

## David Henry - Portfolio Project - Intermediate Reflections

### Tabletop Gaming Cafe

Although my project is still incomplete, I have nonetheless put a great deal of effort and time into it. The idea behind the project is to create a website for a fictitious tabletop (board-game) cafe where patrons can not only enjoy food, drinks, and company, but also board games. As stated in my earlier-submitted-proposal, the website should be able to showcase the business and perform normal website functions that have come to be expected of reputable establishments.

The first thing that I learned during this project is the importance of a framework before getting started. I initially thought I could work without having much of a design in mind, but my initial efforts resulted in a hap-hazard, and unprofessional-looking site. I was forced to go back, study some designs, and rebuild my work all over again with another website used as a scaffold.

I also learned a lot about coding throughout the process, especially in terms of layout and sizing. I often had problems getting things to go where I wanted them, and often spent an embarrassing amount of time trying to center or align an unruly element. Going back and having to redo a section several-times-over has been a good lesson in the importance of understanding and creating a structure before starting a project. However, I will also say that, at least for me, jumping in and trying was also a good way of learning. It always forces me to understand things in a more complete way than I otherwise would have done.

In terms of components, I have made changes and continue to go back-and-forth on what to use and how to use things best. For example, I constructed a carousel similar to the one we created for the NuCamp site. I thought it would be a good showcase for my home/landing page. However, the more I worked, the more it seemed like it did not fit in and I constantly pushed it further down the page. Eventually, I realized that it simply did not go with the look I was trying to acquire, and I was forced to move it to a different page. I may end up deleting it entirely, and I am still working on deciding what to do.

Overall, I have learned many lessons from the project so far, and I expect to learn more this week, as I still have much work to do. The biggest lesson so far has been about taking more time and care to plan out the design, style, color scheme, and coding framework ahead of time. It certainly would have saved me a lot of time. Right now, I am quite proud of the look and feel of the landing page, but I still have a lot more left to do. I had more ambitions for using JQuery to add more functionality and interactivity to the site, but I am worried that I may run out of time. I have supplied pictures below of some of my project so far, but in the future, I will definitely take more time to flesh-out how I want things to look and also be structured in the code before I get too far.



# Tabletop Gaming Cafe

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Reserve A Table

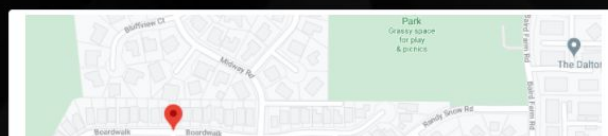


Pricing

Location

House Rules

## Location





Finally you can enjoy games together.

[Hear Our Unique Story](#)



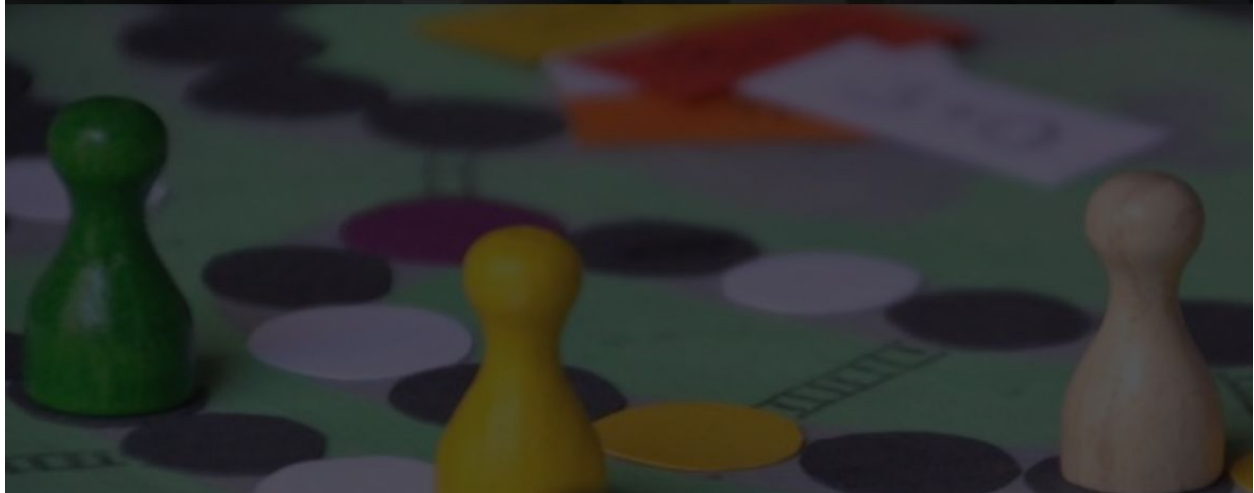
Over 500 tabletop and card games!

[See The Game Collection](#)



With great games, expect great food.

[Get A Taste Of The Menu](#)



Tabletop Gaming Cafe

1212 Boardwalk Ave., (555) 555 - 5555

Mon-Fri: 9am - 9pm, Sat-Sun: 11am - 11pm

