Web Development Reflective Essay

Roles and Contributions

In a Nutshell

Will and I are the only members of the team to have done any work on the CSS and HTML; Annie contributed ideas to the website, made important suggestions re: design improvements and also created the final wireframes. Iloise did some wireframes for the initial design (that did not make it into the final version) and also made some suggestions on how the site should look. Other members of the team did not contribute at all.

Team Reshuffle – Effects and Influence

Before being assigned to my current team, I was part of another one that included Anastasia with whom I collaborated during this process. The other members of that original team never responded. Before the team reassignment took place, we had already done a significant amount of work and were well on our way to completing the CSS for the theme park website.

Consequently, I was reluctant to let go of the work that I had started and asked Anastasia if it would be fine to keep the theme park idea and my previous work associated with it. This previous work included two reviews of other parks, the HTML coding of all three pages and the text content associated with these pages. I also took a stab at the initial CSS design of the site by writing a style sheet which I applied to all three pages.

Anastasia was responsible for the wireframes and greatly improved upon the stylesheet by adding a banner and customising the colour scheme for the layout. She also improved upon the navigation and look of the footer. She redesigned the CSS for the first page, which was to be a starting point for making the CSS on the remaining two pages look more professional.

After the reshuffle, I asked Anastasia if it was fine to keep the banner and her design for the index page which she kindly agreed to. The idea was to use her design as a prototype for how the rest of the website should look in terms of style.

Theme Park in the Woods Content – Before the Reshuffle

I have always been fascinated by the horror genre, especially gothic horror which offers a fascinating insight into the human psyche and social boundaries. Despite this fascination, however, I am something of a scaredy-cat and have never set foot inside a haunted house. I think this is mainly because I do not enjoy cheap thrills and have something of a weak constitution that would cause me to probably faint in a place like that.

Anyhow – irrespective of these fears – I immediately latched upon the idea of a horror themed park. The reason for that is because the idea does not seem to be as generic as a family theme park, and I wanted to have the opportunity to insert some bad puns into the website.

Luckily, Anastasia was quite open to my ideas and helped me flesh them out further in order to transfer them to a working web site. She was the one who suggested having VR as one of the attractions rather than making everything based around it.

Once the outline for the theme park was decided upon, I started writing the content for all the pages. By the time the team reshuffle took place, I had written about 70 % of the page content for the website. To the best of my knowledge, the content written on these pages is entirely mine and thus original work.

Theme Park in the Woods – After the Reshuffle

I was fortunate enough to have my current team be receptive with taking my old theme park idea on board. I especially credit Annie and Iloise for helping me flesh out the web content even more by reviewing additional theme parks as well as contributing ideas to the structure of the page.

While writing the webpage content, I consciously tried to insert bad puns that would remind future visitors of the bad jokes that villains like Freddy Kruger often employ. I also tried to insert as many popular references to horror-based franchises as I could. Indeed, the name of the theme park is a reference to a 2011 horror film called 'Cabin in the Woods'.

GitHub Organisation
In order to facilitate changes and any suggestions made by other team members of the group, I moved the existing work into a GitHub organisation that only members of the team had access to. I also helped other team members gain access to the repository. However, the organisation was deleted and access revoked upon the realisation that only Annie, I and Will had any interest in working together.

Peer Reviews
The peer reviews were constructive and served as good pointers on what to improve upon. In particular, the peer reviews highlighted just how much the CSS and wireframes needed to be updated and further enhanced. I tried to share whatever feedback I got with the rest of the team in order to improve our project.

Weekly Meetings
Will was in charge of coordinating our meetings and scheduling them, so that we could all meet up despite various timezone conflicts.

Use of HTML and CSS

HTML
The HTML that I wrote mainly consisted of paragraph tags, h1 or h3 headers and unordered lists. This was so that the content could be displayed in an effective way. I also tried to be consistent with how I formatted the HTML tags; I also tried to ensure that the HTML files had comments where they were necessary.

Upon the suggestion of Annie, I decided to add an embedded map into the index page that showcased where the fictional theme park is located. I also incorporated suggestions from Iloise and Annie to include a price list as well as more detailed descriptions of the hotel rooms available.

Will expanded on the HTML by adding animation to it and also making the purpose in the code clearer via extensive commenting.

CSS and Wireframes
Any CSS contributions on my part were simplistic and served more as a prototype than any attempt at a more completed project. Moreover, once Anastasia was no longer working with me as a teammate, I found myself in the awkward position of not being able to use Figma as she had done - at least, not as well.

