

Lappeenrannan teknillinen yliopisto

Name of your school goes here (School of software engineering)

Software Development Skills Front-End, Online course

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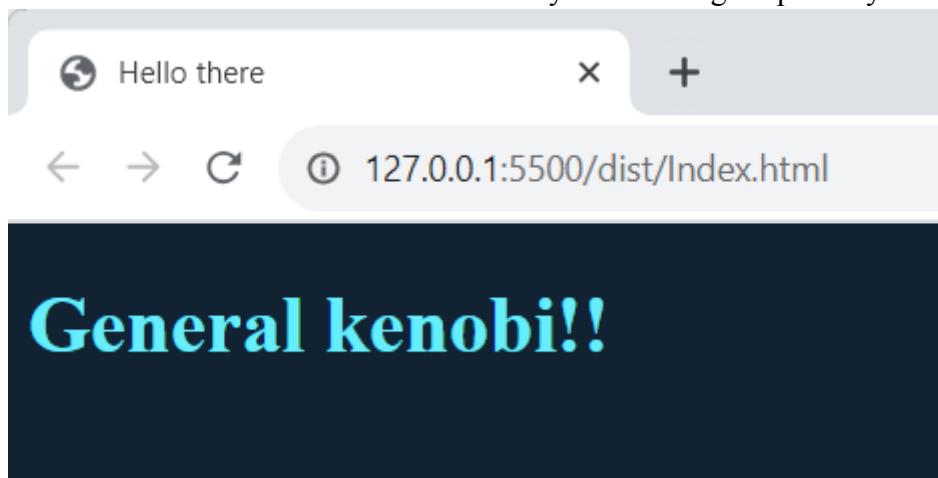
LEARNING DIARY, Introduction to workflow and sass MODULE

Date : 11/09/2023

Activity : Video lecture of Responsive Portfolio Website - Intro & Sass Workflow Setup

Learning outcome: I check out the course information, I create my setup choosing VS code as my editor because I already use it. I also saw the first video without a break and then I tried to do it by myself, although I needed to check some parts.

But in the end I have the first version of my web and a git repository.



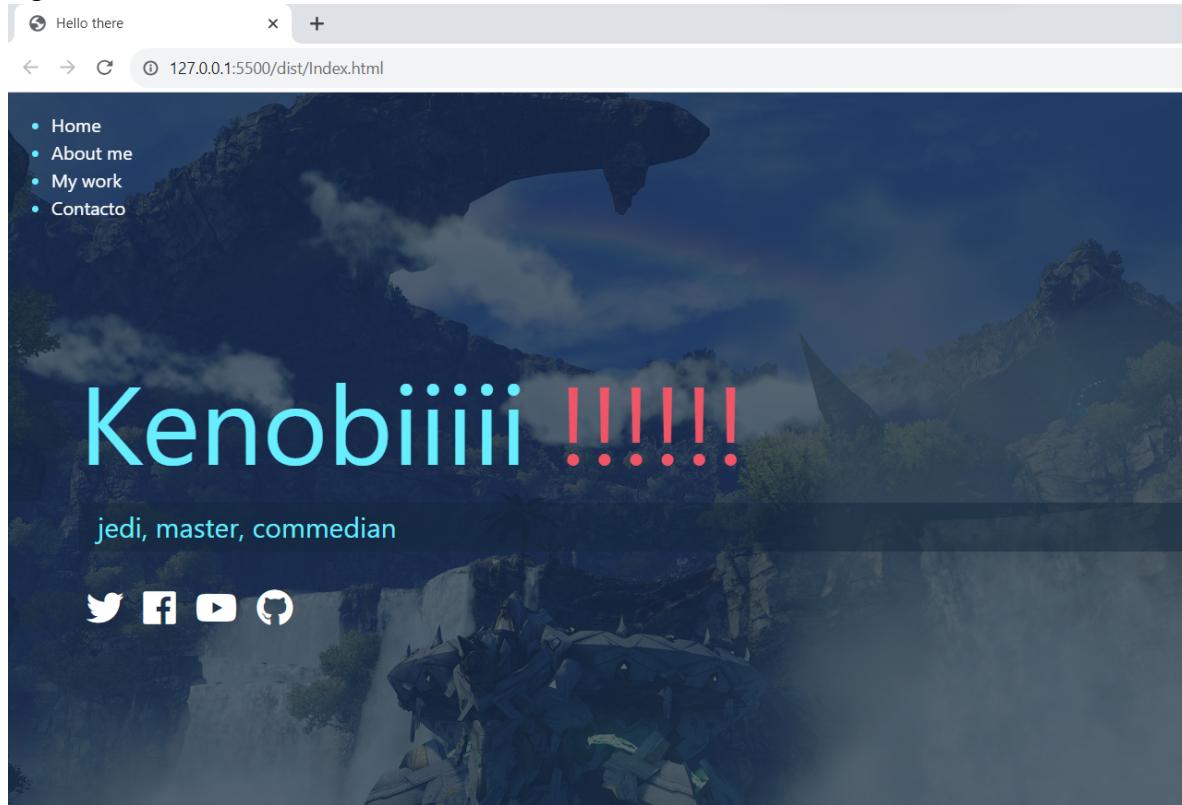
LEARNING DIARY, Homepage and Core Sass/CSS MODULE

