Dylan Guma

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GitHub Repository

<https://github.com/dguma/BB>

Beautiful Beginnings

Technical Assessment & Breakdown

For this assessment I have been given an incomplete project for a client where the developer for this project was pulled from the team and I was needed to pick up where the developer left off. This project included a HTML, CSS, JavaScript file in addition to assets which will be included into the project. With this data that was provided I first read over the required tasks while also carefully reviewing the code that has already been implemented. During this review I was able to take note of parts of the webpage that were not behaving as expected. Starting with the highest priority and moving down the smallest priority I was successfully able to meet all listed requirements to ensure expected behavior.

My initial contribution to the project started with the responsive design approach. I had noticed that there was a good amount of behavior that was not responding to a mobile first design. For example, in the CSS code there are multiple media queries that trigger breakpoints on screen sizes 64em (1024px) and up. This approach is good because it did keep the mobile first approach but there are some conflicts in the design that causes elements to still appear on devices that are smaller than 1024px. In addition, I had noticed that there were no breakpoints that had targeted screen sizes for tablets (768px). I felt that even though this was not kept in mind, the project will still be able to be responsive toward the completion of this project. I have implemented a small segment where I changed one feature to respond to tablet screen sizes, which is the flex direction of the featured products.

To keep track of the changes I had created a Git repository to keep track of the changes that I had made. The first change was having elements such as the hero section not to be visible on screen sizes 1024px and up, but instead having the navigation display. While following this restriction I had also added rules to not allow certain elements to not display. For example, the featured title and description. As a result, I was able to tackle the mobile first approach to align with mobile mockup.

The second contribution that I made was adding JavaScript functionality to create a collapsed navigation for the footer section. Firstly, I connected the given JS file to the HTML document and listed global variables that stored the targeted DOM elements that I would use to implement this feature. In the JS file, I started with a conditional statement that would check if the device is smaller or greater than 1024px. If the device width is smaller than 1024px, the body of the conditional statement will run. In the body, I have set all lists of links for the given categories to a display of none. In addition, I have set a click event listener on all categories that when clicked expands the list of links. As for styling I had implemented a border top on all categories except the last child of the array of DOM elements categories in the footer. In addition to this I went into Adobe Illustrator to create a plus symbol PNG that would display alongside the category titles in mobile view.

The third contribution that I made to this project was implementing the feature that will allow a slideshow of the hero section. For this, I did not want to change up the code base too much where I could possibly break other areas of the code. To successfully complete this task I had to search for the other images that would be used for this section. While in the PSD file that was given I was able to find a number of images that were going to eventually be used for this site. I had exported these files as PNG/JPG which can be found in the images folder. To implement this small visual feature I had hard coded the image to be included in the HTML document with a display none on 2 of the 3 images I chose to display. In the JS file I stored the DOM element that contained the list of children Nodes which in this case will be 3 image Nodes. I had used a combination of setInterval and setTimeout to implement this feature. The setInterval will trigger after 9 seconds which then proceeds to a setTimeout that would set display block to the next image and also set display none to the previous image after 3 seconds. This feature would run indefinitely as long as the user is on a screen size of 1024px and up.

My final contribution to this project proceeded with adding ALT tags to images and including icons such as the hamburger menu, search icon and font families. For the hamburger icon and the search icon, I have downloaded these assets and have included these icons with some CSS rules for sizing and positioning.

All in all, I found myself implementing flexbox rules, and working on media queries to have this project respond to screen sizes. Majority of this project was built around static HTML and CSS. Small parts of this project needed JavaScript, such as the footer navigation and the slideshow feature for the hero section. I feel that it is best practice to keep the mobile first approach in mind when developing, not leaving out screen sizes for tablets. The code was written well and was easy to read, but I do feel that SASS would have made styling this project easier being that you can nest CSS properties. As stated previously I have created a Git repository with all the changes I have made for this project and I am more than happy to link it in this review.