

# Project Timeline Reflection

## Key Dates: 6th June - 20th June 2022

### **6th - Project Starts**

Getting started on the project was a bit overwhelming and I was not too sure where to start. I began looking into project proposal examples online and in YooBee course material. However, after some time I began to get my footing and started laying out the requirements and putting together a proposal

### **7th - Web App requirements gathering**

I looked at how to go about with meeting the requirements and worked some more on the proposal. I also looked into what tools I should be using.

### **8th - Begin development**

At this point, I had put together the work environment, set up a github and created the Use Case and the flow behind it. I implemented basic HTML and basic JS validation to get something together that somewhat resemble the requirements.

### **10th - Development and testing**

After a few days of development, I was able to refine the logic and it was looking more and more logical. However, I was also quite distracted with the front end, I wanted to get it to look good. So I went back and forth with the UI. I also started looking at different JS libraries I could incorporate into my project. This was an exciting time.

### **14th - UX & UI implementation**

At this stage, I was pretty happy with the JS logic. The validation seems to be working seamlessly. But I was relatively unhappy with the front end. I was excited to be spending more time on the front end. I had a lot of ideas on how I wanted it to look initially, but when it came to putting it together, I was not feeling it and kept changing the styling quite a lot.

## Project Timeline Reflection

### 15th - Front end testing

I've been doing the front end testing as I go, however, at this stage I was not ready for full testing yet. I still wanted to make more styling adjustments. It was getting close to Launch, but I still have a lot more to do. I was getting a bit annoyed to still be adjusting the UI at this stage.

### 16th - User Testing

Around this time, I was still adjusting the UI. I tested on various browsers and was relatively happy with how it's rendered. However, I was not pleased in regards to responsiveness. I started applying responsive design. But I ran into some issues, it was taking too long and the changes resulted in more issues than before due to the Splide JS Slider. So I reverted some of the changes and decided to not make it responsive for now. It can be part of future improvements.

### 20th - Launch

At this stage I was doing more testing. I found a new bug issue that I did not have before. I have not changed the JS file so I did not understand why it's showing up out of nowhere now. I began debugging to figure out what's causing the issue. No launch (submit) as of yet.

## Conclusion

This project proved to be a bit more complex than I anticipated. I initially was able to write up the validation but was not entirely sure with some of the issues I ran into. They were due to the 3rd party libraries. I was also not able to complete some of the requirements I set out; I canned the Google Map API as I thought it wasn't that necessary. I also did not go ahead with the responsive design. I was really enjoying doing up the front end, more so than doing the coding. So I ended up spending more time redoing the front end till I was happy with the look and feel.

## Project Timeline Reflection

### Improvements

The project could greatly improve had I established a bit more on the UI components initially. I found that when I was coding, I ran into a number of issues due to errors in the HTML. I was trying to incorporate 3rd party libraries too soon. And I ran into errors because of that. It would be better to do the validation first then work on the DOM manipulation as part of the UI. The site will greatly benefit from being responsive. I was more desktop focused first instead of mobile. If I went with mobile first it would have saved a lot of hassle when trying to make it responsive at the last stage. I think with a bit more time, it would be quite cool to incorporate the Google Map API- where the user interacts with the map to get the travel distance instead of entering a figure. I also think that the start date for doing the UI can be brought forward a bit earlier in the process.

### Production Tools

Visual Studio Code

GitHub <https://github.com/MissVy/YooBee---The-Traveler-App>

Canva

Google Chrome Browser and Debugging Tool

Firefox Web Browser

Slide JS <https://splinejs.com>

jQuery Library

Vanilla JS

Anime JS <https://animejs.com>

WireFrame CC <https://wireframe.cc>

Google Word Doc

JS Formatting <https://js-formatter.com/>

JS Linting Tool <https://codebeautify.org/jsvalidate>

Trello <https://trello.com/b/Uc9B3DX7/yooBee-m2-travel-calculator-project>

## Project Timeline Reflection

END