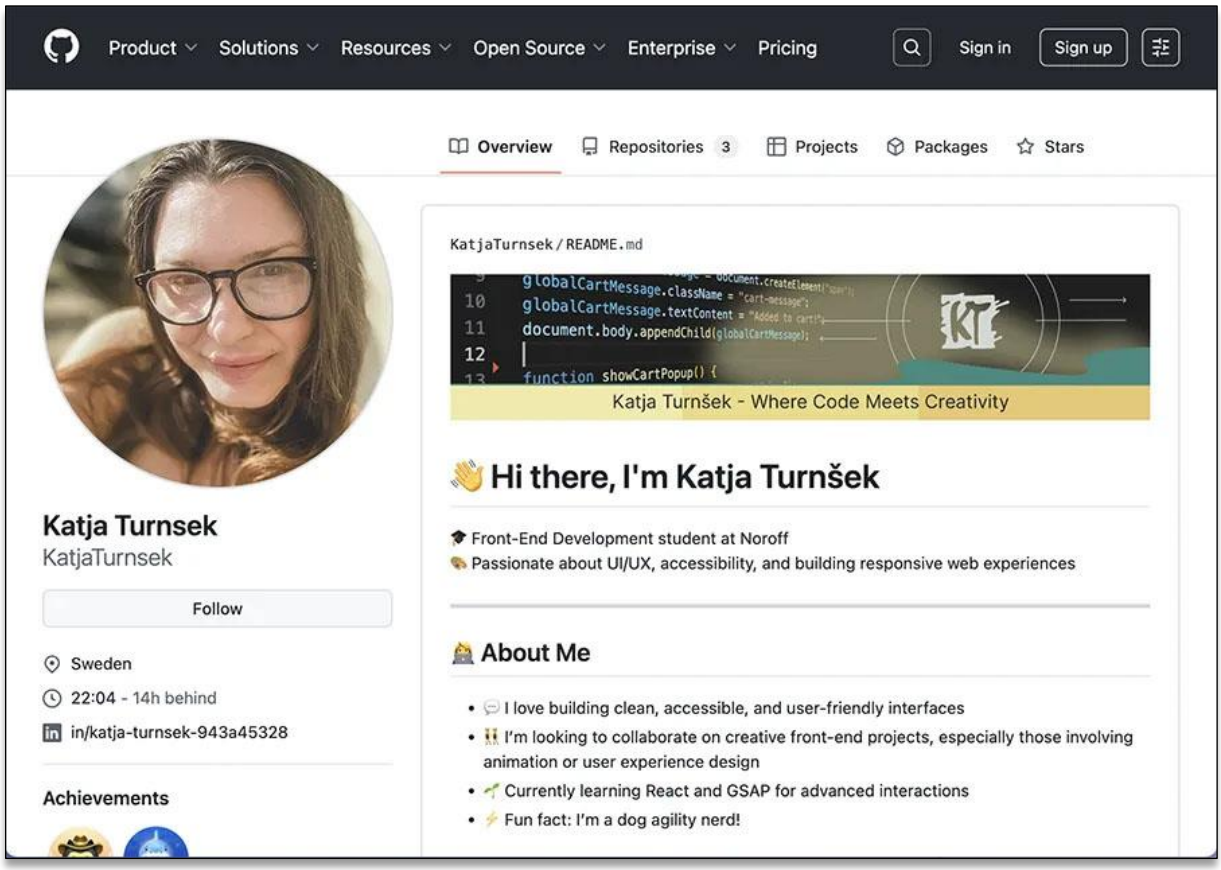
Project Reflections

My GitHub Profile

You can find all my projects and code here: https://github.com/KatjaTurnsek.
It includes code for Rainy Days, Semester Project 1, Exam Project 1, and my Portfolio.