After some fruitless attempts at trying to design wireframes using various online tools and PowerPoint, I gave up and just drew some simplistic ones using Paint. As for the CSS, I relied on flex boxes for the CSS; the reason for that is because Anastasia recommended me to do so, and I thought they looked nice on a stylistic level.

Will expanded upon the CSS I initially worked on by adding an animation button via CSS and HTML. He also implemented the grid layout for ticketing on the amenities page and formatted the text through CSS. He also added extensive comments detailing the purpose of the CSS.

Positive Aspects Teamwork Experience

Will and Annie both always delivered on the work they promised to do and were communicative when it came to making changes. They both restored my faith in the project, and I appreciate their reliability and overall professionalism.

Negative Aspects Teamwork Experience

Overall, I felt that there was too much radio silence at times and that work should have started a lot earlier. Several times Will would organise meetings where only I, Annie and himself would show up consistently. Other members of the team would show up once or twice on the Slack channel only to never be heard of again.

For example, Gary pointed out an error in the naming of the image files, but never bothered to upload the fix he made on his local machine to Github. I waited for a whole week until I decided to do it myself. As such, I do not feel that this exercise was successful in terms of teamwork due to lack of regular communication and overall input from other members of the team (excluding Annie and Will).

Effects of Teamwork on The Quality of the Work

Personally, I feel that incremental work throughout a longer span of time is more effective than ramping up major efforts more closely towards a tight deadline. Therefore, I strongly believe that this project would have ended up being of higher quality if people had started collaborating a lot earlier than they did. However, in the long run, I think that the overall effort is decent, but the teamwork was severely lacklustre.

Tools Used

Tools Used Myself

I used Brackets and a simple text editor throughout the entire process of writing the HTML and CSS. As for the wireframes, I tried using Figma, but quickly decided to give up on it in favour of Paint (which I felt was less complicated). As for code storage and code trackage, I used Github which is a good tool when it comes to organising larger development projects.

When it came to the text content on the site, I wrote the actual content into the Brackets editor, but then used online spell checkers to clear up any linguistic issues.
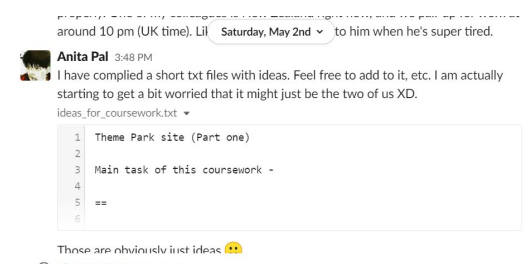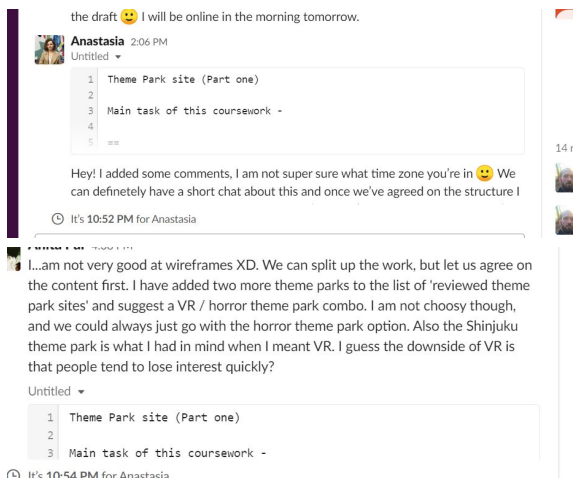
Tools Used By Others

Will utilised Atom for the CSS/HTML debugging and coding whereas Annie used Procreate for the wireframes.
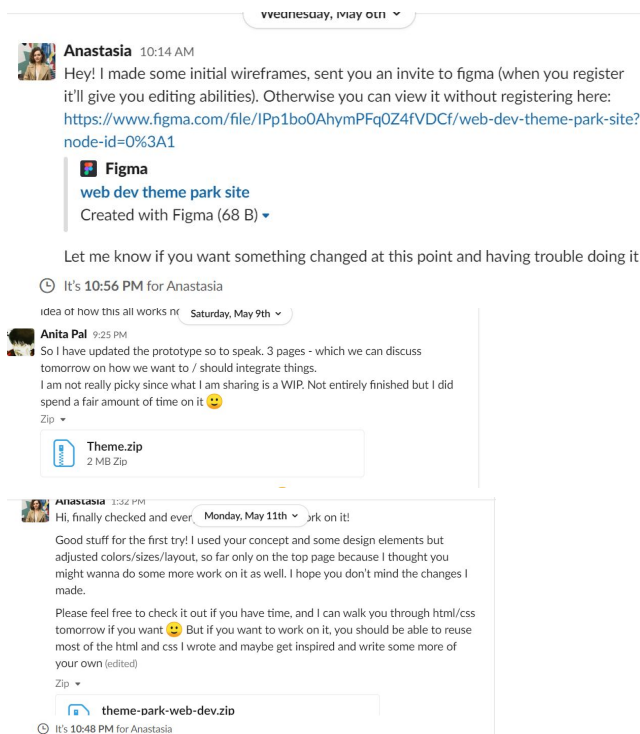
Appendix / Screenshots

