Project Report for Web Design & Development

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# Introduction

ExtraBoard is a website that sells board games and video games. It is an Irish website. It has a shop, where you can add items to cart, a checkout where you can see your cart, change quantities etc. A payment page, a login/logout system, user details etc.

# Link to Github Pages

# <https://ellen-woodward.github.io/WDD_Project/>

# Installation/Usage

Login:

Email: [johnsmith@email.com](mailto:johnsmith@email.com)

Password: password

Cvc: 123

# Design Decisions Made

## Colours, Text and Fonts

I decided the overall theme of the website you be very simplistic and minimalistic, with only a few colours running throughout it. I chose white, an off-white colour, grey, black and red as the main colours throughout the website. I wanted the website to feel very clean and simple, without too much clutter and colours. I chose red to be a stark contrast the other more dull colours I chose. This adds a small pop of colour that prevents the website from becoming boring.

I just kept with the standard Bootstrap font, as I thought it was clean and easy to read. I avoided too many text decorations as I was going for that simple design. I did change the colour of the font to red occasionally, as well as the size and capitalisation.

## 

## Breakpoints

As the project mostly revolved around Bootstrap 5, a lot of the breakpoints were already built in.

x-small <576px, small >=576px, medium >= 768px, large >= 992px, extra-large >= 1200px

* When screen width is less than 992px, the navigation bar folds into a hamburger menu
* When screen width is less than 1200px, the shop items move into a column of three
* When screen width is less than 768px, the shop items move into a column of two

One media query I had to put in myself was for the contact icons towards the bottom of the contact page. For them, when the screen width is less than 768px, the icons stack beneath each other.

## Navigation

There is one main navigation, the same one is used on the top of every page. It is very simple with clearly laid out words and icons. A drop down menu helps to hide some of links. There is a good contrast between the colours in the navigation, with off-white, grey, black and red.

# Performance

* Ensured CSS and JS usage was not too heavy
* Minimised CSS and JS files
* Ensured images were not too large

In the future, to further improve performance, I can:

* Ensure it is hosted on a good server host
* Enable leverage browser caching
* Use a CDN

# SEO

The main way I went about improving the SEO of the site was through the metadata in the <head> tag.

* A <title> tag with important information, i.e. the page name and the company name.
* Description metadata containing a brief description (a sentence or two) on what the page contains.
* Keyword metadata containing a few of the keywords relevant to that page.

# Accessibility

* Included lots of headers to structure and organise information on the page
* Added an alt tag to images that can be used with screen-readers, this can also improve SEO
* Used descriptive titles for links so that their purpose and destination can be easily understood
* Ensured text not too small, in an easy to read font and colour
* Used labels on form items to ensure screen-readers can read them
* Included some ARIA tags

# Wireframes

The wireframes are very similar to the finished product. I slightly altered the navigation, instead of having it split into two separate horizontal sections, I just combined them into one. I also excluded the search bar. The footer is simpler than the diagram as I felt it was clogging the page with too many links.

In the home page, I also put the button below the items displayed, and included a comments bit at the bottom. The shop, apart from the navigation, is basically the exact same.

# Reflection on your work

*Describe briefly anything you are particularly happy with.*

I am very happy with the cart functionality I implemented. Being able to render the cart dynamically, change the quantity (which dynamically affects the subtotal), and delete items individually is very nice. I am also happy that I was able to get the user data taken dynamically from the data in the JSON array and put it into the forms.

*Describe briefly anything you tried which did not work.*

I tried to get the register-user form to create a new user in the JSON array, but, even though I got that to work, it was causing too many other changes to be made along the line, that it was taking too much time and I had to focus on other things, so I scrapped that idea.

*Describe briefly what you would do differently another time.*

I would get the ‘create new user’ form properly working and get the rest of the code to work with that. I would also like to add a filter for the different types of games, video, board, rpg etc.