Date : 12/09/2023

Activity : video lecture of Responsive Portfolio Website - Homepage & Main Sass

Learning outcome: I improve my homepage by adding new colors, menus, icons and background images. By doing this I learn about css, how to make functions, how to separate between main, headers, body, etc .I also learn about the different variables like

font-size, padding, overflow... and how to make transition, in this case the color of the logos.

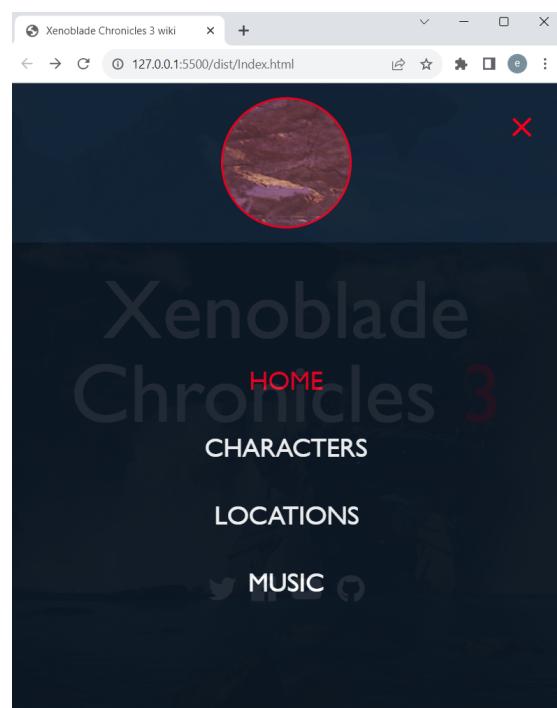
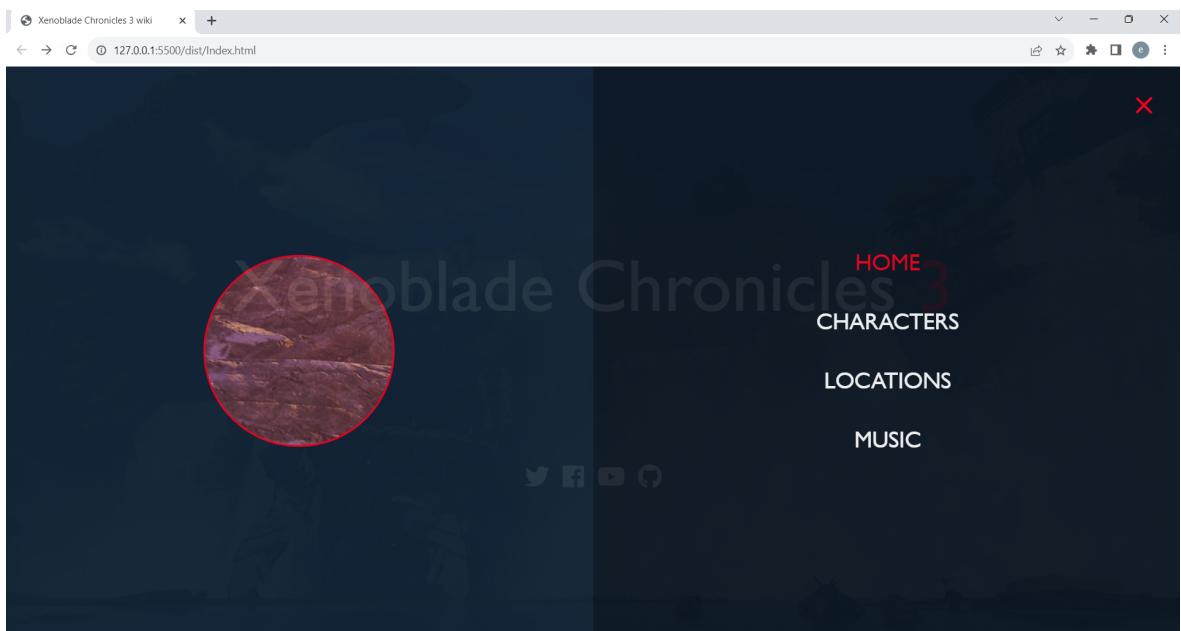