Original Work / Collaboration Efforts with Anastasia

The following screenshots showcase the process of how Anastasia and I fleshed out the ideas for the theme park together.
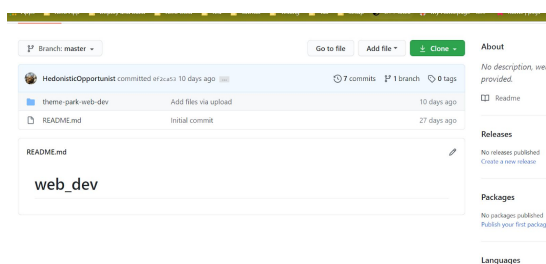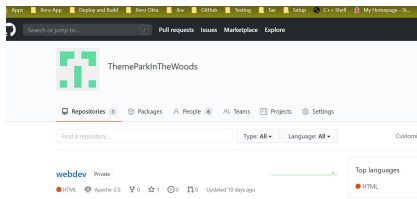
the draft 🙂 I will be online in the morning tomorrow.

Anastasia 2:06 PM
Untitled ▾

```
1   Theme Park site (Part one)
2
3   Main task of this coursework -
4
5   ==
```

Hey! I added some comments, I am not super sure what time zone you're in 🙂 We can definetely have a short chat about this and once we've agreed on the structure I

🕐 It's **10:52 PM** for Anastasia

I...am not very good at wireframes XD. We can split up the work, but let us agree on the content first. I have added two more theme parks to the list of 'reviewed theme park sites' and suggest a VR / horror theme park combo. I am not choosy though, and we could always just go with the horror theme park option. Also the Shinjuku theme park is what I had in mind when I meant VR. I guess the downside of VR is that people tend to lose interest quickly?

Untitled ▾

```
1   Theme Park site (Part one)
2
3   Main task of this coursework -
```

🕐 It's **10:54 PM** for Anastasia

Once we were done with the initial discussion of what we wanted on our site, we decided to do the wireframes, the HTML and the CSS.

Wednesday, May 6th ▾

Anastasia 10:14 AM
Hey! I made some initial wireframes, sent you an invite to figma (when you register it'll give you editing abilities). Otherwise you can view it without registering here:
https://www.figma.com/file/IPp1bo0AhymPFq0Z4fVDCf/web-dev-theme-park-site?node-id=0%3A1

🇫 **Figma**
web dev theme park site
Created with Figma (68 B) ▾

Let me know if you want something changed at this point and having trouble doing it

🕐 It's **10:56 PM** for Anastasia

idea of how this all works n◻ Saturday, May 9th ▾

Anita Pal 9:25 PM
So I have updated the prototype so to speak. 3 pages - which we can discuss tomorrow on how we want to / should integrate things.
I am not really picky since what I am sharing is a WIP. Not entirely finished but I did spend a fair amount of time on it 🙂

Zip ▾

📄 **Theme.zip**
2 MB Zip

Anastasia 1:32 PM
Hi, finally checked and ever◻ Monday, May 11th ▾ ◻rk on it!
Good stuff for the first try! I used your concept and some design elements but adjusted colors/sizes/layout, so far only on the top page because I thought you might wanna do some more work on it as well. I hope you don't mind the changes I made.
Please feel free to check it out if you have time, and I can walk you through html/css tomorrow if you want 🙂 But if you want to work on it, you should be able to reuse most of the html and css I wrote and maybe get inspired and write some more of your own (edited)

