# What HTML tags are used and for what purpose?

# How are you configuring the CSS so that the website is formatted as you want?

# What JavaScript features are implemented, and for what purpose?

The first JavaScript feature implemented for the website, though perhaps not the flashiest, was the collapsing FAQs in the Info page. This is a simple script that toggles the answers to the FAQs as active or inactive, allowing for a more visually pleasing collapsing effect whereby they spring open and close as opposed to simply flipping between displayed or not as is easier to implement in pure CSS.

# How have the User Personas influenced the design of the website?

You can see the influence of the user personas clearly in such cases as the hero section of the homepage immediately also functioning as a hyperlink to the menu page. This will help someone like Amy (our first user persona) to gain immediate access to the menu to see visually the drinks available, the prices of said drinks as well as a wide variety of snacks and food items.

**Testing the website.**

1. **Functionality Testing**
2. Test the use case scenarios
3. Validate user input
4. **Responsiveness**
5. How does the website adapt to different screen sizes, without compromising usability and user experience?

**A retrospective.**

How was your website development? What do you feel could be done better? What are you proud of in the development?

I find that all-in-all, the development of this website went as smoothly as can be expected given my current skill level with the relevant tools.

However, one big roadblock I hit was having my website work across a wide range of devices and device size-ranges. Features that worked perfectly on my local PC Screen’s size suddenly were inoperable when testing it on the scale of a phone screen, or tablet screen, as is documented in the 5th section of the above Testing Section of this document. This was, largely, mitigated by the code   
img {

    max-width: 100%;

    height: auto;

    object-fit: cover;

}  
as it allowed the images (the main culprits of this strange scaling) to properly change their size to conform to whatever multi-media device the user is using to view the website, though there are still, even in the final version regrettable, some problems extant in association with the borders around headers and smaller screen sizes.

In the future, to mitigate this, I plan on taking a more mobile-first approach, especially as, somewhat obviously, most users and use-cases will assume a smartphone as the device being used to view the website, especially by people wanting to quickly see what the café offers before visiting, for example, on their work lunch break.