A screenshot of a cell phone

Description automatically generated

Technical Report

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Øyvind Meldahl

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# 1. Summary

Tasked with creating a complete website for my fictional jacket-company, I have created a product based on my earlier prototype. The final product differs slightly from this, but I feel I have created a site with a good flow and easy to use navigation.

I have used media-queries to make sure the site looks good with no horizontal scroll, and I have tried to focus on WCAG along the way.

All in all, I am happy with my submission.

# 2. Body

## 2.1. Introduction

Okay, so this is more like it. I have been waiting for the more “techy” party of the course, and it felt so good to start on something more “practical” and hands-on. When I was approximately 13 years old, around year 2000, I experimented with HTML and created my own website. Partly by hard-coding in Notepad and partly using a pirated version of Adobe DreamWeaver. Uploaded with an FTP-client of course. Both my skills and ambitions were severely lacking, but at the time I was proud of what I had created; A virtual mess consisting of frames, tables and in-your-face colours. And gifs. Plenty of gifs. And I can guarantee that the site was not WCAG-compliant.

## 2.2. Main section of report

Fast forward some 20 years, and it is obvious that time has worked its magic in this field of tech as well. It was nice to have dabbled in HTML earlier, as this provided me with a “mental” framework to keep building upon. By that I mean I could continue building on my (lacking) knowledge, instead of starting from scratch.

As the project kept moving forward, I realized that I was going to end up with something quite different than what was first planned in the Design-course. I accepted this fact, and kept the process kind of fluid, reworking a lot of my original plans.

Due to being stuck at home with sick children for a lot of the HTML-course (thank you COVID-19 and RS-virus) I had not been able to do as much studying along the way as I had intended to do. This meant that I ended up with a lot of trial-and-error when designing/coding. And this is were the combination of a 34-inch widescreen monitor and Live-server in VC really shone. And even though much of this should have been done earlier in the course, I kind of enjoyed the trial-and-error part. I need to see for myself what works and what does not, so this process was really useful.

I have included all the pages required by the task given, but I also included a page called “Articles”, and built my site partially around this. I am seeing this as a company with fewer products, but with a loyal group of customers. I am partially inspired by a Norwegian company called Alfa. They produce very high quality outerwear, but are mostly known for their shoes. As a PR-stunt they put out a job-offer looking for an adventurer. The job was to walk in their shoes for a year, while writing a blog about the experience. Of course, the “adventurer” was decked out from top to toe in Alfa-products, and the whole thing was a great success.

While I think the HTML-part of the course was easy enough, I found the CSS-part to be more demanding. And I am aware that there may be even better ways of handling this than what I have ended up with. But, I am mostly happy. I split the CSS into three different style-sheets, as the one I originally had began to be quite unwieldy as its size grew. I learned, and struggled, quite a bit about CSS-grids, and chose to use this site-wide. I got feedback that I might have used flexbox instead of grid on my index-page, but I have kept the grid to keep layout/coding more consistent since I am using grid on all of the other pages.

WCAG was also interesting. Being deep into a coding-process or creative flow, starting to be happy about the product, and then running it through a scanner just to realise that things need to change is kind of frustrating. And this may be just me, but I felt it to be “annoying” since the number of users requiring these adjustments are so few. But I understand and comply of course. The only thing I know is not optimal, is the buttons I have. White on red is not optimal for some users. This got to be a problem for me, since my whole design revolves around these colours. I have left the buttons red, but changed the hover-colour to solid black, to enhance readability.

I am aware that I have used a “place-holder” article instead of writing seven different blog-posts, but since the layout and coding is done as I intend the final product to be, I am quite happy about this decision. And, the blog-posts are not a part of the required pages as mentioned in the course-assignment.

## 2.3. Conclusion

This was a really fun assignment. I have learned a lot about both HTML and CSS, and the creative process along the way. There is still things I am not entirely sure about, and things I may want to change further down the road. As per now, I am happy to present this for my course assignment.

Maybe a short break from it is good, since I think one might be in danger of “blinding oneself to the facts” (this is a saying in Norwegian, you stare so much at a thing that you stop seeing the problems. Kind of like not seeing the forest for just the trees...)

Happy about the product and the process, so long and thanks for all the fish.

# 3. References

Icons for Twitter, Facebook, and Instagram from “Font Awesome”, this also includes the code to implement them on page.

All images from Unsplash, all images may be used for free in both commercial and non-commercial purposes.