Zip ▾

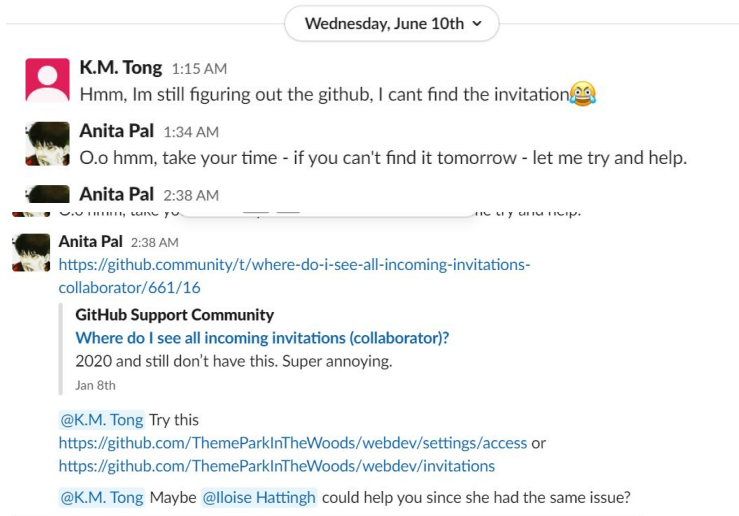📄 **theme-park-web-dev.zip**

🕐 It's **10:48 PM** for Anastasia

GitHub Organisation:
The screenshot below depicts my personal repository where I started hosting the web development project as I worked across several laptops.
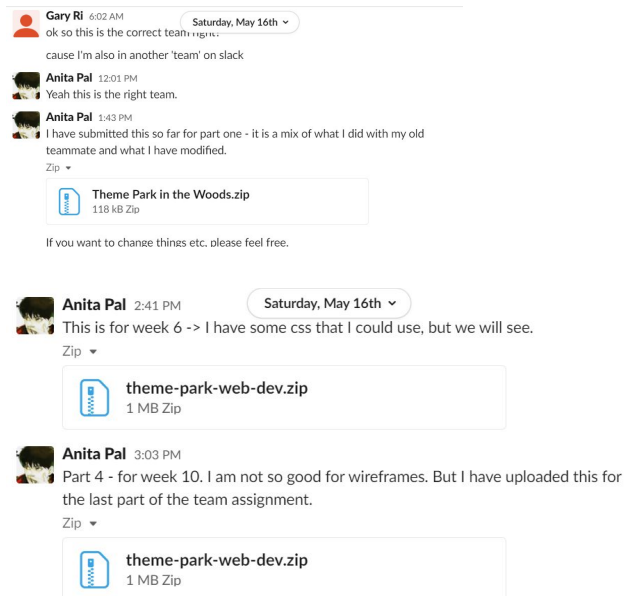
I decided to create an organisation once I realised that it was difficult to share code amongst team members otherwise. The further screenshots document how I sent out invitations to team members.

Wednesday, June 10th ˅

K.M. Tong 1:15 AM
Hmm, Im still figuring out the github, I cant find the invitation😭

Anita Pal 1:34 AM
O.o hmm, take your time - if you can't find it tomorrow - let me try and help.

Anita Pal 2:38 AM
O.o hmm, take yo...   ...me try and help.

Anita Pal 2:38 AM
https://github.community/t/where-do-i-see-all-incoming-invitations-collaborator/661/16

GitHub Support Community
Where do I see all incoming invitations (collaborator)?
2020 and still don't have this. Super annoying.
Jan 8th

@K.M. Tong Try this
https://github.com/ThemeParkInTheWoods/webdev/settings/access or
https://github.com/ThemeParkInTheWoods/webdev/invitations

@K.M. Tong Maybe @Iloise Hattingh could help you since she had the same issue?

Regular Submissions to the Slack Channel:
These screenshots showcase the flow between me and the rest of the team.

Gary Ri 6:02 AM   **Saturday, May 16th** ˅
ok so this is the correct team right?
cause I'm also in another 'team' on slack

Anita Pal 12:01 PM
Yeah this is the right team.

Anita Pal 1:43 PM
I have submitted this so far for part one - it is a mix of what I did with my old teammate and what I have modified.
Zip ˅

📁 **Theme Park in the Woods.zip**
118 kB Zip

If you want to change things etc. please feel free.

Anita Pal 2:41 PM   **Saturday, May 16th** ˅
This is for week 6 -> I have some css that I could use, but we will see.
Zip ˅

📁 **theme-park-web-dev.zip**
1 MB Zip

Anita Pal 3:03 PM
Part 4 - for week 10. I am not so good for wireframes. But I have uploaded this for the last part of the team assignment.
Zip ˅

📁 **theme-park-web-dev.zip**
1 MB Zip

Iloise was active when it came to the fleshing out of ideas for the website. She also helped with the initial design of the wireframes, which ended up being abandoned in favour of the final wireframes created by Annie.