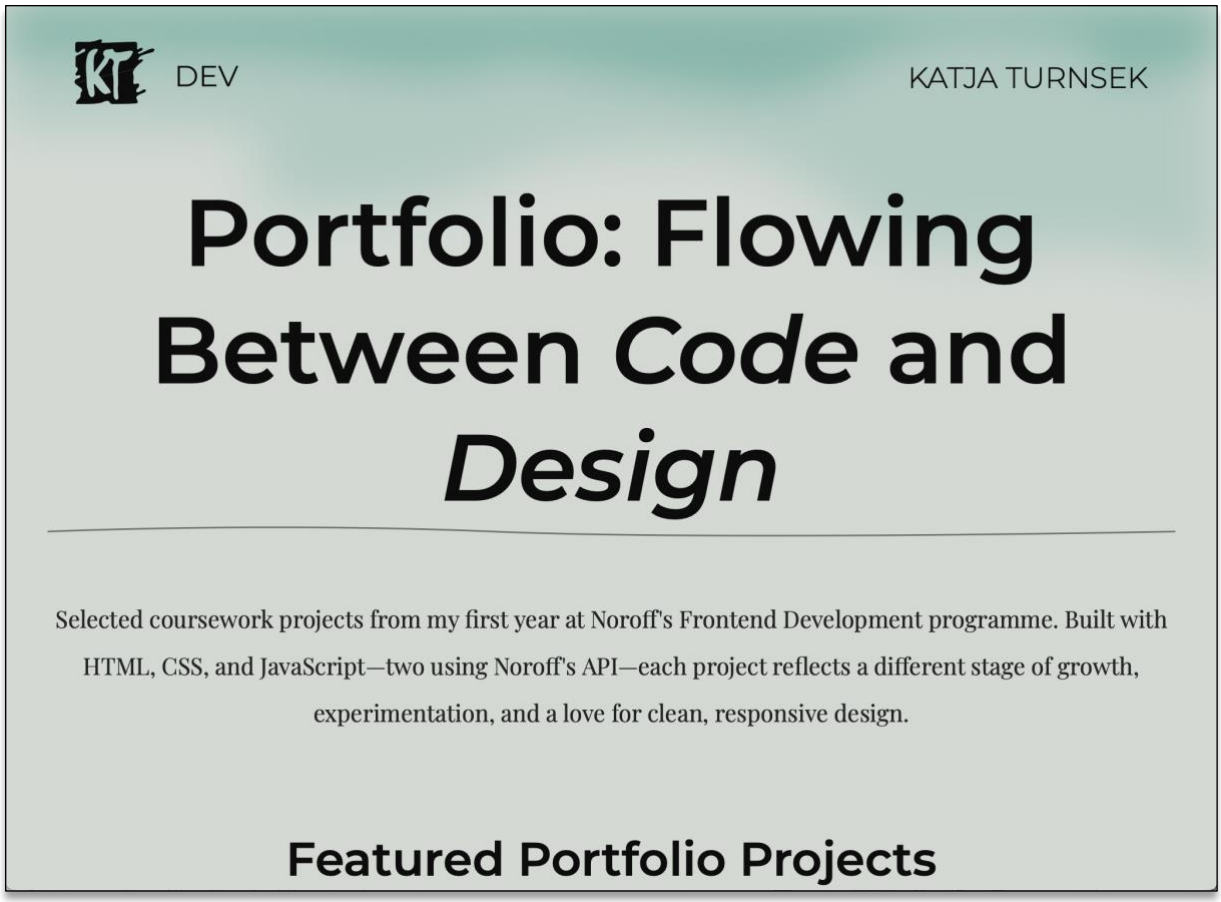
Each project has a README file. In the README, I explain what the project is, what it does, and how to use it. Writing README files helped me learn how to explain my work in a clear way.