LEARNING DIARY, Rotating Menu Button AND Menu Overlay & Responsiveness MODULE

Date : 13/09/2023

Activity : Responsive Portfolio Website -Rotating Menu Button and Menu Overlay & Responsiveness

Learning outcome: today I learned how to translate items using javascript to change the class of the item. I also make my menu and overlay adaptable to any screen and with that I learn how to include files and how to use functions of other files. The difference that I made for the size of the screen is the transition of the menu, if the screen is big the menu shows from the side and if the screen is small the menu shows for the bottom and above.

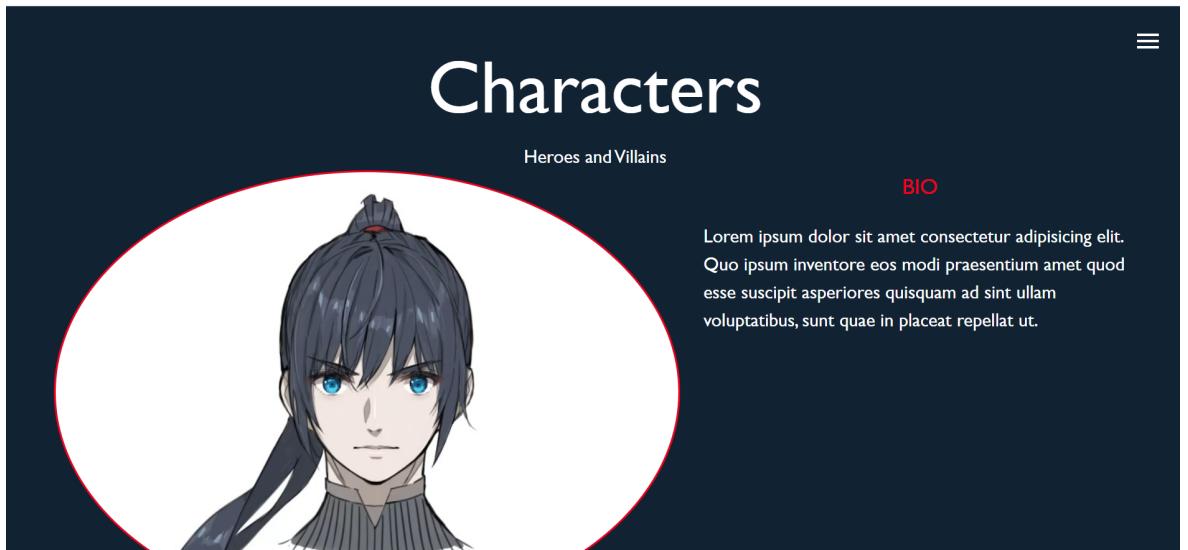


LEARNING DIARY, Page With CSS Grid MODULE

Date : 14/09/2023

Activity : Responsive Portfolio Website - About Page With CSS Grid

Learning outcome: today I made the character page of my web where I'm going to show the various characters of the game. Doing that i learned about the grip in css, what it does is to organize the different texts you have. I also add more images, in this case Noah, the main protagonist, but I will add the missing characters.



