



Noroff

School of technology
and digital media

Project Exam 1

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Word count

1346



Design

What went well on the project?

After deciding what theme and overall design I wanted, the design itself kind of came too as I was working on it. Browsing the web on different blogs and seeing what other have done also helped a lot. I used some time making a Trello plan to get a series of tasks set up so that I would remember all the things I had to do, this helped in laying out a timeline for when it should be done. This is a easy and effective way of laying out the project.

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

Now here is where it's at, I as usual had a difficult time deciding which design and what type of blog I was going to make, so I used a lot of time sitting in adobe XD and making different things that I was envisioning. This was something I went a lot back and forth on before I figured out that I wanted a blog about my own shooting history, because I thought this would make it easier for me to relate to the content I put in.

I decided I wanted a dark theme. Since I like them, this was an easy choice for the overall colour scheme. This did not mean I just had the colours I wanted just of the back of my head. Oh no. I had several back and forth on this, and I roamed the web for different shades of dark to use. Eventually I had a base colour and a box shadow colour I liked and went with that. I wanted to make something cool per se in this project, but my mind just can't operate in this ground-breaking design level that I would love to know. So, to get this project done I had to pace my self a bit and do a more conventional approach.

After watching some of the hotjar videos on people using my website there was one thing I noticed. It seemed to me at least that when they were inside a blog post, they were looking for a way back to the archive nearer to the actual post. So, I implemented a breadcrumb path after seeing that, also I made the headline on that page a link back to the archive.

What would you do differently next time?

Given I have the time I would like to make some design that is more modern and probably a lot better than what I can think of. I want to make something that is somewhat impressive, and maybe surprise myself to a degree.



Technical

What went well on the project?

The CSS and HTML writing was a lot easier now, also some of the JavaScript was easier to understand than the projects I did before. I used my time though on some of the aspects of this. Since I have been getting a lot of help from Connor on earlier projects where he used a lot of es-modules because it was the best thing to do I have a better understanding of it now and it made it easier for me to do things using import/export. Like when I was trying to make a hamburger menu that I linked to in references I changed the code to an exportable function instead of the way it was done in the video and implemented it into my switch/case inside the index.js file. I managed to do the title tag change dynamically by myself and that was a great feeling, I just understood what I needed to do. Just these small things that I now know how to do was something I really enjoyed. It takes so much less effort to do something you know how to do that it's like night and day.

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

Going to the new JavaScript of things, the challenge on this was to find out how to make the things I have not done before, I am still pretty confused by JavaScript in general and must say this is a hard thing to understand. It is not easy to get the scoping of code correctly at times, and when you add in the es-modules it becomes even more difficult to get the whole picture. I have been trying to use both innerHTML and createElement on this task to try and understand both better. I had a lot of help from fellow students and friends to get this all to work as intended. Also, a lot of research with Google and YouTube to help me get these tasks done. Time flies when working with these things, especially when I don't know how to do them, it can take days to get a single function to work, and when I find some source that has what I need it usually needs some tweaking or a ton of work to make it function inside my own code. I feel I have done all the code several times, but I guess this is normal in a coding environment. All in all I have a lot to learn about JavaScript in particular yet, but with practice comes results.

What would you do differently next time?

I guess if I had a similar project, I would want to implement the comment section, I don't think it is all that difficult to do with some research and maybe help from a student or teacher, I just don't have the time for it now. I would want to use more of the CSS variables, they are really handy, but I forget to use them in the beginning, and when you get further out in the project there are so many other things I should have done and get finished with. Have done some variables, but I need to use them more.



WCAG guidelines, content management and SEO

What went well on the project?

I think a lot of the WCAG have gone well on this project since I am conscious about the guidelines for them, but also, I have used several methods of checking for WCAG issues like lighthouse and online validation sites. There has been a lot of aria-labels used to fulfil what I can, but thinking about it as I am building the project helps a lot. Also trying to add the meta description and title tags in the head was fairly uncomplicated with a little searching and talking to students about it.

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

The same thing that went well on the wcags was also a bit confusing. There are a lot of terms and different things a website can alert to, but it is not always so clear to me what that is. Like a problem with the "frame/iframe". I did not understand this one.

What would you do differently next time?

I think I will need to put down some more time on understanding these guidelines and working more on them the next time. It is the only way I can improve. Also, I need to read the tasks at hand better some time, because I did not understand the SEO task we had to do of changing the meta description before late into the project. I thought it was the same as the title tag. But that is a thing that could be better from Noroff aswell, since we have a tasks list on the project itself but in the delivery page of the project there is more tasks that is only written there. This is a bit confusing when you usually only go there to deliver the project.



References

(place references to websites, books, forums etc. that helped you in the project)

Google in general.

Earlier modules on javascript and programming on Noroff site.

Noroff forum in discord.

Hamburger menu:

https://www.youtube.com/watch?v=flltyHiDm7E&t=501s&ab_channel=WebDevTutorials

Slice():

<https://builtin.com/software-engineering-perspectives/array-slice-javascript>

carousel slider

<https://webdesign.tutsplus.com/tutorials/how-to-build-a-simple-carousel-with-vanilla-javascript--cms-41734>

modal image

https://www.w3schools.com/howto/howto_css_modal_images.asp

https://www.w3schools.com/w3css/tryit.asp?filename=tryw3css_modal_close#:~:text=Modal%20Header,-You%20have%20two&text=close%20this%20modal%3A-Click%20on%20the%20%22x%22%20or%20click,anywhere%20outside%20of%20the%20modal!

Close outside the modal

<https://stackoverflow.com/questions/37573608/how-to-make-modal-close-on-click-outside>

loader:

<https://loading.io/css/>

breadcrumbs:

https://www.youtube.com/watch?v=SuGMFYCWZg&t=202s&ab_channel=dcode

Getting the meta description tag:

<https://stackoverflow.com/questions/7524585/how-do-i-get-the-information-from-a-meta-tag-with-javascript>

