Landing Page Logbook

**Friday 9th June – 7pm**

I’ve read through the landing page brief and have made my initial commit to Github with the files provided by Just Develop. Seems like a solid challenge and I look forward to learning Gulp and Zurb Foundation for this project.

Not quite sure yet when this will be finished, hopefully it won’t take too long! I guess my first step would be to learn Gulp.

I needed to reinstall node.js and npm, as there were some issues when trying to install npm packages. This took about 5-10 minutes.

**Friday 9th June – 8:20pm**

Start learning Gulp and how it can be used effectively in a project. I’m keeping a note of everything I learn, in case anything is forgotten (notes.txt). I’ve gone through some of the Gulp tutorial and created some tasks for compiling SCSS to CSS, browsersync and watching. This took about 45 minutes to go through and help me understand how it can benefit the project. There is still much more to learn though.

**Saturday 10th June – 10am**

Updated the Github repo with the newest changes to node modules, gulp file and logbook.

While making changes to the project, browsersync is able to immediately update the webpage during each save state. This is much quicker than having to refresh manually each time. Similar to SCSS to CSS, every time a new save is created, it will automatically compile it into valid CSS. Although I used to use Prepros to compile my SCSS, doing it through Gulp keeps everything organised and in one place.

**Sunday 11th June – 10:45am**

I’ll get as much work done today as I can. Hopefully I can completely finish off the Gulp tutorial and make a start on learning Zurb Foundation. I’m not quite sure how long it will take, however, I’ve found some crash courses on YouTube that might help. So far, I haven’t made much in terms of the actual landing page itself, but I feel the preparation stage is far more important to make this an effective project.

**Sunday 11th June – 1pm**

I’ve started learning how to ‘minify’ and ‘uglify’ JavaScript files using the tutorial provided. This took about 20-30 minutes. I’ll see if the same process can be done for CSS. I’ve been regularly committing to the repo to ensure strong version control throughout the project.

**Sunday 11th June 9:40pm**

I’ve started to create the webpage itself. Creating the necessary HTML for start off any page will be done now. The CSS framework Zurb Foundation is the next stage, to ensure a responsive site. I will note down the length of time it will take to learn Foundation.

**Monday 12th June 10:30am**

I’ve implemented the Minify CSS task inside the Gulp file. This took about 10-15 minutes. It could have been less, however, the variable name I declared was different to the one required inside the function. I will learn how to compress images using Gulp.

**Monday 12 June 12pm**

I’ve learnt how to compress images within Gulp, this took around 15 minutes to learn and understand. Most of what I learn here will become second nature when using it regularly in future projects.

I’m currently cleaning up the project’s folder structure, as it’s a little messy at the moment. Inside the CSS-tricks tutorial provided, it shows a ‘del’ gulp function that will delete the ‘dist’ folder. Generated files created from Gulp is causing this folder to expand.

Finally, multiple gulp tasks have been created into one command using ‘runSequence’. This will save so much time when running the boring, repetitive tasks i.e. compiling SASS into CSS.

**Monday 12th June 1pm**

jQuery has been installed onto my machine using npm. Previously I’ve always just implemented it within *‘<script></script>’* tags. I’ll need to brush up on my jQuery skills, as I’m usually using pure JavaScript. This hopefully shouldn’t take too long!

**Monday 12th June 3pm**

I’m ready to get a start on Zurb Foundation as I’m not too sure how long it will take to learn.

**Monday 12th June 7:30pm**

I have just realised that I should have probably started the project using Zurb Foundation. The mistake was learning Gulp first… Whoops….

I’ll just keep the gulpfile.js and notes aside for the new start.

**Tuesday 13th June 11am**

Installing Zurb Foundation 6 using the command line. I’ve created the template using their Zurb template. As the project will be using SASS, I chose the SASS version and not the CSS. I’ve gone through a crash course in Foundation and learnt about different utility classes, the grid and documentation found on their website. This tutorial took just over 1 hour to watch. However, I’m currently looking into other tutorials, so I’m able to get a full understanding this framework.