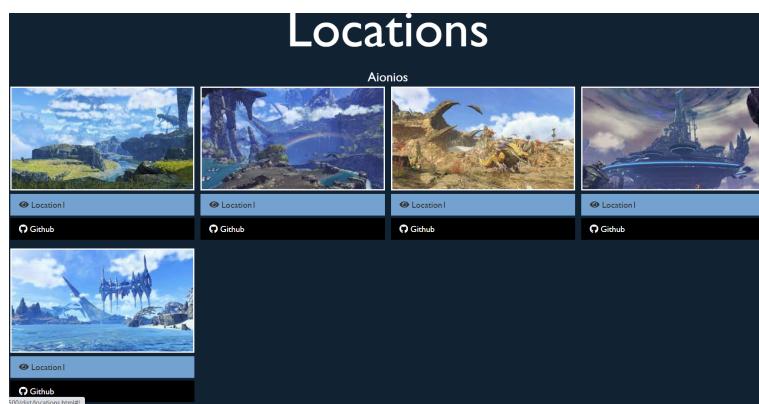
LEARNING DIARY, Work and Contact Pages MODULE

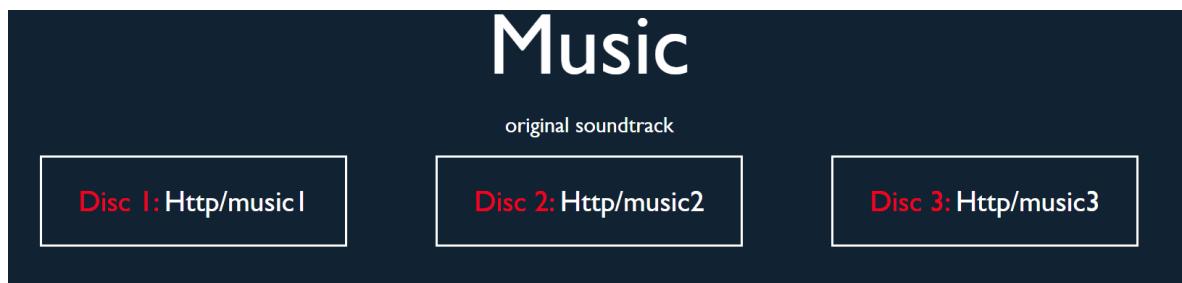
Date : 15/09/2023

Activity : Responsive Portfolio Website -Work & Contact Pages

Learning outcome: Today I made two pages: locations and music. By doing it I learn more about grip and flex. I also added more images for the locations and I made these images responsive, when the mouse is on top the image fades into a more dark color.

