A screenshot of a cell phone

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Technical Report

Project Exam

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# 1. Summary

This project has been very tough. It was not easy learning that I had failed my first exam, but I had to give a last push to deliver something. After a month of hard work, research and testing I believe I have now achieve my yet so far the best work.

On my earlier exam I utilized:

* heroku
* MongoDB/Cloudinary for data/images.

This time I decided to go with strapi for simplicity sake.

This report will talk about the three different stages I have gone through, and what was hard and what was easy within those stages. It will also showcase how I used the skills I learned during my time at Noroff

Happy reading.

# 2. Body

## 2.1. Introduction

I divided this project into three stages, and I had it thoroughly planned thanks to my GANTT chart.

The first stage was to figure out the target audience, plan out the project and create the prototype.

The second stage of this project was to start the coding. I used a couple of different tools: sass, js and css.

The third stage was to do the testing and ask friends and family to test out the platform and give feedback.

In the main section of this report I will go in more details around these three stages.

## 2.2. Main section of report

**First stage:** As im not a gamer myself I had to try and figure out what the best target audience and design would be for Bits and Bots. I decided the target audience to be from 14-30, and people interested in vintage/nostalgic video games.

Having that in mind, it took me some time, and I changed multiple times the deisgn. The initial plan was to go with pixelized theme, but then ended up with a more gothic/pixel design.

As per date I work full-time as a IT consultant and on the right hand side im studying front-end programming and having this exam was a great experience overall, but a lot of challenges did occur.

**Second stage** of this project was to actual build the website of my prototype. In overall when it came down to the html, and css it was pretty straightforward. Again it took me great amount of time to build the javascript. On my previous exam I spent a lot of hours making the apis function with the website. But this time, using the strapi made things simpler, however, when it came down to building the javacript for the cart that specifically took a lot of time.

Thankefully due my great note taking from the online classes at Noroff, I managed to successfully put together the website with a functional javascript in the background.

**The third stage** of my project was to do the testing of the code, but also on top of it having regular user test the website and come back with feedback. These were very beneficial as the user saw things I did not realzie was relevant. For instance, as soon as you finish the checkout, there were no “Thank you message” to acknowledge/confirm the purchase. I wouldn’t have though of it if it wasn’t for the user testing.

After refining the website based on the feedback, with the little amount of time I had, I can say im proud with my end result, and it is the best I have created so far.

## 2.3. Conclusion

As conclusion I have understood with each project comes learning and failures. I intend to keep pushing my boundaries and try out new ways of creating things for the front-end. This summer I spent my days on learning how to leverage Heroku, MongoDB and cloudinary. Moving forward by shadowing programmers in different industries im hoping to learn more from them and use that to be a better front-end developer.

As of today, during my studies I have learned tremendous. Today as an IT consultant im using my skills in html and CSS to build what my clients needs. In salesforce we use an programming language called APEX, and today I understand it much more due to its smililarities to javascript and php syntax.

I want to thank all of my professors who have helped me and posted new learnings everyday. I will take this forward in my work and be even better programmer in the future.

Thank you.

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# 5. Appendices

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