

# Det Utrolige Teater

Svendeprøve prøve rapport

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<https://github.com/SlankehWeb/utroligteater>



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## A look into my technologies and schedule.

a judgement/analyzation of my work progress and the result

### Technologies used.

1. React
2. Sass
3. HTML
4. CSS
5. Axios

### External code elements.

React-icons for icons on the footer.

### My schedule.

Monday: made sure everything with the API is setup and running and started some fetches.

Tuesday: fetched most of the stuff I needed and got as much data out on the sites I needed on it

Wednesday: got the routing between the sites to work and started styling the pages.

Thursday: finished up the styling so the sites looked good and made sure they were responsive. Ran Seo test to ensure there were no problems there and then altered what needed to change for the Seo to be better.

Friday: this is where I'm currently writing this rapport, if there is more time left after I finish this up, I will go back to make the code setup easier to navigate.

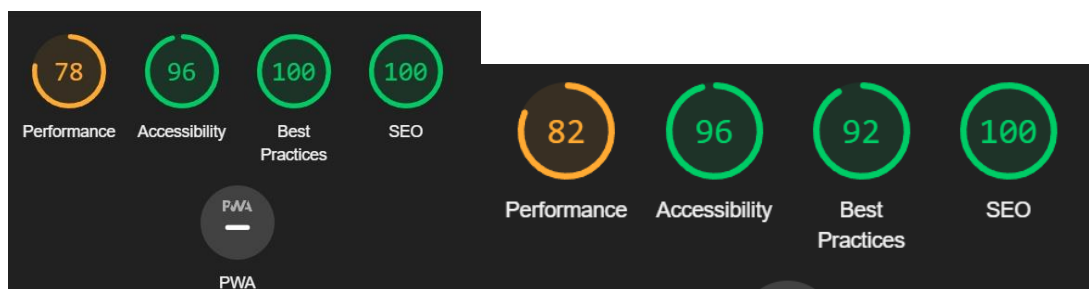
## Choices I've made along the way.

### Styling.

I altered a little bit of styling mostly the footer, where I decided to have to cover 100% of the screen's width, this was in order to ensure that the site look better from a user perspective

### Data choices.

So, for the hero I decided to take the XD files picture on the file and extract it as a png, then convert it to an avif file, this ensures that the site loads faster since the avif and webp file types takes up much less time to load in. before and after performance changes.



## Codes I would like to show you.

1. Routing some of the issues I had with it and how I fixed it.
2. Styling for my way of doing grids.

## A summary of my work.

I felt like I had a really good start and had a really good plan for how I would attack the task laid out, however it was soon clear that I had some issues that would persist for longer that I would have expected them to, so when they started to take too long I would alternate between different sites, to insure I didn't get fully stuck on one page to try to keep up my working speed, as to get as much done and working as I could, there are somethings still missing, but all in all I thing the end result was pretty okay, I'm happy with it at least, wish I would have had more time so I could finish the site.

One of the biggest wins I felt I got out of this was learning to take a step back, and redirect my focus to another task, then get back to the other one later and fix it, my routing is the best example of that.