

INTRODUCTION

While originally hesitant to start this project I found that even design based projects can be fun, especially since the guidelines of the said design were provided, allowing me to focus on the functional aspects more.

Probably the biggest thing I learnt was that I need to plan my **path** out more precisely, an example was the design layout for the desktop view, which I found the most difficult out of all the tasks.

If I were doing it again there would be a lot of things I would do differently, I will now provide a brief overview of each part I was tasked with and my opinions on the topic.

OPTIMAL LAYOUT

I found that the task of finding the optimal layout for my website more difficult than I expected.

I learned that websites with this much detail, take a long time to make.

This was because the elements in CSS interacted with each other in unexpected ways, causing other things to break apart.

If I were to do this again I would make a blank version of the website first, using empty divisions with different colours, to design the layout, this would have enabled me to better design and control the layout.

LIGHTBOX & HOVER STATES

When making the hover states I aimed to have them quite simple, since hover states are used to provide a more interesting and interactive interface.

I found that creating hover states was relatively simple however, creating the lightbox was extremely difficult, this was due to the way I had originally designed it, which was to have the entire lightbox as one singular section.

Next time I should treat the lightbox as a different web page rather than an extra element.

I also added a function that would change the opacity of the smaller image when the arrows were used in the lightbox, this helped give consistency to the project and would also allow the user to change the display using either one of the options.

IMAGE CYCLING

Creating the mobile site version was definitely the more enjoyable section of this project.

To create a scrolling effect for the main image I made use of two separate images, the 1st would stay on screen while the 2nd would be off screen.

When needed, the two images would slide revealing the 2nd image and displaying it, with the other concealed, before reverting back and switching the src links.

One thing that proved difficult was making a system capable of scrolling the images in the opposite direction.

This problem caused me to create a second function dedicated to scrolling in reverse, although to help avoid this I could have planned ahead better, and incorporate the two functions into one.

CART

I enjoyed working on the cart, I also only designed one version of it since the mobile version could be used in the desktop version as well.

Originally I wanted to have the option of adding multiple **different** items to the cart, since most websites have more than one item they're selling, but since that was not the assignment I chose not to focus on it. Despite this I still wanted to have the possibility of adding this expansion in the future, so I designed the system in a way that it can be easily modified in this way.

The way I did this was by creating a list element with an empty cart-item inside that can be duplicated, then the corresponding information of the chosen item will be transferred into it allowing for a flexible system.

CONCLUSION

Overall I found this project to be a challenging and valuable experience.

... _' _ _ .

