To do this:

1. You'll need to open your website project in Visual Studios Code:
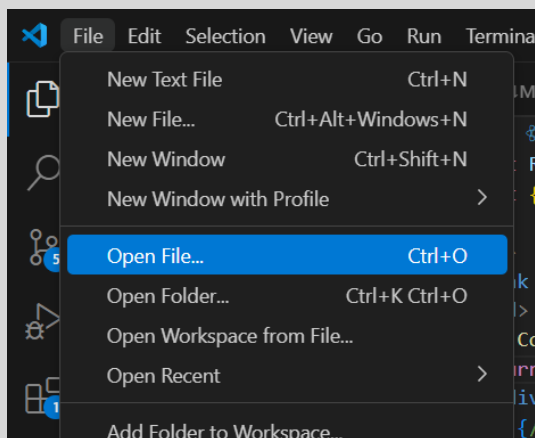
Figure [15]

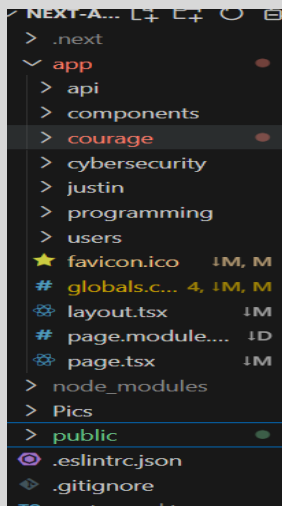2. Familiarize yourself with the packages and classes that are pre-made for you by node.js

Figure [16]

To do this, you can check out node.js online manual or the many online tutorials provided on the topic.

3. Begin editing the code to your liking. There are many resources for assistance in generating code for you if you are not familiar with node.js and react, or to assist you in writing the code if you are familiar with coding. ChatGPT and w3schools.com are two such resources.

STEP 8

As you edit your website, you can see the live updates of what you are changing on your website. You can do this by simply putting your website side-by-side to Visual Studios code. Try changing something and watch your website automatically update to see your change!!
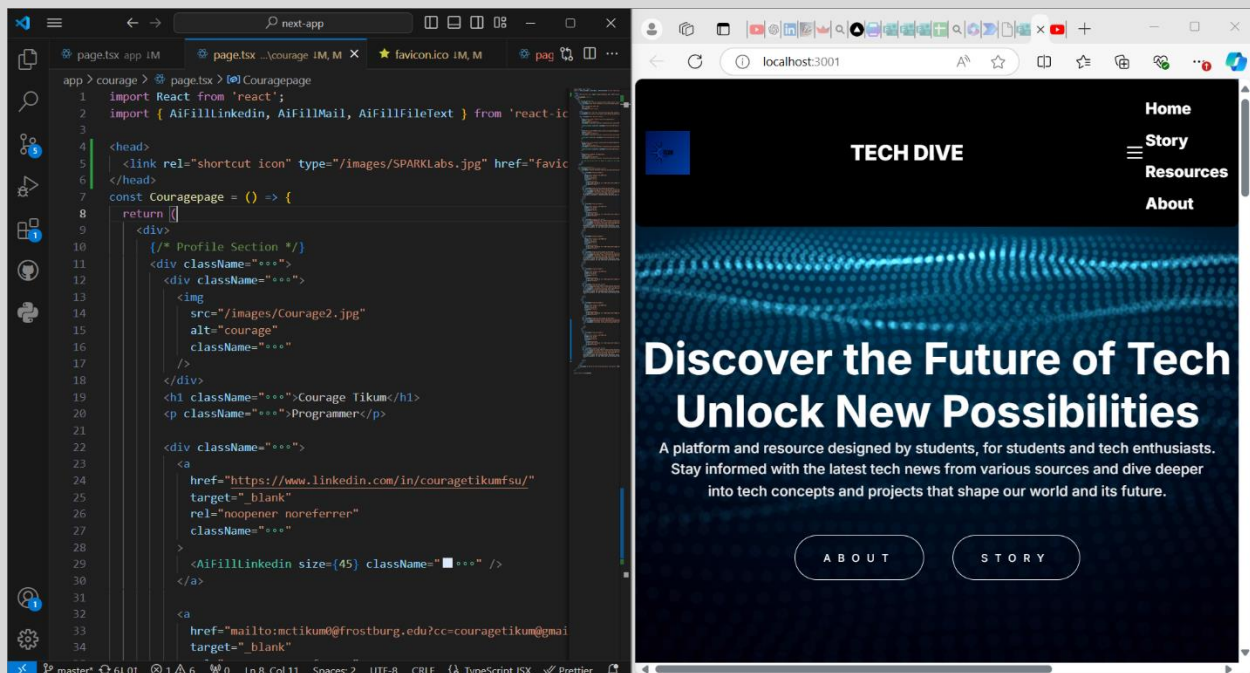

Figure {17}   Figure{18}

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