**Web Design Report**

**Deployed URL:**

**Differences in the final site**

Point counter: Whilst it is implemented in the final design it’s not quite as rounded as I had initially planned due to discoveries in implementation. The main issue is that is entirely relies on the URL for functionality and must be updated alongside the timer when counting. It is still however a live counter as it counts your points as you go.

Timer: Another difficult implementation that took multiple attempts before it was also made into sessionStorage, this is another feature that was difficult to implement cross page but I’m satisfied with it’s current state. I did adjust what happens in the case it runs out as I opted for a quiz wide timer as opposed to a per page one meaning that once it runs out you are redirected rather than you losing the option to select questions.

I did have to take out the option to disable the timer and/or the point counter as they we causing difficulties with the page implementation as the JS session would terminate these selections and it didn’t make it simple to implement so I just decided to remove them and make them permanent additions to the quiz.

Navigation: Whilst it is open ended as I had planned, the complications regarding the installation of the points mean that when you move page it would reset the points you had acquired before since the points are reliant on the URL for their acquisition, this means if you leave the page you’re on without using the submit button it simply disappears and leaves you with 0 points.

Structure: This mostly stayed the same with the addition of a submit button to help with the navigation and the function of the counter and timer. I didn’t use the @media rule as mentioned before simply because I was satisfied with the results of the flexbox when used on the site, I didn’t feel it was necessary to adjust anymore since it closed it up nicely by itself.

**Features to add or enchance**

The entire site would be under a complete redesign, this is due to the fact that I did see other sites when building my own and I saw that they didn’t use multiple pages and instead used one in which they would just replace the text on, this was achieved using JSON objects and this would’ve cut out all the pages on mine and most likely made the implementation of the timer and points much easier.

I ideally would fix the points to not rely on the URL and to store them in a manner that doesn’t disrupt the user’s flow of the pages meaning they can freely go back and forth without losing their points.

Overall I think the entire project would be flipped should I have known earlier about the cross page limitations of JavaScript executions as the most prominent features were very reliant on that function which unfortunately is not something that exists.

**Challenges and Accomplishments**

The real challenges were mainly just in the JS but the closest after that would’ve been CSS.

I did spend some time online looking at different syntax for what as I was trying to achieve although I think plenty of it was unnecessary as the solutions I was formulating were too complicated and were scrapped regardless.

With CSS I had some fun implementing the flexboxes in which I learned far more about them than I had before (Coyler, 2022) and due to this I even managed to cut out implementing @media since I used to just focus on using pixel perfect sizing for my sites before but this made it far easier to just have automatic adjustments.

JS was easily the most troublesome thing of the entire project, from the realisation of the limits of cross page scripting to the various implementation attempts for both the timer and counter. I did learn even more about it from a few different sources, from how to call multiple functions at once (Bier, 2022), sending users to other pages uses both location.href and window.location, PHP variables (Access PHP variable in JavaScript, 2022), delays in functions (Terefe, 2022) and of course resizing buttons (How to edit the size of the submit button on a form?, 2022)

However, with the implementation of both the timer and counter and I very confident that if I am to make a revision of these that I could make a much better attempt with better functionality as compared to what I have even though what I have now was quite the enigma to implement in the first place.

The image resizing was also something I was quite happy I managed to implement and well from what I would say.

The final thing to add is that although I did my utmost to keep variables names good and the code tidy, I still ran all my pieces through a beautifier respectively. (Forms, 2022)

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