For my online shop website, I was really proud of my design choices and my development process. I approached this website different than I have before. Instead of jumping straight into development, I gave myself time to come up with specific design guidelines I would follow for my website. By designing specific elements to look the same across pages, it was really easy to change designs when I needed. An instance of this was my buttons. At first I began by making them white and opaque, and then shifted to giving them a blue accent color instead. Something I really struggled with was the responsiveness of the website. I know there are still a lot of fragments of poor responsiveness, and it could have been implemented better. I'm not too familiar for designing for mobile devices and some of the workarounds that exist for them. The responsiveness and contrast of the website was pointed out quite a bit, and it's something I tried to alleviate where I could. I also redid the layout of the form, and changed how cards stack on desktop and mobile. Something that you may also notice is I did not use SASS or bootstrap, even though it's included in the project repository. I usually try to avoid libraries when I don't need them, because they can really bloat my development environment as well as the project files themselves, and I work just as well without them. There are also a couple features on the website that I think hinder it's accessibility, namely the nabber and scrollbar. I use a custom scrollbar, I think it fits the website really well, but it can be removed in a couple seconds if needed. The nabber also retracts upward when scrolling downward, and returns when scrolling upward. I feel like this really hinders accessibility, but again it can be removed. The majority of my design inspiration came from apple's new liquid glass material design, and because I found it interesting at the time I decided to try and make similar design choices. I also implemented some items I don't have much experience with, like vw/vh, clamps, and media queries. I experienced a lot of

issues with responsiveness near the end of this project. I'm really not happy with how little responsiveness the website has, and it's something I'm going to be learning and working on in the future. As a user who almost always browses on a desktop, I always put mobile users at the end of my design. Incorporating a design, and then trying to change it all for another device is really hard and something I need to keep in mind from the start. Overall I think it's a solid website, but still has a lot I could improve upon.