



Noroff

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Project Exam 1

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Word count

Design

What went well on the project

Coming up with the concept

When I received the assignment for this project exam, I went straight to Figma, and tried to come up with some ideas. Firstly, I wrote down every idea I got, so that I could look back on them later if I needed to. I also saved many fonts and I made several low-fidelity wireframes, as well as high-fidelity wireframes. This is the first time during this school year, where I have looked at many different ideas, before locking myself to one immediately, which I also feel has payed of.

Making thoughtful decisions

When I decided on my color-choices, there were 3 things I had in the back of my mind:

1. WCAG compliance
2. The look and feel of the design - do the colors give of the vibe that I want?
3. Cohesiveness

Colors

It was important to me that the colors were far from randomly chosen, and that the colors would be cohesive.

The three main-colors I chose were #ede9d0, #8f6757 and #ffffff, which are light green, dark brown and white. I chose the green because it is a very calm, and relaxing color, which is the feel I want the reader to have as well, when reading my blog. While the brown was chosen as a color to soften up the text-color, instead of a hard black, as well as being a contrast color to the green. Brown and green are also both nature colors, so they go well together. I had also chosen to use the color #fff7f2 as a background, which is a



peachy, beige type of color. But mid-way through the project, I decided to scrap the beige, and rather use white, as a more calm and familiar color to the reader.

Typeface

In the decision-making process, I decided on sticking with two different types of typefaces, to make sure that I met the criteria of cohesiveness I had set for myself, and rather vary fonts. Initially, I decided on the typeface «Prata for the logo and headings, and «Merriweather» for all other text. I chose Prata because I liked the elegant and sophisticated look, and it suited nicely next to Merriweather. I thought this combo was great, and I still do. But I made a last minute change to Rampart One, to stay more true to the concept. It is more lively, and in my opinion it has a more bookish tone to it. One might argue that it could be interpreted as noisy, and though that might be true, I still would argue that it is acceptable as it is a typescript that is only used for headings and the title, and by that reason I think the relativeness to the overall theme outweighs the cons. I also think that it nicely contrasts the simplicity of Merriweather.

Logo

Just to touch lightly upon the logo - I decided to make the logo from scratch in Figma, so that I could customize the size and colors to fit the theme.

What was difficult/didn't go well on the project

Honestly, I find design in it self pretty difficult, as I find it difficult to come up with ideas. I think that I often times end up with an idea I think looks nice, but when I come close to delivery, I realize that the design might be rather boring. On the up side, many people might like that the designs are clean and quiet, as there are less distracting elements.



I also tend to have ideas that I envision would look awesome, but when I try to make the picture I have in my mind come to life in Figma, my mind goes blank and I don't really know how to make it happen. So I feel like I also waste a lot of time, trying to think of some design-idea.

What would you do differently next time

Next time, I hope to try and not underestimate myself, and jump into the unknown, while still being realistic about how much time I have to accomplish the things I want. Maybe I'll set a timeframe on how long I have to test these ideas out, and if I can't make them within the timeframe - scrap them and think of something that is easier to achieve.

I'll also schedule more time for the planning stages, as I experienced that I could in fact have spent a few more days on Figma.

Technical

What went well on the project

I feel very confident with HTML now, and I didn't have any struggles with that. When it comes to CSS, I think that, that went pretty well as well. I spent noticeably less time on styling now, compared to when we first started a year ago. I am well versed with the use of both flexbox and grid now, and combining that with the use of HTML went effortlessly.

JS and CMS

Using Wordpress went very well this time, as I had it fresh in memory from our last assignment. That goes for making the API call as well - I was very secure in how to declare variables, and how to convert the code into json format.



The carousel

The carousel turned out as I had envisioned. As I understood the marking criteria, I were to display a set of images each time a button was pressed to either the left or right, so I decided on displaying three images. It was also important to me, to not have a scrollbar when the screen size gets smaller, so after I made the carousel, I made a new function which only displays images for screens between 900px and 1355px, and 1 image when the screen size is less than 900px, by using `window.innerWidth`, and have the return value set to the number of images I wanted to display. After I had made function #2 (`getNumberOfItemsToShow`), I had to go back and modify the `updateCarousel` function along with `prevSlide` function, and `nextSlide` function, so that when the arrows are clicked, it wouldn't skip any posts.

Hamburger menu

I was also very happy with how well it went to make the hamburger menu, as it was the first time I've made it.

DRY

There were a lot of things that went wrong with the dryness of my code, but one thing I was very, very happy with, was the final result, where I made a well-functioning system in my opinion, where I sorted every class in an alphabetical order.

What was difficult/didn't go well on the project

Parsing string from json

Fetching and converting the API to json value was as mentioned okay, but it was a completely different experience now, compared to the Rainydays assignment. This was because last time, we could use the Woocommerce plugin in Wordpress to parse the string, and make it A LOT easier to extract. But this time, everything was squished into content rendered, which was a nightmare emerging, as it was completely new territory. I spent literally a



whole day trying to figure out what to do, ending the day haven written 0 lines of js. The breakthrough came when I had to give in and ask my classmates how they had overcome this obstacle, in which my sweet peers helped me realize I had to parse the image and string from content: rendered:. Which I later on was annoyed with myself for not have figured out earlier, as it was such an easy piece of code, compared to what I had coming.

DRY

A very bad habit of mine, is that when I stress and feel like I have to get the work done quickly, I tend to throw the concept of DRY in the trash, and repeat myself endlessly, having the intention of going back and clean up the mess when I've finished. That becomes an issue when I have little time left, and have to go through my code and spend hours and hours to clean up. That also caused issues for me, as I was happy with much of my clean up, when I then looked at my site, and saw that there were a bunch of issues with my media queries. This caused me to loose very much time, and having to redo much of the styling.

HOTJAR

Installing Hotjar and using Hotjar was also one thing that I felt very confident with, and it went very well.

What would you do differently next time

As mentioned, I had a lot of issues because I hadn't made my CSS dry from the start. I will therefore from this day on, make sure to always keep my CSS dry from the very beginning.

Another thing I will do differently next time is to ask my peers earlier, so that we can help each other learn, and waste less time out of stubbornness.

WCAG guidelines, content management and SEO

What went well on the project

It worked surprisingly well.



Next time I will check if everything work earlier on.