Portfolio

Live Site: https://katjaturnsek.github.io/portfolio-noroff
GitHub: https://github.com/KatjaTurnsek/portfolio-noroff

This is a simple one-page portfolio made for my Noroff course with CSS and HTML. It shows three of my projects with links to the live versions and the GitHub code. The layout is clean and works on phones, tablets, and desktop screens. I used semantic HTML to help with structure and accessibility. The site is basic and has no animations. That was on purpose, but adding small effects or showing more details when clicking a project would make it better.



Rainy Days – Online Jacket Store

Live Site: https://norofffeu.github.io/html-css-course-assignment-KatjaTurnsek
GitHub: https://github.com/NoroffFEU/html-css-course-assignment-KatjaTurnsek

Rainy Days is a made-up store that sells jackets. I built it as part of the Noroff course. It shows products from an API, and users can add items to a cart. The cart is saved with localStorage. The site includes a homepage, a product list, and a checkout page with form validation using JavaScript.

I added a small popup that tells the user when a product is added to the cart. I also fixed a bug with shipping fees and made sure empty carts show a helpful message. JavaScript-based form validation checks if the fields are filled and if the email format is correct.

What I learned:

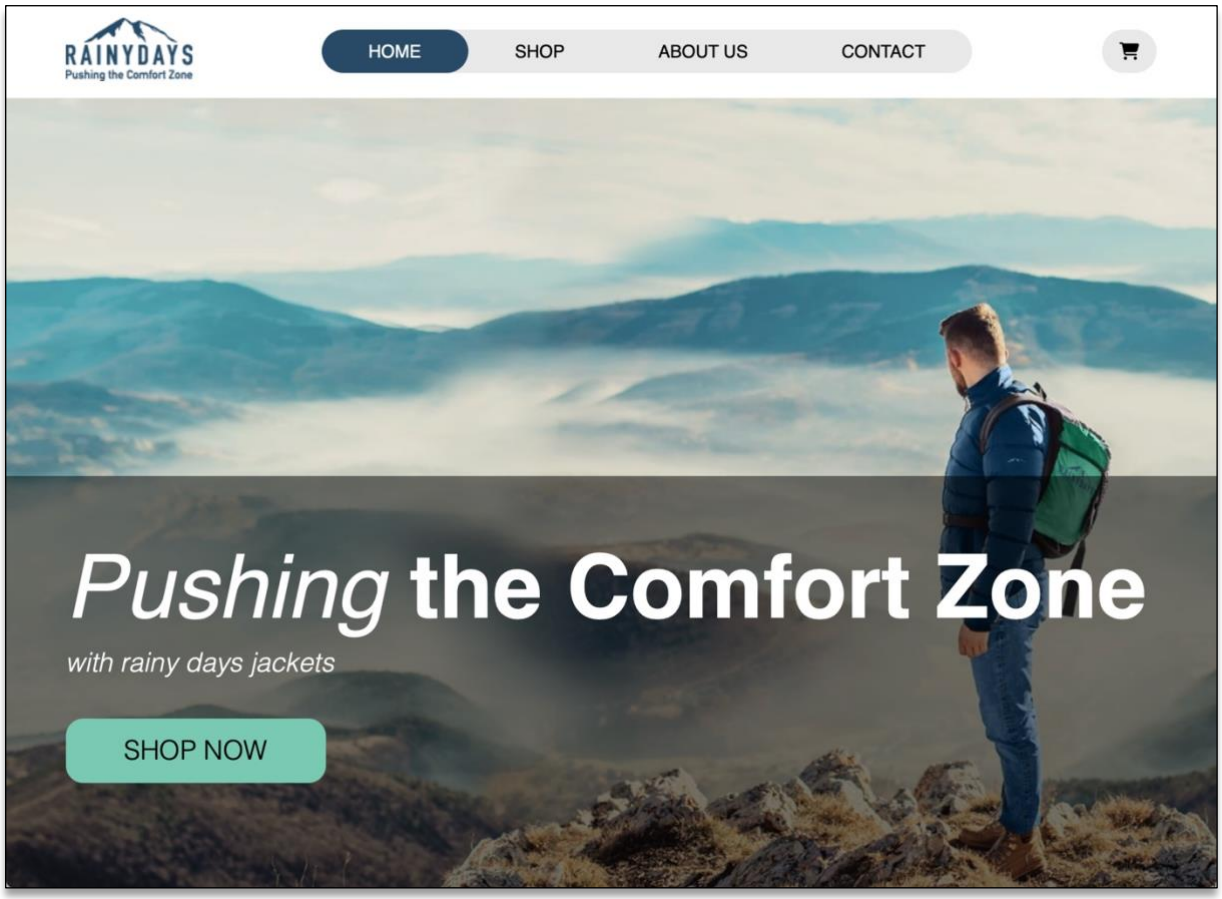
This project helped me understand how to work with APIs and how to use JavaScript to create a working cart system. I also practiced using localStorage, writing functions to update the cart, and working with forms.