I can already see how this is going to benefit projects, as I’m used to creating most sites from scratch.

**Wednesday 14th June 1:45pm**

Started a little late today. I’m going through the documentation of Foundation and identifying the classes and utilities that I’ll use within the task. All assets within the project folder have been commented, whenever any changes have been made. I want to keep the original code commented out to assist in fixing any bugs.

**Wednesday 14th June 4pm**

As the landing page is requiring some custom styling over the Foundation framework, I’ve put any SCSS/CSS into a custom file and imported it within the app.scss. Changes such as the colours and position of elements have been modified.

**Thursday 15th June 1pm**

Progress is going alright at the moment. The main thing holding me back is learning the css framework Foundation, however, it is getting there.

The main structure of the site is set up and the first section (carousel slider background) is finished. There are some tweaks, but this shouldn’t take too long I hope. To implement the slider as the background image took about 1 ½ hours. There is most likely a better way of doing it, but it’s all part of the learning process.

**Friday 16th June 10am**

Made some updated commits to the Git repo. I’ve made a good start on the second section of the website by pulling in icons from Font-Awesome. The structure is there, just need some tweaks to the styling. Most of the second section has taken about 3 hours. I wanted to use foundation’s grid to help structure this section, as this section does take on a more grid-like look.

**Friday 16th June 4pm**

Updated the Git Repo and have made more styling tweaks to the second section. I’ve still got to crack out optimising it for mobile devices, however so far, it seems to be going well. I found the first section more difficult than this one, as I haven’t really worked with carousel sliders before. Hoping to have the second section complete by the end of the day.

**Friday 16th June 10:30pm**

It’s taken longer than I was hoping, but I’ve fixed some issues with the styling of section 2. It didn’t want to align the top two badges with the rest of the content. It was a simple class defining error. As Foundation is such a new learning curve, I’m glad it’s pushing my abilities to achieve this project. Although it might not be the most efficient way of doing things, it’s still a way! It’s all part of the learning process.

I’m changing a huge amount inside the \_settings.scss file and the custom stylesheet is coming in seriously useful.

**Saturday 17th June 11pm**

Both parallax sections have been added to the page. I will include animation further down the development line, but first, I need to get the structure complete and optimise it for mobile devices. The parallax sections are currently being done using simple CSS rules. This took about 10 minutes of research and 5 minutes to implement it.

**Sunday 18th June 8pm**

I haven’t done much work today as it’s Father’s Day, but I have managed to add the text within section 3 of the site. Making the small tweaks so it’s pixel-perfect is very important. I used the Foundation Grid to split the content, which should make it easier when optimising for mobile devices. This section took about 25 minutes to complete.

There was also a margin issue with the Slick plugin. I was meant to set ‘arrows: false’, however I spelt ‘arrows’ as ‘arrow’. This was causing another 20px to the right side of the page. I used Chrome’s developer tools to identify the problem and highlight the extra content.

**Monday 19th June 12pm**

So I may have been using Foundation’s split buttons to implement the call-to-action buttons on the first section of the site. I’ve looked into using the font-awesome ones and changed the angle to ‘0’. I needed to change some styling and HTML to implement it correctly. This took around 30-40 minutes.

**Monday 19th June 4pm**

I’ve started creating the contact form using Foundation’s classes. It’s taking some time as I haven’t worked with contact forms for a while. I’m having to learn each element inside a contact form again. Although it isn’t difficult, it’s something I don’t work with much.

**Tuesday 20th June 11am**

Tweaks to the contact form and other elements of the page have been made to match the design. There are still a few more changes that need to be made, however, they aren’t massive.

**Tuesday 20th June 6pm**

The Google Maps has been implemented at the bottom of the page. Finding the custom style that matched the design took a while, but it was found on Snazzy Maps. This took about 15-20 minutes to find. I needed to apply for an API key and implement the map onto the page. This process took about 40-45 minutes in total. The last time I implemented Google Maps onto a website, was probably in 2013… So it’s been a while.