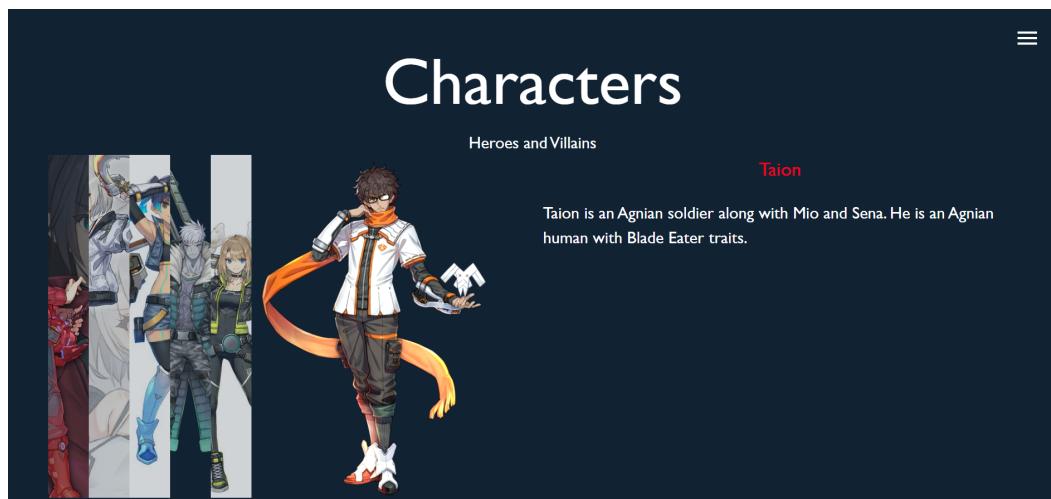
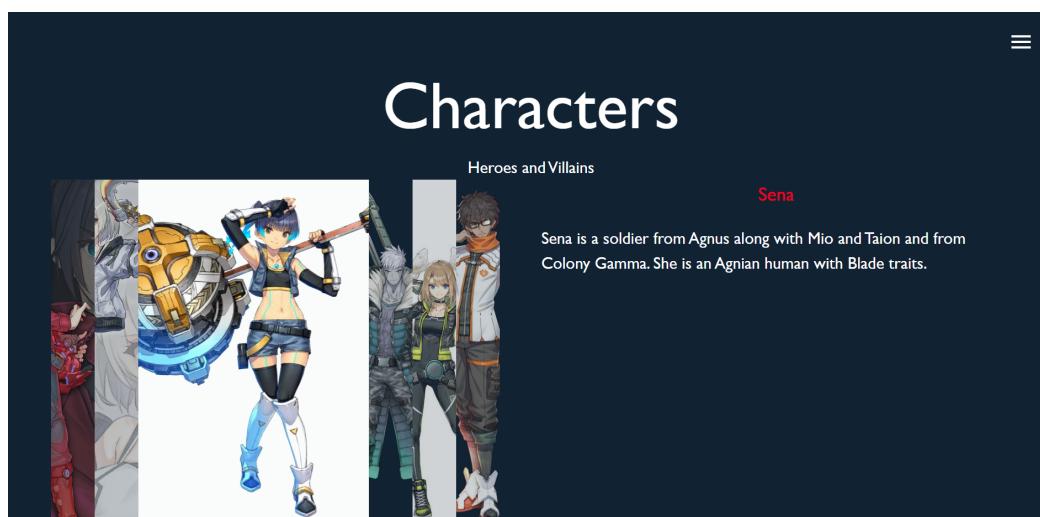
In the music page something similar happened, but instead of fading into a dark color they faded into red, and the text changed into black.





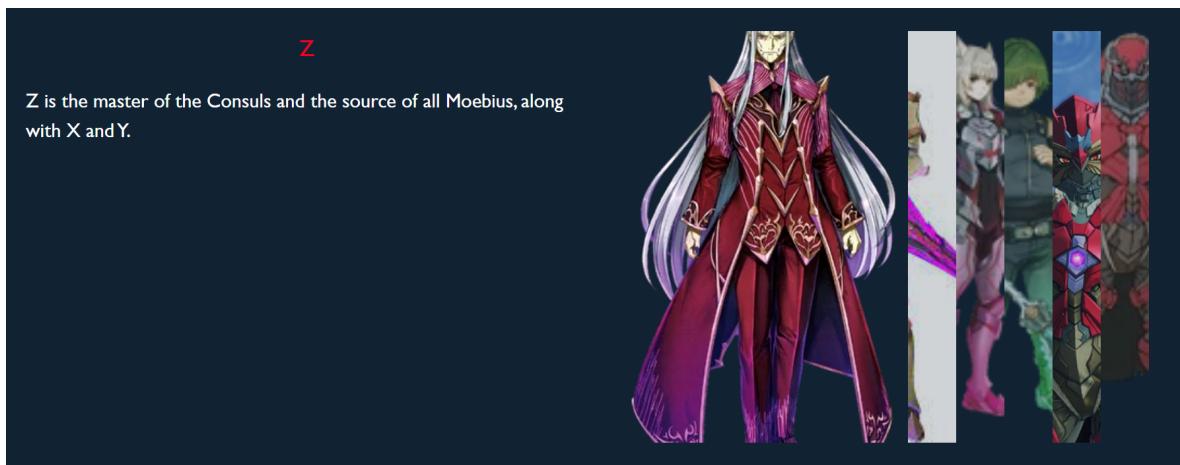
Date : 18/09/2023
Activity : Improve the web

