PROJECT EXAM

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Contents

Links:

https://favitamori.com/project_exam/

https://github.com/ThePandaKing94/2019-12-27_Project_Exam3-5_CA_Eirik-Gustavsen_git

Report

Introduction

I must mention I'm very excited about this exam because I'm a tremendous fan of Elon Musk and SpaceX. Therefore, I'm going to choose SpaceX as the site I want to make as a microsite. I'm looking forward to this task, and I'm a bit lucky, since I work part-time I got a long schedule to finish this exam (12th January), however I need to finish exam before the 20th December due to that I change from part-time to full-time.

I hope that I can improve on the holes that I've had in my learning in this exam. I think that would be easier because I don't have a reason to be stressed out on the deadline, which is great. It's easy to understand what is being said, but to remember all of it, and to understand there are some things that don't work when there are other fundamental knowledges gaps, make Front-End Development hard. If anything, then that would be the reason Front-End development is harder than Back-End. In Back end you can look at your code and understand where your error lies, while as in Front-End, you don't really know where to start sometimes. However, this is a matter of opinion though.

I got a grade D, which is bad on my Semester Project. I unfortunately think I'm a slow worker because I'm a slow learner and therefor I struggle with producing quality. But regardless to that, I hope I do way better on this Project Exam. I'm not sure how important it is, compared to other assignments, but in a regular sense, exams are one of the greatest factors an employer seeks for, therefor I will try to work extra hard.

Planning

I'm going with the mindset that "less is more". Meaning I plan to only make 4 sites, because I want those 4 sites to be as astonishing, appealing and as beautiful as they can be. I will just have to try my best with the time that I have, which means the sites may not be astonishing, but I'll just do what I can. It's fun to could finally be able to do all the things I've learned from the 2 years I've studied here and use all of it into this project. I just must try and do my best and see where things go from there. It's good to have plan, but it's even better to make adjustment as one goes ahead when I see things don't even make sense.

Functional Specification & Target Audience

My intention for the site is to make it a social site. As I'll go in-depth eventually, I actually made a mistake about what a microsite is. But the plan none the less is to make it a social site. I will also make it a slight be about increasing revenue, and an educational site aswell, while trying to make it as entertaining as possible. The site will have links which leads to external websites. It will also have an ability to play different videos. So that will be an interesting challenge.

Gantt Chart

I've created a Gantt Chart in Excel. I've tried to split up the work parts in sessions where each work part is divided into the amount of work I'll do in one day. The work parts were given by each column, and the sessions were given in rows. The sessions are divided into weeks. And within each merge of column and row it is explained explicitly which day that I'm working on a certain session in parenthesis. I feel if I was to divide the rows into days instead of weeks, the Gantt Chart would become too massive and it wouldn't look pretty. So, I'm satisfied with the version I did, I feel that worked out fine.

Tasks	Weeks	Week 1	Week 2	Week 3	Week 4
Gantt Chart		2.5 hours (1st day)			
Functional Specification		4 hours (1st day)			
Target audience		30 minutes (1st day)			
Research		4 hours(2nd day)			
Personae		3 hours (2nd day)			
Choose relevant API		1 hours (2nd day)			
Wireframe for all platforms		8 hours (3rd day)			
Design for mobile		8 hours (4th day)			
Design for laptpop			6 hours (1st day)		
Design for desktop			6 hours (2nd day)		
HTML for all 4 sites			6 hours (3rd day)		
CSS for all 4 sites in desktop			9 hours (3rd and 4th day)		
CSS Media Query for laptop				5 hours (1st day)	
CSS Media Query for mobile				5 hours (2nd day)	
JavaScript code 2 sites				8 hours (3rd day)	
JavaScript code the other 2 sites				8 hours (4th day)	
Test how all platforms work					1 hour (1st day)
Make additional adjustment					0-7 hours (1st day)
Test again					0-1 hours (2nd day)
If it works correctly, launch website					3 hours (3rd day)
Write Report		2 hours (all week)	4 hours (all week)	4 hours (all week)	4 hours (all week)
Zip the folder and send in assignment					1 hour (3rd day)

Target Audience & Research:

The idea of the target audience that I chose must change now, because it's not as much about making money as it used to be. There is no profile on the site, and therefore it can't exist. The exception being you have the Museum & Lab one can order a venture on, but apart from that, I can't really make the developing rocket site a money site anymore.

Graphic Design

I've decided to make the site look as close as possible to the real SpaceX home site. Even the logo is very similar. Only difference is I've added something with a slogan theme name at the end of the logo (Social), which symbolizes it's not a serious site as the real SpaceX site. The typography I've used has a mixture between slogan fonts, while maintaining a centered text, both vertically and horizontally. This is to put pressure on the info the text gives. However, I will not write paragraphs centered, because that makes the text annoying and difficult to read. And if I use several paragraphs as well, then it blends in well with the site. The colors that I use will of course be black and white cause that's what the original site uses. However, I will create a background image that's relevant to SpaceX because having a blank white site can be tedious and boring. I'm also therefor using opacity background on certain div boxes, to not completely ignore the background.

