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Technical Report

Html and Css course assignment

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1. Summary

A big part of the process has been to work on making the pages fluid and looking good at all screen sizes. This assignment has given me more knowledge about designing web pages. With the knowledge I have today I would probably made some changes to the design, making it more developer friendly.

2. Body

2.1. Introduction

This assignment is a result of two courses Html/css and Design. The site design was made in the Design course. I made two prototypes in Adobe XD, one for small screens and one for desktop. In this project I have made web pages based on the design with Html and CSS.

2.2. Report

The CSS stylesheet and the developer tools is where I have spent the most time during this project. Through this project I have learned about naming convention and code. In later projects I will however be stricter with naming classes, divs and sections and try to reuse code more.

The **index-home** page is the sites main page. The navigationbar and footer was made in the process building this page. I have made a dropdown navbar that is displayed



from >600px. Under 600px the navbar is displayed as a burger menu.

Building the navbar has been the hardest part in this Course assignment. My navbar is complicated, and have been timeconsuming to make. The submenu takes up much space, I therefore desided to make one specific menu for small screens. The large navbar for big screens has a dropdown menu that I think worked out well.

The navbar has a logo with a link to home page to help user navigate. Many of the links are empty, but they are there to make the page look more realistic. I have a login link to a page for login or sign up. There is a person icon that links to the account page. The search field at >1200px links to a search page, and under 1200px the searchfield shows as a magnifier glass icon.

I designed a white frame in the prototype stage. This white frame was challenging to make, and has given me some ekstra code. The page has pictures of game categories with links made as cta`s with hover effect. I have made a commercial of VR glasses with a cta. I have made a social media part with links to Snapchat, Facebook and Twitter. The footer has a logo that links to the index page. The footer has company info and links to sign up and contact us.

The Login and **sign up** page where made together, and has almost the same html. I have a part in login html that has a commented section. I am thinking of using this later on with Javascript.



New releases page is a page with games displayed. The path to this page is through games drop down menu or the cta at the top part of home page.

Furious page is reached through new releases page. This page is for getting a closer look at the cover and possibility to read about the game. This page has pricing and a cta for add to cart.

Add to cart page is reached through the Furious page cta. Here you can see the price and later on change quantity with Javascript. When I designed the small and big screen I had a different layout and more information on the big screen. Because of the design choice made in the design phase, I had to write more code to get the result that I wanted. From a user perspective the small and big screen should have had more of the same elements.

Account page is reached through the navbar. It has a picture of the user and inputfields for personal information. It has links to information pages about the user history. Positioning content on this page was a bit challenging because of the pictures placement. I had to write more code than I'd like to get the result I wanted.

Checkout success page is reached through the furious add to cart page cta. The page has a order number, a link to your orders. The continue shopping links back to the home page.

Contact page is reached by the footer in all pages. It has a field for chat, sending messages and phone number to Game Hub



2.3. Conclusion

Creating the index page has been the biggest challenge, but also the most educational. Each page has presented it's challenges. Pages with the most discrepancies in design between small and large screen have been the most challenging. The add to cart page is probably the page with the biggest change. The Account page has an image over one section in the small version and over another in the large version. The page layout looks like the design I made. I had a talk to Boanita after the delivery in Design, and after the talk we had I changed the account page. The design is slimmer and looks better than before. After what I have learned through this course I would have designed it differently. Today I would think more as a developer. But in real life, designers will probably put us to the test from time to time.

Naming elements in the css file is hard, making names that makes sence later on is an important task. I would have been stricter with naming and reusing code. As this project has grown I have gotten a better understanding of naming conventions.



3. References

Photo, World Collapse doomsday scene.
Light photo created by liuzishan

[https://www.freepik.com/search?dates=any&format=search
&page=1&query=World%20Collapse%20doomsday%20scene&sort=popular&type=photo](https://www.freepik.com/search?dates=any&format=search&page=1&query=World%20Collapse%20doomsday%20scene&sort=popular&type=photo)

Photo, Close-up photo of amicable man in black shirt posing for his passport picture.
Photo created by user 15285612

[https://www.freepik.com/free-photo/close-up-photo-amicable-man-black-shirt-posing-his-passport-
picture_14692996.htm#page=1&query=user15285612&position=28&from_view=search](https://www.freepik.com/free-photo/close-up-photo-amicable-man-black-shirt-posing-his-passport-picture_14692996.htm#page=1&query=user15285612&position=28&from_view=search)

Young woman using glasses of virtual reality on dark background. Smartphone using with VR headset, virtual reality, future technology concept. Asian woman using VR glasses in colorful neon lights. ©Yingyaipumi - stock.adobe.com