Learning outcome: today I improved the characters page. I made a panel with all the main characters, when you click their picture their specific bio appears. That is made with several functions in main.js and using grid in css. I also change the background image and the profile one.



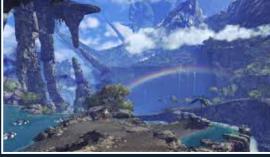
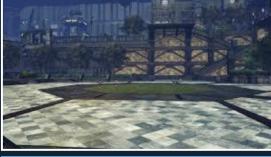
Date : 19/09/2023
Activity : Improve the web

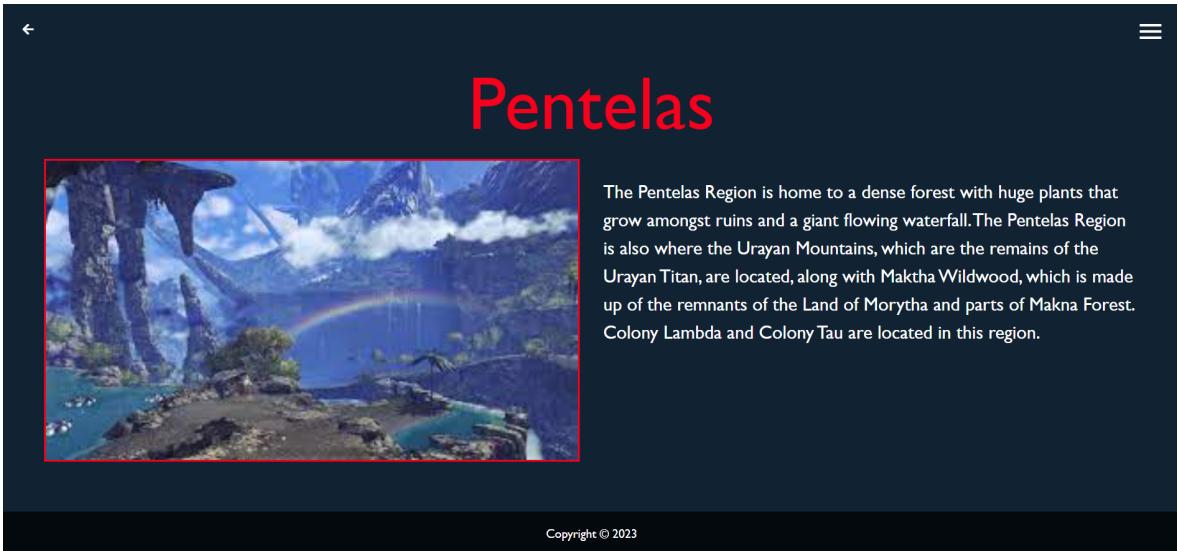
Learning outcome: today I added to the character page the villains with their descriptions the same way the heroes have it. I also add some locations and their own page. When you click on the button with their name you go to the specific page with the image and some information. For that I use grip to separate the image and the text and with css I add a return arrow in those pages.