HTML/CSS

Semantics and structure are a hard thing. Especially when it comes to CSS, but I tried anyway. As said previously, it's difficult because one may not always understand what one does wrong. The inbuilt command for example a video is different in structure from for example a regular div. And creating a video inside a div versus creating an image inside a div will still make a difference depending on the semantics given. So, I've tried using the knowledge I have to just build the site with coding knowledge that I have. And there wasn't that much thought into semantics other than that. I just wanted to make a simplistic code, while maintaining the purpose of the sites.

CEO

There is no search input the viewer can use, but I feel this site isn't so complex and large that it's almost impossible to make it difficult with SEO in mind. All my links to the sites are at the header, no matter what side you're on. It shouldn't be difficult for anyone to find what they're looking for. Of course, there exist a lot of different people out there, so some may struggle, but at the same time, you almost can't make anything more simplistic.

Content Strategy

I'm writing back at this. My content strategy went south ways because I did a mistake explain later on. However, the plan was to make the sites look fairly equal to each other, while trying to hold a symmetrical shape in some sense at least. There isn't much I can say about content strategy because I had plans, but they constantly changed. My content theme ends up differentiating a lot on each website, however, I feel that the header links should explain what the site is about pretty well. Except maybe the main site (Social), where I just implemented links to other sites, and that doesn't have a lot do with being Social. But at the same time, it's sort of a home site to the microsite and therefor it's called that.

WCAG

Considering there's only black and white color I don't see why there should be an issue with understanding the site for people that are colorblind. I don't really see why people should have an issue with anything else. The fonts are readable, and I checked if they were user-friendly on sites, and they were, except Internet Explorer. But I dislike Internet Explorer so much that I won't even take into consideration having it user-friendly.

Personae/Scenario

I've tried finding out what SpaceX lacks. And I feel that a proper platform for community is one of the things it lacks. The site in it of itself is not aimed to be super popular or intriguing. It just fill the wanted gap that some customers and employees might have about SpaceX. I'm generally tired of that all forums regardless which topic should be mainstreamed through Reddit. Comparing my site with Reddit, is like comparing Snapchat with Facebook. They are 2 different things. And I just want to have a social platform purely for SpaceX nerds. I'm going to add some extra user personas, because last time, the tutor claimed I hadn't given them a different standing point.

"So, imagine if you're an old lady, wanting to know that before you die, there is a hope for humanity to reach outer planets. How would she be able to keep herself up to date with the current rumors and news SpaceX has? The answer is SpaceX Social. Giving the customer the answer, they may seek."

"So, imagine if you're an astrophysics/astronomer nerd and all your life you've dreamt about conquering space. Well the best place to start would be to learn about SpaceX, because they are

currently leading within that field. The nerd also wants to learn how to develop rockets, which will be learned on the "Develop Rocket" site."

"So, imagine if you're an employee, and you want to know what's going on inside of your company, that isn't explicitly told to you. One great way of doing that is to use the forum on the SpaceX Social site. There they can ask question and retrieve answers from someone who might know something."

<u>Affordances</u>

Affordances are pretty straight forward. Every object on the site explains what it is. And there is no deeper layer of info then that. Therefor, I don't see how anyone with at least a decent mindset should have a particular problem with the site.

<u>Navigation</u>

Same goes for navigation. As mentioned before, the site has links to all sites in the header. And the logo has a home site which is a standard thing.

<u>Wireframe</u>

As seen from the previous assignments regarding wireframes and prototypes I delivered in, I chose to write the wireframe on paper.

<u>Prototype</u>

I made some proper prototypes in adobe illustrator. But of course, the overall site turned out differently then I had planned.

<u>Adjustment to the real SpaceX site</u>

Real web development is art. One cannot simply put another piece of content on a website and think that's going to blend in. Imagine a painting of Mona Lisa. If one were to brush some white paint over the paint because they had to, then they would also completely ruin the painting. I've taken this notion in mind when I'm going to create SpaceX site. I need to at the very least re-adjust the content that's already been on there to make it blend in with the content that I'm about to produce. I've decided to make "A road to the red planet" vanish, and I'll rather have it at the milestone site. On the all of the microsites I will have the header (The navigation bar) at the top of the sites, filling the width 100%. Meaning I will have to implement the code that SpaceX has into my own. But I don't know the color code, the fonts and have any right claims to any images, so I will just have to deal with that and do the best I can to copy a look-a-like header in a copyright way. I must mention on this sites that the images I'm using that the illustrator design does not support certain images, so I will implement those images in the website, but one won't see them in the design. I will not be making design for responsive web design. Simply improvise. I must also mention there might be some adjustments, such as the fonts on certain sites, implement the API somewhere, etc that I will make along the way as well, because I may not have thought everything properly through when I first began..

