Lappeenrannan teknillinen yliopisto School of Business and Management

Sofware Development Skills

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LEARNING DIARY, FRONT-END

Week 1: HTML, CSS & Course Foundations

During the first week, I watched all the instructional videos provided. Since I had already taken other web development-related courses, I found the material very easy to follow.

I reviewed the basics of semantic HTML, CSS styling, layout techniques like Flexbox and Grid, and practiced making small responsive sections. This week served mainly as a refresher of things I was already comfortable with.

Week 2: Game Wiki Project

In the second week, I focused fully on building the Game Wiki web app. I used the knowledge from week 1 and added more advanced JavaScript skills like:

- Working with fetch and async/await
- Rendering dynamic HTML content
- Creating a simple SPA-like experience using hash-based routing
- Handling user interactions like search and navigation

Challenges

The main challenges I encountered were related to correctly handling the RAWG API:

- Understanding how to structure the API calls
- Making sure the data rendered correctly
- Filtering and formatting search results in a useful way

I spent a lot of time debugging and improving how data was fetched and displayed, especially making sure the game details page worked properly for all cases.

API Key Visibility Note

Although the web app is designed to hide the API key (using best practices like separating it into a dedicated api.js file and ignoring it in .gitignore), I discovered that GitHub Pages does not support server-side logic or environment variables. Because of this limitation, the API key must be exposed in the client-side code in order for the application to function correctly when deployed.

This is not ideal for security, but it's necessary in this context for the app to work.

Conclusions

Overall, this project has been a great experience. I truly enjoyed:

- Refreshing fundamental web development knowledge
- Getting back into HTML, CSS, and JavaScript with purpose
- Most importantly, having the opportunity to face new challenges

Building something functional and interactive from scratch reminded me of why I like web development. This task has been both satisfying and motivating ,it pushed me to apply what I know and go beyond it.

Al Use Statement

I used ChatGPT in a limited way during the development of this project. Specifically, I used it to:

- Correct the grammar and phrasing of this learning diary.
- Help identify and understand specific coding errors I encountered (specially with the API).

All ideas, code, app structure, and decisions are entirely my own.