What I would improve:

If I had more time, I would improve the overall design to look more creative. I would also add better accessibility, like keyboard navigation and screen reader support. Adding product filtering, sorting options, and maybe a search bar would make it more user-friendly.

Self-assessment:

I think I did a good job with the basic features. The site works well and follows the assignment goals. But now that I've learned more, I can see areas that could be better, especially in design, accessibility, and error handling. I would like to go back and update the project using my new skills, like better semantic HTML, ARIA labels, and improved mobile layout.



Semester Project 1

Live Site: https://katjaturnsek.github.io/Semester-project-1
GitHub: https://github.com/KatjaTurnsek/Semester-project-1

Semester Project 1 is a made-up website for a science museum. I worked on improving the structure and making it more user-friendly, especially for people who use a keyboard or screen reader.

I added a "Skip to Content" link to help keyboard users. I used proper heading tags like <h2> and <h3> to make the page easier to follow. I wrote more helpful alt texts for images and used aria-labelledby on some elements to improve screen reader support. I also made sure buttons and navigation links are inside the right semantic containers like <nav> and <section>.

To improve the mobile version, I changed some padding and spacing. I also cleaned up the HTML and CSS to make the code easier to read. I added lazy loading to images near the bottom of the page to help the site load faster.

What I learned:

This project helped me understand why semantic HTML and accessibility are important. I saw how small changes like headings or alt text can help people use the site more easily. I also learned how to make a better layout for mobile and improve performance.

What I would improve:

If I had more time, I would do some real user testing to find areas that are still confusing or hard to use. I would also like to improve the visual design with better fonts, colors, and layout. Adding simple animations or transitions could also make the site feel more modern.

Self-assessment:

I think I made good improvements in structure, accessibility, and performance. I now understand how important it is to write clean, readable code and to think about all types of users. If I go back to this project later, I can use even more advanced techniques I've learned to make it even better.

Exam Project 1 – Agility Bandits Centre

Live Site: https://agilitybandits-centre.netlify.app
GitHub: https://github.com/katjaturnsek/agility-bandits-centre

Agility Bandits Centre is a fictional blog website about dog training. I made it for my exam project. It uses the Noroff API to get blog post data and show it on the site.

The site includes a homepage with recent posts, an About page with information about the centre, and login and register pages for users. All the blog content is loaded using JavaScript. The layout is responsive and works on mobile, tablet, and desktop screens.

What I learned:

This project helped me bring all my skills together. I used semantic HTML for good structure, made sure the design works on all screen sizes, and added features to help with accessibility. I also learned how to fetch blog posts from the API and display them in the browser.

What I would improve:

If I had more time, I would like to add a search or filter option for the blog posts. More accessibility testing with screen readers and keyboard navigation would also help make the site better for everyone.

Self-assessment:

I'm proud of how I combined everything I learned in this project. The site is structured, responsive, and shows real data from an API. I added a README file to explain the project clearly. In the future, I can use what I learned here to build more advanced and user-friendly websites.