As you can see from this section, my understanding of what a microsite was, was wrong. But I've decided to include the info anyway so you can see my mindset.

<u>Develop Rockets</u>

I've decided to take the decision of making how to develop rockets and the milestone/progress of Mars on the same site. They will both be subcategories the viewer can click on within "development", which is a tag I'll add in the header. It will be a combination of those two. I'm going to show a step-by-step milestone SpaceX has done on a timeline. Then I will have a video tutorial explaining how to build rockets step-by-step. This will in

theory be created by SpaceX, so my site won't really be that valid since I'm not a spacecraft engineer. The idea is that to do the course, the customers will have to pay for it, this is a way for SpaceX and the site to earn money, which was one of my plans from the beginning. To enter the web course the viewer needs to have paid for it to unlock it. But since I need to show the content of what I'm creating I'm going to show it as unlocked.

FAQ

I've decided to create a FAQ site because that wasn't there before, and I can imagine a lot of viewers being curious about the site and the company. It may answer their question and satisfy their need.

Forum

I also have a forum where viewers can post their own question, creating popular comments, for the SpaceX company to see. Eventually, the comments will be brought down, so other comments may rise. It will help the company to find out of things they could perhaps have included. There is also a poll, where the company itself posts different questions that the viewer can vote on. With this taken all in mind. It is supposed that the viewer can create an account on the website. However, this idea will be left to the imagination since it will be too much, and I must focus on the other 4 sites instead.

Museum & Lab

I've decided another money-making method the website could use would be for SpaceX to create its own Museum and Lab building. There will be a website category that's called "Museum & Lab". It will help other people learn about rockets, space and other interesting things, all while having fun doing so. It would also offer a diner, spa and other facilities.

Decision Making and Social

I must have misunderstood the meaning of what a microsite is the first 2 parts of this exam. I thought a microsite was a site that was built in into the original site (in this case, SpaceX). It is not. It's an extra site that doesn't belong to the original site, and that contains a specific topic in mind. Therefor I've decided to call my microsite "SpaceX Social" since that would blend in very well with the rest of the content that I've made. My microsite aims to become an investment and a social site. I've also coded the site to be slightly prettier than what the design was, because I've added a few more details. And there are more functions in play that the design won't show. FAQ, Forum, Museum & Lab, Develop Rockets all contribute to social initializations.

It's currently 17th of December as I write this, and I still lack a decent looking website. I have yet to finish my Develop Rockets site. I also have a new site, just called Space X Social, where I include an API and some external links, because I had forgotten that part when I was trying to make the other sites give sense.

I still need to create a video setup for my Develop Rockets, I'm trying to do it with grid this time, and I'm using images one can onclick on, where I will create a JS event that uploads the next video, should the user decide to click on next video.

JavaScript

The Javascript I've written is mainly fetching an API(because I had too), and making an onclick event where the if the user click on the images on the "developing rockets" site, and a new video will play. I could have chose to make all of that on an external site. Right now I'm just about to code it, so we'll see how it goes.

Implementaton/Rollout

There were certain thing I hadn't planned for. "It's impossible to connect the dots looking forward, you can only connect them looking backwards" – Steve Jobs. I very much agree with him on this quote. I didn't expect it to turn out the way that it did. However, I'm satisfied with what I've created, although a little frustrated that I couldn't really get what I intended to do in the first place. My site is a little bit different than the website, but it doesn't matter. As written in the report, I've previously mentioned that I was going to make it into a slight business site. I've decided to completely decline that idea, and I'm instead going with education, but mainly a social site. I like the consistency though. And the one exception made on the home site regarding its background. I'm afraid it can perhaps be a bit too tedious in design and user interaction, but some people might be very satisfied with the product. It's hard to tell.

Conclusion

It's difficult to conclude my effort, my product, my work schedule, my problems. It's weird that you learn so much from doing something, rather than just reading about it. One cannot learn how to ski simply by reading it, it needs physical practice. The same can be said about web development. I've had clear visions of what I wanted to create from the beginning of the Project Exam. Only to find myself in strange situation I expected would come, but when I got to experience it, I was still caught of guard, which is almost a funny experience.

The most typical and hard thing about writing front-end code is that the inbuilt syntax, and especially semantics plays roles you usually aren't prepared for unless you're a web developer with tons of experience. The logic of doing things is usually right, but there are so many external factors at play, and that's what makes it hard.

At this point I must deliver because Christmas is coming, and I'm changing from part-time to full-time this semester. I hope I manage that; I'm very relied on succeeding it. I'm disheartened that the header changed different height, and that certain things didn't work they were intended to. But I don't have any time left so I'll just have to deliver what I have. It's 28th December now and I must deliver. I also managed to do some responsive web design at the end of my days.