The final section to finish is the ‘Site Stats’ section. I’m not quite sure yet, how I’m going to implement it, but we’ll find a way. The buttons for the prices and contact form aren’t currently matching the site, so I’ll need to look more into that.

The final task is to optimise it for mobile devices. Luckily, I’ve been using the Foundation Grid, as well as, having knowledge in CSS3 Media Queries. So hopefully it doesn’t take too long!

**Wednesday 21st June 11pm**

The ‘shop now!’, ‘send’ and ‘clear’ buttons have been restyled to match the designs. This took about 20 minutes to think of how I would implement the styling towards these buttons. It probably shouldn’t have taken that long, but it’s just one of those things!

I’m now attempting to create the percentage circles.

**Wednesday 21st June 5pm**

After sending an email to Mike, he provided a link on how to create progress circles. I’ll be working on this and should get it done within a couple of hours.

**Wednesday 21st June 9:30pm**

So it took longer than I was hoping, however, the progress circles have been implemented and matches the designs. As the example only provided one circle, it was using a lot of ‘id’ selectors. As I need four of these circles, I needed to change the ‘id’ selectors into ‘class’ selectors. Unfortunately, this caused some issues with the JavaScript that was linked to the elements.

Using a ‘for loop’, I was able to run through the JavaScript process multiple times without hard coding it in. After 4 hours of changes, and reverse engineering the JavaScript and CSS, it’s all good now. I’ve even managed to convert the CSS into SCSS. Next time, it shouldn’t take as long.

**Thursday 22nd June 10:45am**

Today is purely for implementing media queries into the SCSS/CSS. The site already has some mild optimisation for mobile devices using Zurb’s Foundation Grid, however, I need to start changing font sizes, height of divs, positions of elements on the page now. I’ll be using the breakpoints provided inside the ‘\_settings.scss’ file. My first step towards achieving this, is learning how Foundation is best used to implement media queries. I went onto their website and watched a 7-minute video on the different techniques. Clearly SASS is better than CSS.

**Thursday 22nd June 2pm**

Yeah… This is very messy right now. So far, I’ve been working on optimising the site for about 2-3 hours and it’s slowly getting there. I’m currently brushing up on the responsive navigation menu. Once more practise has taken place, I should be able to optimise for mobile devices much more efficiently.

**Friday 23rd June 1pm**

Media queries are still being implemented. I’m using the Foundation breakpoints to define how the site should adapt to different device sizes. This is cleaner and more efficient than using normal CSS3 media queries. I used to create way too many when designing sites that doesn’t feature the Zurb Foundation framework, so it’s nice to have a change like this.

*My internet has gone down and had a wedding this weekend, so no progress with the website between 23rd and 25th.*

*My house is in the process of switching broadbands. I won’t receive any Wi-Fi until 3rd July. (Some ridiculous error, which is why there is such a gap)*

**Sunday 25th June 6pm**

I’m still in the process of optimising the website. The main issue I’m having is the first section with the slick slider images. The content within this section i.e. buttons, title and navigation bar are using the *‘absolute’* positioning method.I’ll need to adapt for height and width in this case when optimising for different devices. Unfortunately, as the slick slider is using HTML for the images and not CSS, it’s a little harder to style the page. But that’s the challenge!

**Monday 26th June 10am**

The final part of finishing this website is fixing section 1’s element positioning. Also, making some adjustments to the percentage wheels. When reducing the screen width, just before the medium breakpoint initiates, the wheels go vertical due to the width of the column being too small. I’ve reduced the size of the wheels themselves to about 80% of their original state and increased the medium breakpoint value. This took about 30 minutes.

**Monday 26th June 12pm**

Section 1 is fairly frustrating. But we are getting there! I’m hoping to have this done by tonight or tomorrow mid-day.

**Monday 26th June 9pm**

Working on making the first section of the site optimised for most devices that are shown inside Google Chrome’s Developer Tools. It’s difficult… And a pain in the arse.

This has taken about 3-5 hours to complete, as I had to change the structure of the HTML to better suit a responsive navigational system.

I’ll most likely be handing this in tomorrow.