Iloise Hattingh 4:35 PM
Hi everyone, I have made some changes to this document. I have added a Purpose for the web site, please feel free to have a look and add or change any points.
Word Document ˅

📄 **Web Dev Week 4.docx**
21 kB Word Document

lloise Hattingh 8:11 AM [Friday, May 22nd ⌄]
Hi @Anita Pal, @Annie Le this is the wire frame I put together. Please let me know
if there are any changes you would like. Let me know what you think.

PDF ⌄

Wiredesign.pdf
239 kB PDF

Annie came up with the idea for a map:

Annie Le 6:34 PM
as for the wire frame / content

do you guys think it might be a good idea to add a section for the theme park map

also, if part of our main target audience is tourists, we should include in the
navigation a quick list of ways to get to the park from main hotels/airport or public
transit

Annie Le 6:55 PM
Also for the pdf of content([Thursday, May 21st ⌄] ause its a pdf), maybe also a
section that specifies entertainment for adults (bar)?

Let me know what you guys think about the changes I made to the purpose section

Word Document ⌄

Web Dev Week 4-2.docx
12 kB Word Document

Theme Park in the Woods (Part I)
Purpose of the web site:

Anita Pal 6:39 PM [Friday, May 22nd ⌄]
so, I have got a HTML and CSS full version of the updated site. I haven't added
wireframes to either, because I hate those and ...well XD
Anyone who wants to do them is welcome to! 😂
Tell me what you think of the content 🙂 and the style. (Obviously I am open to
changes, but let us discuss as a team as to why they are necessary and then agree!)

Zip ⌄

theme_park_web_html_only.zip
2 MB Zip

Zip ⌄

theme-park-web-dev_full.zip
2 MB Zip

Annie Le 2:06 AM [Tuesday, May 26th ⌄]
What do you guys think? I'm gonna change some stuff too but for now, any
thoughts?

PDF ⌄

mobile wireframe.pdf
312 kB PDF

Logo

About   Upcoming Events   Amenities   Navigation

lloise Hattingh 7:55 AM
@Annie Le Thank you 🙂 [Wednesday, May 27th ⌄]

Anita Pal 9:51 PM
I have created some marked up wireframes for the second part of the team
assignment - I will upload it today.

attractions_marked_up.bmp ⌄

LOGO   Top Attractions Amenities

RIDES
IMG - DESCRIPTION
HAUNTED HOUSE
IMG - DESCRIPTION
VR
IMG-DESCRIPTION
WEEKLY EVENTS
IMG - DESCRIPTION
WEEKLY PARTIES
IMG - DESCRIPTION

Anita Pal 9:58 PM   Wednesday, May 27th ⌄
woops disregard the one above.
Created a neater directory structure.
Zip ▾

🗜 **theme_park_web_html_only.zip**
   4 MB Zip

Annie Le 12:17 AM   Sunday, May 31st ⌄
hi friends

i made some additions to the part 1 document

Some changes include: 1) adding to the "goods" and "bads" of the website research, fixing some stuff on the "purpose" section, and finally, adding screen shots to the web research
Word Document ▾

W **Web Dev Week 4-3.docx**
   16 MB Word Document

supremely stressful and a bit annoying.

Anita Pal 8:44 AM
https://github.com/HedonisticOpportunist/web_dev - I have created a private repo for all the work done so far. If you give me your emails @Iloise Hattingh and @Annie Le then you can create forks of your work and we can commit / merge into the master branch. Like this we also keep track of what's actually already been done.

also my email address is: fujitahibaraki@gmail.com OR
hedonistic.opportunist@gmail.com

Iloise Hattingh 9:38 PM   Saturday, June 6th ⌄
@Anita Pal Thank you

Anita Pal 9:43 PM
I am submitting this as part of the second peer review 🙂
Zip ▾

🗜 **web_dev-master_html.zip**
   Zip

You can submit whatever you like for the peer reviewed stuff - I am just trying to submit everything tonight because... just because XD.

Will started organising the meetings:

Will Hong 4:51 AM   Friday, June 12th ⌄
That is 12a in UK

@Anita Pal Just saw your message. It is 12 midnight (Friday going into Saturday) in the UK. We can set an agenda beforehand so it is not a long call.

