Project Exam 1

Student Name
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Word count

Design

What went well on the project

I focused less on design in this project, but the things I did do, didn't feel like a difficult task, I was easily making the css coding needed, with a few issues when it came to placement of objects, but in the end I learned alot.

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

I very much didn't feel inspired to do anything about design, the task was strictly functional, and I basically made a usable template. When it came to difficulties, it was sorting my css coding. I tryed to keep it all in 2-3 css pages, since I felt I could devide it into general css coding and css coding associated with the cards

What would you do differently next time

Working on where I place my css coding better from the start, so I spent less time looking and rearranging css codes

Technical

What went well on the project

I managed to create modules for use when I start working on transfering my webstore with 1200 products from shopify to wordpress now after this delivery. I decided to leave the product sections and page within the project, in case I can get some construvitve feedback. I use ChatGPT for alot, but never to improve or tell me how do do a logic, he is jsut saving me time when it comes to how to write single lines and find alternatives. With the exception of the Apicall fucntions, I made all the logic myself for everything, even without looking at others solution online. I will rather improve the code myself, than working on copying others.

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

I made everything more complicated because I wanted it to be a reusable dynamic module. It is thereby many variables processed through functions and the functions is compressed to be handling both blogs and products. This was more a challenge for me than the best way of doing it. By combining and handling both the different

actions, it forced me to really understand the content.

What would you do differently next time
Except doing it quicker with the amount of coding I have learned in the past 2 weeks? Nothing really, even though I used a lot of time on this. My way of learning is by selfimprovement, and all my codes have had several rewrites when I thought of better ways of writing them

WCAG guidelines, content management and SEO
What went well on the project

I made sure the page is understandabel by a browser with correct use of headlines and paragraphs so the browser knows what is the readable content, when it came to the pictures, they didn't have any relevance in this case, since they didn't rely any information, but was jsut the cover picture of the game. When it comes to keyboard usability, the tab key is made to work for browsing cards and buttons, and on the store page, it will also select the product and swap between them in the expanded info on top of page

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

It might be some stuff that I didn't think about, I hope you will tell me, since all other feedback is not present in this course

What would you do differently next time

I am really not sure, since we are not getting any good information from our teachers in the limited 1 hour a week. They are doing the same service as a youtube tutorial, just unscritped and slower.

References

None, except for normal css/html/js code checking, I made all the logic myself wihtout looking at others work, and consider it made by me