LOCATIONS

World of Aionios

 Aetia Youtube	 Pentelas Youtube	 Fornis Youtube	 Keves castle Youtube
 Cadensia Youtube	 Origin Youtube	 Agnus castle Youtube	 City Youtube

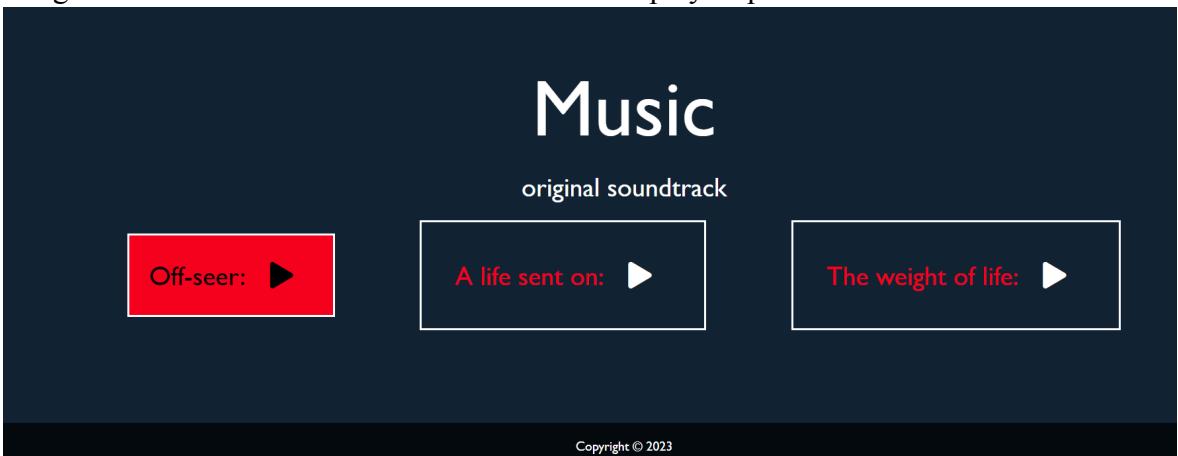


LEARNING DIARY, Website Deployment MODULE

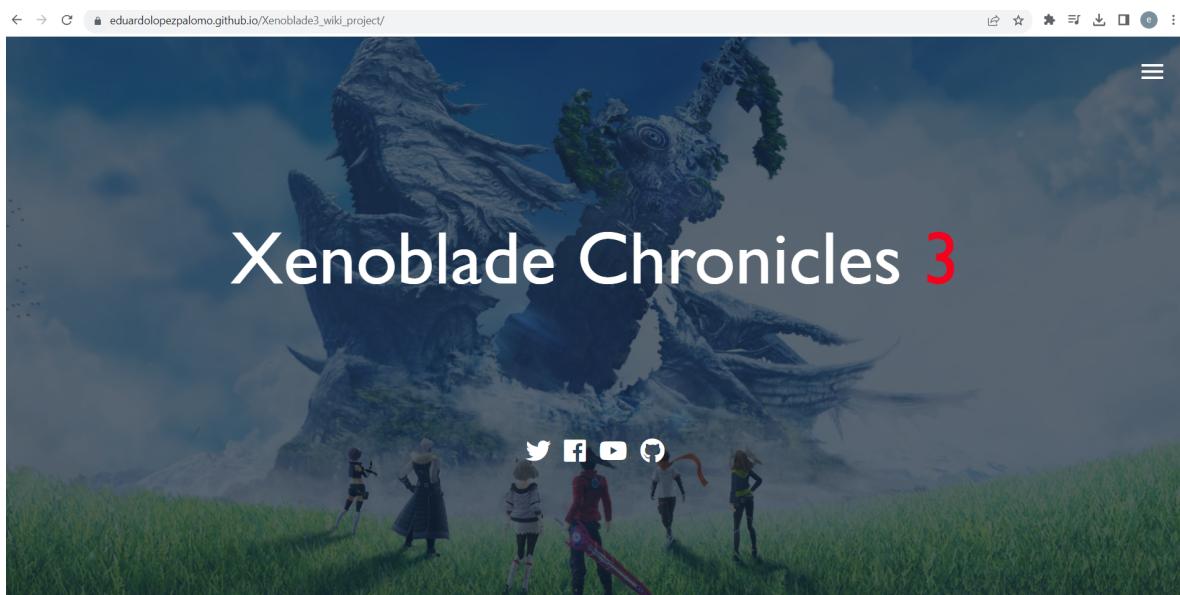
Date : 20/09/2023

Activity : Improve the web and Responsive Portfolio Website - Website Deployment

Learning outcome: today I added music into the music page. I made a play button in every soundtrack and every time you click on it the music starts to play. I did that with javascript, using variables for the audio and functions to start play or pause.



