



Noroff

School of technology
and digital media

Report

Semester Project.

Harald Tomter

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1.0 Wells and no' s

Design

What went well on the project?

For me I am happy with the nav, header and section 4 design. (section 4 is the colourful museum image) reason behind this is that I think it turned out to not only to look good, but it was easy to transfer the feel and look to smaller screens. Also, the choice of colours I am quite happy with.

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

When designing in Adobe XD I somehow always choose to make the design in 1920px format. The site ended up being 1366px wide after the coding phase started. My challenges when designing in 1920px width is that I somehow making images and font sizes to large, so when working on my css files I suddenly realize the mistake I have done during the design phase when I see the actual size of everything in my browser.

What would you do differently next time?

Use more realistic font-sizes when designing in Adobe XD, be more creative with the layout. Start designing for smaller screens first then lager ones I think can be a smart choice.

Technical

What went well on the project?

Responsiveness of the whole project. I had a hard time last project making the site responsive, this time I used my developer tools to constant check how it looked on all the devices on my list, I also used my friends and family to give med feedback and check their phones (made sure they all had different phones) So all in all I learned a lot more about how to make the site better on different screens.



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

Creating the responsive navbar was the most difficult part of the project.
I still working on this to learn how to do this better.

What would you do differently next time?

Play more around with different grid-layouts. Practice more to create a better menu for smaller screens.

WCAG guidelines, content management and SEO**What went well on the project?**

Organization of my files the way I did, it was maybe a little in excess of css files but this way I actually had more control over my files. And as always at the end of the project I got a better understanding on how I would organize my files.

I also would say that I think I managed to have a unique meta description for each page.

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

If I am to point out one thing it might be the use of 100% correct headers in the right places.

What would you do differently next time?

Do the accessibility test much earlier in the project. Way earlier.



2.0 Summary

This report is taking us through the phases I worked on with the four weeks we had on this project.

Planning was shortned due to the suddenly no need to make my own copy or images for the site, that gave me more time to focus on planning the road from start to the end with deadlines and design. Design had som flaws I fixed later in the coding phase, some issues I had was not to think of font-size and image sizes due to designing in 1920px width without thinking of how it would appear in the browser, the max width was later edited to 1366px (it still remains 1920px in the Adobe XD file. Colour palette was made from the most colourfull images provided in the zip file, with young audience in mind. Coding phase gave me some challenges, especially creating the responsive navigation, and also my mistake by not checking the code with <https://validator.w3.org/> at an earlier stage. But it turned out well and I managed to make the indexfile as an template to use for the rest of the pages in the project.

The phases in the BODY section:

- Planning
- Design
- Prototyping
- Code
- Testing



3.0 Body

3.1 Introduction

I am going to go through my workprogress in phases made in my trello board.

First of I can start with that I have choosen trelloboard as my workplanner, the reason behind this I explained in my report with the Projectmethodology assignment. To explain it short, I have used Gantt as a tool for many years and I wanted to try something else and learn something new .

3.2 Main section

Phase one: Planning

I was actually surprised that we got all the copy and images to work with like we did, I was prepered to write my own copy and find all the pictures needed for the project as a part of the planning. So when I created my plan with Trello I just had to make sure I meet the criterias in the assignment, set my deadlines, use checklists so I had a place to keep track of my progress during the semester project. Comment on my own deadlines is that I managed to make them, only phase I had to work my hat off, was the coding phase, it was long hours and late nights that week but I still managed to reach my deadline.

Phase two: Design.

My design choices was born out of two images we got in the zip file. And on top of this I went to font awesome to look for some nice icons to add to my project and discovered that the ones I wanted acutally had the colours to go well with the images already.

Learning from previous mistakes (Square Eyes) I designed the page in Adobe XD in a way that I know I would manage to create with HTML and CSS, I may have made the layout to easy for my self, and on my next project I want to create a layout with more sections side by side instead of a vertical design I did this time.

