A screenshot of a cell phone

Description automatically generated

Technical Report

Gamehub site

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# 1. Summary

Here you will read about my journey through the Gamehub project. This project was started at the beginning of our course at Design module and is now ended at the end of HTML and CSS module. I have learnd a lot in these months.

Reflecting on all the things I have learned is very satisfying to see the progress made through out this project.

# 2. Body

## 2.1. Introduction

Gamehub is a site that is made so that the gamer can buy/sell and trade their games online with the online store or with other gamers. The site focuses on giving gameres the opportunity to get the latest titles on the marked and sell/trade games between each other for a good price or exchange titles.

## 2.2. Main section of report

The Gamehub site is made to make the gamer use the online store for tradeing/selling and rate games and giving comments. Its focus is to have a community so others can read and review games of their choice.

The site was buildt on the design module we did in the beginning of the course. The thought behind it was to create a place for gamers to have a place where its easy to get reviews by people of their choice. Either people the know or people who play or owned the same games as them.

In the making of this site it have used a lot of flexbox. There is used a grid on the footer. I have put main colors in variables in the class of root.

The site is responsive down to 300px. The hamburger menu is from the CSS hack we was shown in our moudule. This hack is modified to fit this site. I have also used a animation from another site that is modified to fit this site. I have used the materials that was given to0 us in the Gamehub assignment.

I had some problems making the site responsive with no horizontal scroll bars but have managed to make it down to 300px. I have learned that its important to define the size of the container the make the content fill the container with prosent of the container is a good way to make it responsive.

I have made some global styles that I have used throughout the site. I have made comments in the CSS file so it wil be easier to navigate and find which site has what styles.

I had problems with making the logo responsive and make it work properly as a responsive element. This logo is now responsive and I have learned how to handle that kind of problem for the future. I have also become a lot better at googleing problems and finding solutions to whatever the problem might be. All button and links is active. The icons used in the site is from font awesome. I have leared a lot from making this page and feel that I can solve more problems by myself now than before.

## 2.3. Conclusion

Now that this project is done I feel a lot more confident to approach new challenges. I have learend a lot about html and CSS. I have become much better at making responsive design and fell I can solve a lot more problems now than before. I feel I want to learn more about CSS grid, animations and forms, which I will look into more. I have done my best to follow the DRY princible. I also feel that it has become easier to find class names to the sections im working with.

# 3. References

This Is the CSS hack for hamburger

<https://noroff.bravais.com/document/6855/preview>

<https://css-tricks.com/>

This is the picture used in the showcase

<https://variety.com/2019/digital/news/fortnite-dark-epic-games-marketing-stroke-1203369504/>

Neon light

<https://css-tricks.com/how-to-create-neon-text-with-css/>

Gamehub brief and pictures

<https://github.com/NoroffFEU/first-year-cross-course-assignment-brief-three>

# 4. Acknowledgements

Last but not least I would like to thank the class for help and support.

# 5. Appendices

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