

# Reflection

## Cross course project (Game Hub)

In this project we were asked to develop our design from the CA in Design. I had chosen the Game Hub brief. We were asked to use html and css and we were asked to provide index, product, product list, about, contact, checkout and checkout success pages.

What I am pleased about with this project is that it is very similar to the design. I spent a lot of time styling and making sure that it was as similar as possible. I am especially pleased with the checkout page, even though my styling for it might be a bit complicated, it looks exactly like the design. I also think my design is quite good, even though, now, I see room for improvement and it is very responsive.

The changes I made to the code now was fixing the html. I hadn't tested it as much as I should've at the time and there was some problems with links and images. There were also problems with the favicon. I was given the feedback that the icons in the footer should be actual links, not just for decoration, so I changed that as well.

I also made a lot of changes to the media queries. I don't remember why I didn't fix them at the time, but the products in the product list page were overlapping. It was quite interesting to go back and read my own code after so long and a bit confusing. It was also interesting to see how much I've improved with media queries, even though it's still my least favourite part to code.

## Semester Project 1 (Oslo Science Museum)

In this project we were asked to design and develop a community science museum for families with young children. The brief was quite detailed, and we were to provide index, about, contact, contribution, privacy policy and terms and agreement pages. The brief provided text that needed to be incorporated and photos we were to use.

Of all the projects this is the one I'm most pleased with. I was very happy with the design as it is child friendly without being childish. When I researched this brief, I looked at websites for museums around where I live, and found a lot of them "over designed" and confusing. The research gave me a lot of "what not to do". I think my website is very intuitively designed, meaning it's easy to understand where to look to find the information you need. The page is also responsive and the colors are very well thought out. The code is also very good in this project and I'm very pleased with the map on the contact page, and the layout of the page. The carousel is also quite good.

I did receive very good feedback on this project, 91/100, so it was a bit difficult to find things to improve. Some of the feedback I got was to my style guide and css. I can't change the style guide so I decided to focus on the css. I made changes to the contact page. There were a couple of points in the screen sizes where the "boxes" were overlapping. I also made changes to the css and cleaned up unnecessary code.

## Semester Exam 1 (Fable and Tomes)

In this project we were asked to design and develop a blog for client. We could use a client provided for us or make up our own. I chose to make a fictional client, Fable and Tomes, a bookstore that specialize in the fantasy genre. The blog needed to have a list of blog posts, the ability to log in and register a new user. It also needed to be able to edit and delete blog posts when logged in.

What I am pleased about with this project is that all the JavaScript works as intended. It was very difficult and challenging, but in the end I got to where it needed to be. It felt at times like a hydra, when one problem was solved, two others showed up. I think from my feedback, that the JavaScript is quite good on this project and everything from the brief is fulfilled.

The list of things about this project I am not pleased with is quite long, but I'll try to keep it brief. First of all, the design. The first idea was inspired by old books and tomes, and I had a whole Pinterest board with inspiration. I realized, too late, that what I was trying to achieve was not possible, as it relied heavily on hand-drawn elements and "imperfections". I was committed to the idea, and spent a lot of time trying to find ways reach my goal, but in the end I had to start over. In some ways I am pleased with the end design, I think it has potential to be something great and it does convey a clear "image" but it's far from perfect. I have tried with my portfolio project to "reimagine" how I think the design could've been and also make it a representation of me and my aesthetic.

I was also given feedback that my header was too big, and I completely agree with that. I have a tendency to design everything "too big", I think it's because my laptop screen is too small. I also think I should spend more time designing the structure of the page, margins, grids and padding. I have tried to correct this with my portfolio page.

So in the end I am pleased with my code in this project, but not my design. I also faced some personal challenges during this project and received an extension, which I am very grateful for.

## Links:

### Cross course project

Repository: <https://github.com/Janicke92/html-css-course-assignment-Janicke92-main>

Live website: <https://janicke92.github.io/html-css-course-assignment-Janicke92-main/index.html>

### Semester project 1

Repository: <https://github.com/Janicke92/Semester-Project>

Live website: <https://janicke92.github.io/Semester-Project/index.html>

### Exam project 1

Repository: <https://github.com/NoroffFEU/FED1-PE1-Janicke92>

Live website: <https://creative-mousse-72c821.netlify.app/>