Will Hong 5:11 AM
Here is a quick summary of the 6/15 (week 6) assignment so that we can focus on distributing outstanding items. I am be missing something, but it looks like @Anita Pal completed a large portion of this code. Thanks Anita! I can certainly summarize action items in the 6/29 (week 8) assignment as well.
x: Done
?: Partially done
_: Not done

K.M. Tong 5:13 AM
I have sent reminder through gmail, so that u guys will know the exact meeting time, but I dun hav @Annie Le gmail, could you give me ur gmail so i could set reminder in future.
👍 1   😊⁺

💬 4 replies   Last reply 16 days ago

Will Hong 5:13 AM
More general discussion topics include:
-Background of what we have completed thus far

Gary mentioned that images were not working properly on the static website:

Gary Ri 3:08 PM
thanks, accepted

Gary Ri 3:28 PM
hi, I just tested the website on the static web page thing and the logo doesn't display correctly

in the images folder, I renamed the file logo.PNG into logo.png which fixed it

just a heads up

Anita Pal 3:57 PM
thanks!

can you please reflect these changes into github and make a PR?

A message I posted on peer feedback re: the usage of CSS:

sure thing!

Anita Pal 2:15 PM
Hi! Just sharing feedback for the part 3 week peer assignment. Not really good or useful feedback but here it is:

image.png ▾

I got exactly 50 % for this which is the lowest grade I have ever achieved for something I did on time / following the guidelines in my life. Anyhow, I would focus the rest of the CSS efforts on these points.

Will Hong 8:36 PM
Will do. Thanks Anita!

Today ▾

Anita Pal 2:25 PM
We definitely should meet this week!

Anita Pal 2:31 PM
We definitely need better CSS and updated wireframes! I think those two were major critical points in the peer reviews.

Let me know if you want to have the feedback again, so you know what the reviewers thought was lacking.

Will taking these ideas on board and improving upon the CSS:

#severephoneanxiety pls talk here lol

Will Hong 11:53 PM
yea we can get started shortly

let me zip what I have worked on

I can also PR it but I am not sure how to do that

Zip ▾

theme-park-web-dev.zip
18 MB Zip

So i added some animations to the buttons, incorporated a few xyz styling, and added grids on the attraction page

I am ready to whenever you guys are

Annie Le 11:59 PM

Final Stages:
Annie's final wireframe design:

Yesterday ∨

Anita Pal 1:22 PM
(are you guys on LinkedIn by any chance?)

Will's final code changes:

I will be sending over the code shortly

Will Hong 7:23 AM
I have my latest version of the website attached. Annie, I do not have your wireframes, so the latest and greatest wireframes are no on here.
Zip ∨

📦 **theme-park-web-dev 2020-07-19.zip**
18 MB Zip

Some last minute changes on my part due to the text not appearing correctly on the attractions page:

Anita Pal 1:58 PM
So I just a fixed very minor bug on the attractions site. (edited)
image.png ∨

Today ∨

Theme Park
In the Woods

make sure to take some ammo! Go where no one has gone before. Embrace the unknown. And be prepared to devoured!

Upcoming Events

Do you want a restaurant of horrors? Go to Freddy's Fazzbear's pizza joint - where animatronics come to life. They may be possessed, we can't be sure!

Message Annie Le, Will Hong

image.png ∨

Today ∨

```
/*Creates a container for a set of ima
.imageBlocks {
    display: block;
    height: 400px;
    overflow: hidden;
    text-overflow: ellipsis;
    font-size: 14.5px;
}
```

just added font size to the imageBlocks section because 20px (which is in the body is too large)

just added font size to the imageBlocks section because 20px   Today ∨   the body is too

Little grammar / stylistic nitpick: Just capitalised the 'Check Our Attractions' part.
image.png ∨

```
<h1>Welcome to the Theme Park in the Woods - your top destination for all your horror thrills!
<p>Do you like to be scared?
<br />
Then you have come the right place. Here, at <i>Theme Park in the Woods</i> we aim to scare.
<a class="hero-button" href="attractions.html" target="blank">Check Our Attractions</a>
</div>
```

image.png ∨

```
<meta charset="UTF-8">
<meta name="description" content="Horror Theme Park Site - all the attractions availabe">
<meta name="keywords" content="Horror, Vampire, Halloween, Zombies, Night, Terror, Dark, 
<meta name="author" content="Anita, Annie and William">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<meta name="refresh" content="600">
<head>

<body>
```

Also making sure that I am crediting the three of you as authors on all html pages

Anita Pal 1:22 PM