Color pallete was made from the images displayed under this text, the choice was also done with the knowledge that we wanted to attract a younger audience aswell as adults. Playful colours was my choice, also the colour of the copy was changed from black to a dark greenish colour to make the site more colourful .



Typeface: Play and Roboto

I choose Play as my header font and Roboto for the copy. The reason behind this is that I have used Play in a private side project I am working on and for me it has this cool, space, tech and science look over it. So when we got the assignment I knew from the start that I wanted to use that in my project. Roboto was chosen because it fits well with Play and I think it is easy to read

The two images that inspired me to make my color choices.



Phase three: Prototyping

Prototyping was not a big part of this project, I made my site as simple as possible, it is actually just navigating from page to page in the navbar. I also made a navigation in the footer so you don't have to scroll up to the top of the page to get back to the navigationbar. KISS – Keep it simple stupid



Phase four: Coding.

HTML

All over I am happy with my code, I did some poor mistakes for sure in the start, made a mess with the section I placed in the nav section, the reason behind this is that I really struggled with my hamburger menu. This is something I have put on my personal “to practice list” that I have. To make the hamburger menu I used a whole day trying to get it working, watching a few videos and the guide provided by Noroff, the result was that I used some code from my other project Square Eyes and did some tweaks on that. At this point i must admit that I do not want to touch the CSS for the navigation. It works and that is how its going to be right now.

CSS

I have chosen the have one style file for each of the page. This is because I personally think it is easier to keep track on my own files. In the future I hope I can learn to do things easier and better DRY writing. I spent a whole day cleaning up my stylesheets and, in that process, I learned a lot on how writing CSS better. Even though I choose to have one stylesheet per page I did not write everything six times, the way I made my stylesheets was that I first made the layout of the page, created the nav, header and footer section and then just copied that file to each of the other files and adding styles in the sections from there.

Phase five: Testing

For testing I choose several people from friends to family, the feedback I got made me do some changes in the end like the “Community Science Museum” text in the nav section had to be a link back to the home page, the one feedback I got that had about 50/50 was the colouring of the first letter in the paragraphs. People liked it 50/50 so I had to make a choice. And I went for the colouring of the first letters in each paragraph.

On the other parts of the site like navigation and design it seemed like people approved it, I do not know if people are just nice to me because they know that I am a student and also that they do not know what’s behind what they can see on their screens.



3.3 Conclusion

Conclusion:

My personal opinion is that the semester project turned out well, it helped me a lot to have trello as a planner and keep me focused throughout the whole project, having phases to work on and deadlines to reach. Much better than my Square Eyes project, the only thing I am worried about is that am I using too easy/simple HTML, have I missed something in the learning process?

One thing is that I learned too much at the last end of the coding phase again, always ending up with thoughts like why did I not do that from the start. But hey, we are all here to learn and I can't wait to get my feedback on the project.



3.4 Trello Board

The screenshot displays a Trello board titled "Semesterproject" with a sidebar on the left and a main workspace. The workspace contains seven vertical lists representing project phases:

- SemesterProject1_checklist**: Checklist, 1 comment, 7/8 messages. + Legg til enda et kort
- Phase one - Planning**: technical (28. apr, 1 comment), Requirements (28. apr, 4/4 messages), Project size (28. apr, 1 comment, 1/1 messages, HT), material research (1 comment), Challenges?, Notes. + Legg til enda et kort
- Phase two - Design**: Font (5. mai), Copy (5. mai, 1 comment), Layout (5. mai), Images/Art (resizing and customize for web and smaller screens) (5. mai, 1 comment), ColorPalette (5. mai, HT), Prototyping, Keep notes updated, WCAG. + Legg til enda et kort
- Phase three - Prototype**: Finalize Adobe XD Prototyping (6. mai), Ask friends/family to test the prototype, Keep notes updated. + Legg til enda et kort
- Phase four - Development**: Coding (16. mai, 1/6 messages), File management (16. mai), Testing and bug fixing on the go (16. mai), Keep notes updated. + Legg til enda et kort
- Phase five - Testing**: Testing (18. mai), Bug fixing (18. mai), Ask friends to test the site (18. mai), check WCAG, SEO again, Keep notes updated. + Legg til enda et kort
- Phase six - Delivery preparation**: Report writing (21. mai), Proof-read report, technical, requirements documentation. (22. mai), Keep notes updated. + Legg til enda et kort
- Phase seven - Publishing & Delivering**: Only to start after Phase six is done, Publish the site! (23. mai), Deliver! (23. mai). + Legg til enda et kort

