Lappeenrannan teknillinen yliopisto
Lappeenranta-Lahti University of Technology

Software Development Skills Front-End, Online course

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LEARNING DIARY, FRONT-END MODULE

Date: 23.5.2023
Activity: Introduction to workflow and sass. I watched the video, and followed alongside by setting up the visual studio code workspace and flow. I also created the initial git repository.
Learning outcome: I learned a little bit on how the process of creating the initial project like this works, and how to compile sass in real time to CSS in order to achieve a fast workflow and be quickly able to see how the changes affect the website.

Date: 25.5.2023
Activity: Homepage and Core Sass/CSS. Watched and followed along, made the html markup and the styling for the page in SCSS.
Learning outcome: I learned the basics of writing the html markup of a page which was already a little bit familiar to me. On this video the thing I most learned about was how to stylize the page using sass, and how to utilize the features of sass such as variables, nesting and functions. This makes writing sass less repetitive and faster than CSS. I also learned about some of the simpler things in sass, such as how to add margins, change fonts, create transitions, changing opacity etc.

Date: (26.5.2023)
Activity: Rotating Menu Button video, watched and coded along
Learning outcome: I mainly learned how sass (or css) transitions work, and how to use JavaScript to do some powerful coding for the website and in this case we created a state machine that is false when menu isnt open, and true when menu is open. JavaScript is used to directly edit the classes of the webpage to determine if something is or isnt open. We also used css transitions to create a cool little animation for the menu button when you click it. I have some ideas on how to use these on my project when I start creating it.

Date: 27.5.2023
Activity: Menu Overlay & Responsiveness
Learning outcome: Creating the menu overlay was mostly repetition from previous videos but more complex, and I got a bit deeper understanding of sass (especially with the creation of the splitview of branding and nav in the menu). The responsive design was also very useful, and we created 4 separate screen sizes with the mixins, that then change the element sizes and other attributes based on the screen size. Some things are still a little bit confusing, like I had a small error in my code where I used &.hover instead of &:hover, because previously in the code we had used for example &.show. I need to research a bit on what the difference between the dot and the double dot is.

Date: 29.5.2023
Activity: Watched video Page With CSS Grid
Learning outcome: I learned about using CSS grids in sass, and how powerful they are. They allow you to easily designate fragmented areas in one page, so you essentially the page is divided into rows and columns that you can then put information inside. This makes the page look really clean and easy to understand. I will most likely use this in my project work as it seems to be a very convenient way of conveying information.

Date: 30.5.2023
Activity: Work and Contact pages + Website deployment videos
Learning outcome: Work and contact pages were also mostly repetition from previous things we learned, which is good because this is new for me. On the work page we used css grids to display the projects, and created 2 differently colored buttons for the project and github links. On the contact page we learned about flex display which was presented as an alternative to grids, and I learned a bit on how to use that to display the contact information. There was also a cool border animation on hover which I really like. We also continued with the responsive design on the work page. I decided not to deploy this website to github pages but watched the video and learned about it. I would much rather deploy the finished project rather than the exercise.

Date: 10.7.2023
Activity: Starting to work on the project after a long break from the course
Outcome: For the project, I had an idea of making a webpage for the game that I made in an other course "Introduction to web programming". Making the game took quite a long time so I only got started on the website just now. My idea is to have 3 navigation pages which will be home, the actual game and then credits.

Date: 11.7.2023
Activity: Initial project design
Learning Outcome: I started on creating the website by making the website design first. I wanted it to consist of a banner at the top featuring the title of the game, under that a simple navigation bar, and then the actual page with the content, and a background art behind all of that. The main page would only take about 70% of the screen on desktop, and on mobile and other smaller device it would responsively scale to close to 100%. All of these features were simple to implement for the most part, and I used flexbox to create the navigation bar. Most of this was repetition from before, so I didn't learn too much aside from getting a better grasp of CSS and html.

Date: 15.7.2023
Activity: Initial project design #2
Learning Outcome: I started adding in the content by first creating the home page. I made a simple introductory text to what the game is about, and then created a grid with images and texts that shows some of the features of the game. I also added the game into the game page, but there are some problems with resizing that seem to be hard to fix. I'm not sure if

it will look too good on mobile, I will try to fix these but it might be a bit too hard for me to do, since I need the game to be in 2:1 scale. If the game works better by rotating phone screen, then I will add a notification to do that instead. I learned about

Date: 16.7.2023
Activity: Project: Adding credits page and responsive design, mobile controls for game
Outcome: Most of the features on the website are responsive now such as the grid in the home page, navbar, font sizes and so on. Most of this was easy, but I had a lot of trouble with aligning the grid items properly, but I was able to get this figured out for all of the screen sizes. I'm still having problems with getting the Phaser canvas to fit properly into the container in the game page, I might have to make the canvas in CSS instead of relying on the one that Phaser automatically creates. I also created the credits page which is just text with links to the credited peoples websites. I learned a lot more about how to approach responsive design, and I think I did an okay job of it. I also learned how to use plugins in Phaser, and I started creating the mobile controls using this plugin in specific.

Date: 17.7.2023
Activity: Project: Deploying website and fixing issues with mobile
Outcome: I fixed the problem with the Phaser canvas not properly adjusting, so now it fill s out the container properly. I also finished out the mobile controls with some custom graphics. I deployed the website and fixed some problems with relative url's. Mobile has some slight issues with device rotation resulting in weird canvas width and height properties, so sometimes the mobile input is a bit buggy. Usually refreshing or rotating again fixes it. I also fixed problems with background not properly filling out the site, but I think there might be small issues with this still. Some of the bugs are very hard to fix for the mobile game version, and it seems like it works ok for now so I will leave it like that if there is nothing breaking. The website layout seems to be 100% working now on all the different device sizes.