Process and reflection report

FED 1 – HTML & CSS assignment – Tobias Hanevik

Introduction to the process and use of source material

The main workflow process I committed to in this assignment, followed the Noroff course closely. I went through the course in chronological order and wrote code as I saw fit for my project as I went along. Some things were easy to understand and implement, were as others needed deeper understanding and more research. In the end I found myself jumping back and forward to topics in the course and other sources.

Whenever I encountered ideas for my project that I yet did not fully understand or how to implement correctly, I often wrote lines of unfinished code and notes. On the side I created a to-do list in a document with the ideas and problems of the unfinished code. I did this to keep track of unfinished code so that I could come back to solving the problems later. Organizing this could also save me from possible bugs and junk code and ensure use of best practice methodology on final review.

To find inspiration, explanations and dig deeper into subjects; I mainly used MDN Web Docs and sometimes used other external sources like Claude AI, YouTube videos and other internet articles. Whenever I use sources like these in any way for my project, the source material will be referenced with an explanation of how I used the source. My intention here is to make it clear for the examiner of my project; How I still wrote my own original code even though the process was influenced by another source in some way.

When it comes to coding and syntax, it is impossible to be 100% original. Although, I never directly copied code from an external source with copy + paste to my project. Instead, I read examples of external code and manually wrote my own to fit my project's needs.

There are many ways to approach the coding scenario in a HTML and CSS project. For instance, the assignment forbids using frameworks. Considering the strict rules of absolutely no code copy, I firmly decided from the start that I could not use dev mode in Figma either. Dev mode would allow me to copy code and properties directly from my project. However, I did directly export assets like images, since they require prewritten file coding to even work in the first place. This is not directly copying code, but file transferring assets.

In the submission you will find a document called: "Sources and external influence". In this document I list every source that influenced my project in some shape or form. Here you will also find source material that was used in a direct way, for example images.

Reflecting on use of time, design changes and functionality

This project took a lot more time than I had foreseen. I think I have never learned as much as this before in any school or study assignment in my life. Nor been as dedicated to work hard on a project. When starting the project, I quickly realized that my design project had been very ambitious compared to what it would take to translate it into working code. Considering this, I made a few design changes. The decisions in design and functionality will have their final form when we implement JavaScript later. Although, I am happy with the result of this assignment and think it matches closely enough to my Figma design. The functionality of adding exact products, sizes and amount to the cart has been cut short. I made this decision considering I could use JavaScript for this later.

When I started to code the index.html file, I was set on recreating the item showcase slideshow I created in Figma. I was very proud of this. In Figma it took me a lot of time to create. Looking back, I regret implementing it in this project. The time consumption was enormous and did not balance out with other parts of the project. There might be better solutions to this with JavaScript as well. As this showcase would not be a part of the mobile design, it also conflicted heavily with the "mobile-first" design principle. But the big upside was a huge learning experience for me. Both in creating the showcase itself, and in learning time management for a bigger project.

Self-criticizing my own work

- Not all images were crisp. This was mainly due to image scaling in my design project, which I did not account for at the time. With more time on hand, I would prioritize fixing this. Also, adding a second set of smaller image file sizes for mobile could be added. At the end, all the image file sizes were below 200kb, as required in the assignment.

- Not putting text elements on category image buttons. Instead I exported directly from Figma project so that the text was part of the image. It saved me a bit of time though.

- Spending too much time on item showcase. This proved to be a lot harder to figure out than I first thought when completing the design project. Although, the learning outcome was huge! I learned a lot, especially about implementing clamp features.

- Spending too much time changing and perfecting CSS properties, especially for size and position. This also led to inconsistencies and extra lines of code, that could have been solved otherwise.

- Structuring code in CSS files correctly. After having coded the project for a while, I started to gradually learn what a more correct structure would look like. In the start, I thought that having many properties under a class in one place would be more organized. I changed this up later, which resulted in lots of extra work. CSS files are not as organized as I want them to be. With more time I would fix this.

- Not being able to deploy on GitHub pages. I tried setting up enterprise account. Did not work. When navigating to "pages" on GitHub, I don't have the same options as specified in the Noroff course. It seems like I am locked behind a paywall/enterprise registration.

- Not completing WCAG and Google Lighthouse SEO testing. Did not reach this step, as I ran into issues with deployment.