The bottom of the board shows the Trello logo, a "Bulk Actions (Authorization Needed)" button, and a "Butler (11 Tips)" button.



Coding

i listen [Phase four - Development](#)

FORFALLSDATO

☒
forrige søndag kl. 0.00
FULLFØRT

Beskrivelse

Legg til en mer detaljert beskrivelse...

☒ Checklist

Skjul avkryssede elementer

Slett

100%

☒ DRY-CSS
☒ SEO
☒ SEMANTIC-HTML-control
☒ all img have ALT
☒ Responsive
☒ Dev-Tool-test

Legg til element

Aktivitet

Vis detaljer

HT

Skriv en kommentar...

HT

Harald Morten Tomter for noen sekunder siden

Added comments written in my personal notes

- [Rediger](#) - [Slett](#)

HT

Harald Morten Tomter for ett minutt siden

Tested the code to late in the phase for WCAG.

- [Rediger](#) - [Slett](#)

HT

Harald Morten Tomter for 2 minutter siden (redigert)

Cleaned up my stylesheets. Learned alot about DRY and it can be much better

- [Rediger](#) - [Slett](#)

LEGG TIL KORT

Medlemmer

Merkelapper

Sjekkliste

Datoer

Vedlegg

Forside

POWER-UPS

Bulk Card Attach...

+ Legg til Power-Ups

Oppgrader for ubegrenset med Power-Ups og mye mer.

Oppgrader arbeidsområdet

BUTLER

+ Legg til knapp

HANDLINGER

Flytt

Kopier

Lag mal

Overvåke

Arkiver

Del

Checklist

i listen SemesterProject1_checklist

Beskrivelse

Rediger

Checklist

88%

✓

Requirements

✓

Technical Requirements

Report

✓

Design-phase

✓

Development-phase

✓

Testing-phase

✓

GitHub-Repository

✓

Netlify

Legg til element

Aktivitet

Vis detaljer

HT

Skriv en kommentar...

HT

Harald Morten Tomter

for noen sekunder siden

Gather the last pieces to complete the report.

😊

 - [Rediger](#) - [Slett](#)

LEGG TIL KORT

Medlemmer

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POWER-UPS

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Oppgrader arbeidsområdet

BUTLER

+ Legg til knapp

HANDLINGER

Flytt

Kopier

Lag mal

Overvåke

Arkiver

Del

School of technology and digital media

4.0 References

References

(place references to websites, books, forums etc. that helped you in the project)

- HTML & CSS Design and build websites author : Jon Duckett
- <https://www.fontawesome.com> (icons)
- <https://www.fonts.google.com> (Play and Roboto)
- <https://www.pexels.com/search/professor/> (image of the “professor” in my special event page)
- <https://www.youtube.com/channel/UC1b90NQQcskPUGDIXsQEz5Q> (DEV ED for trying to understand how to create a responsive nav bar better, did not help to much, but he is still my favorite youtuber.)
- <https://validator.w3.org/>

5.0 Project links

- <https://xd.adobe.com/view/e656df25-013e-479e-8c2d-e5b71922382a-b305> (Design)
- <https://admiring-bartik-9b8a7a.netlify.app/> (Website)