I also deployed my web with github pages. But when I use that link, the characters bio dont show when I click on their image. These things work when I use the live server option to deploy the website.



Date : 21/09/2023

Activity : Improve the web and fixing character page

Learning outcome: today I fixed the character page by changing the grid. Now every image is above their bio text.

The image shows a screenshot of a character page for the game. At the top, the word "Heroes" is written in red. Below it are two character portraits: Noah on the left and Mio on the right. Each character has a name below their portrait and a bio text block below that. The background is dark.

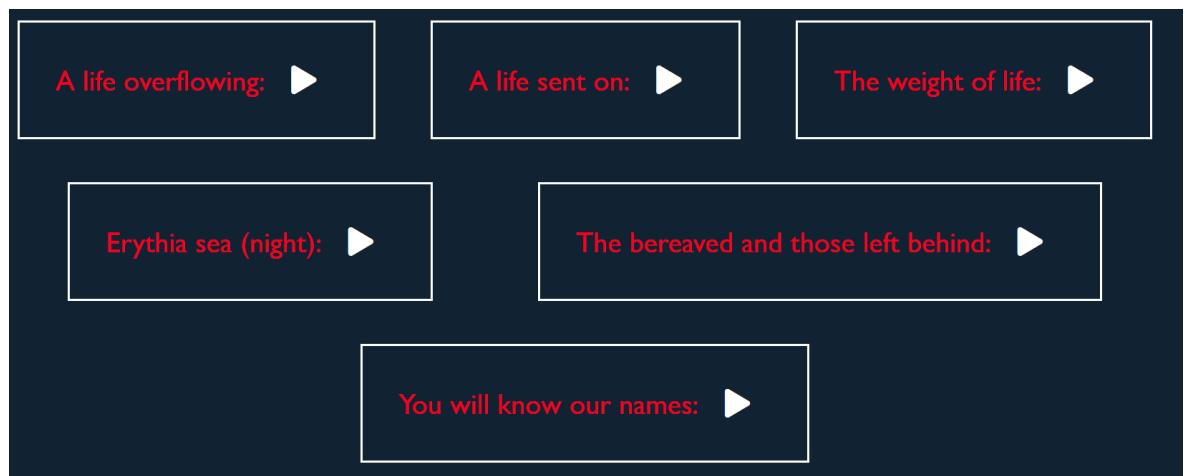
Character	Description
Noah	Noah is a Kevesi soldier and an off-seer. Along with his friends Lanz and Eunie, he is assigned to Colony 9. He is a Kevesi human with Homs traits who, despite his slim physique, has impressive physical power.
Mio	Mio is a soldier of Agnus and from Colony Gamma along with Sena and Taion. She is an off-seer who was initially working for Colony Gamma's arms expansion force. Mio is an Agnian human with Flesh Eater Blade and Gormotti traits.

Date : 23/09/2023

Activity : Improve the web and responsive character page, locations and more music

Learning outcome: today I made that for small screens the characters and their bios are one above the other and I made the same for every location exclusive page. I also added more music to the music page and in the title page the title soundtrack sound.

I explained how my page works in the readme file



Noah

Noah is a Kevesi soldier and an off-seer. Along with his friends Lanz and Eunie, he is assigned to Colony 9. He is a Kevesi human with Homs traits who, despite his slim physique, has impressive physical power

Aetia

The remains of the Gormott Province and pieces of the Bionis' Leg make up a majority of the Aetia Region. Colony 0, Colony 9, Colony Gamma, and Colony Omega are located in this region.