DTT
APPS WEB GAMES

27/09/2023 (6 hours)

- Set up desktop-view components; general html and css.
    - Helped to split up the page into different elements and build on top of one another.
    - I like to get my foundation set quickly so I can see what I'm working with and build off of it.
    - Seeing a lot of html/css progress quickly helps me feel initially motivated. I am faster with html & css so I can get that out of the way as fast as possible.
    - In the past I've used one css file so having scoped styles meant I didn't use css variables but normally I would have. I'd like to figure out how that works in vue.

02/10/2023 (2 hours)

- Set up Vue Router in the project along with pages and created routes for navigation and between components.
- General css fixes after initial creation.
    - Saw bugs and fixed that I quickly would move past via first creation so I took time to go back and patch some of those up.

04/10/2023 (2 hours 45 min)

- Started mobile design.
    - Since this is a short term project I couldn't give energy to fixing every size in between desktop and mobile view (tablet). So for mobile I set my inspect element responsive screen size to 414px and developed it off of that size. (please set to that for assessment)
- Fixed class names and re-organized css/commented in css.
    - Tried to re-organize css class names a bit more with Block Elements Modifier BEM naming convention. Gives the css more structure and more intuitive.

09/10/2023 (2 hours)

- Created new components that were only to be used for mobile if existing components couldn't be modified via css such as Navigation.
    - Many time elements can be modified via a media query however a component like the Navigation was so different that I just created a new component to be used and the desktop navigation to be hidden from the DOM on mobile view.
- Finished up mobile design with css and html.
    - Once again just got the css set and any additional html elements that may have needed to be added.

10/10/2023 (30 min)

- Added classes to add or subtract elements depending on screen size.
    - Initially I was unsure how to hide elements from the DOM when in a different screen size but realized that I could simply fix that by giving divs a class that allows me to display:none; or display:block; depending on size.
    - Overall a very simple and effective fix c:

16/10/2023 (2 hours)

- Started working on javascript.
    - Now that the initial css and html was set for both desktop and mobile I felt comfortable giving myself the rest of the time for javascript functionality and eventually debugging.
- Added Vuex to the project for state management.
- Worked on form handling and adding self(form) made objects to create a properties array to be

used to create the listing cards.

    - Felt a bit weak on my form handling however I knew I had to collect the data in an object and put it into an array for my other components to reference to create small cards and more in depth listing components.

31/10/2023 (3 hours)

- Worked on delete button functionality.
- Worked on filter buttons to filter properties by size or price.
    - Made both size and price buttons to filter either ascending or descending depending if you press the button once or twice. For the price button when you initially press it it shows the least expensive to the most expensive properties. Once clicked again it does the opposite. For the size button it shows the biggest to smallest and vice versa when pressed again.
        - I asked a few Dutch friends what they would expect for each button when initially pressed. I'm not Dutch but since DTT works within the Dutch market I thought it would make sense to ask them instead of assuming with my American background. And that's how I decided which way to sort initially.
- Finished and debugged data from the form to Vuex and thus the components.

03/11/2023 (2 hours)

- Made the "search" bar functional so a user can search a property via street name.
    - Used a search query to filter the properties array.
    - While the query is in the search bar the user can still filter filtered properties by size or price.
    - Made sure the original array wasn't altered (like listing deleted because of the filter function only returning objects that match the filter) so I created a clone array called displayProperties for search purposes.
        - This creates a clone that can be altered and reset to the original properties array without modifying the original.
        - This became really helpful when I eventually had a "favorites" filtering option.

06/11/2023 (5 hours)

- Added hide/show modal to delete listing button on cards. Added edit/delete functionality to all edit/delete options on the card and more in depth listing.
    - Initially I made the onClick functionality of deleting a listing right on the garbage svg on the card but had to reset it so that instead the garbage icon turns on a modal. Then the modal component handles the onClick delete functionality.
- Added minor animations to buttons so the page feels more intuitive for users when hovering over buttons/navigations.
    - I know this wasn't a part of the assignment but I think anytime a website has animation/interactions that feel intuitive it makes the experience more natural and tactile. Something like a hover zoom can also help a user be able to tell where their mouse is and what they are about to interact with.
- Worked on debugging the file upload via the form.
    - Left the file upload on the form till the last part of the form since it required a bit more attention than a simple text input field.

08/11/2023 (3 hours)

- Brought in API via fetch and reorganized/formatted data to fit into my own structure and functionality of application.
    - I had already created all the functionality of the app before bringing in the data from the API using my own structure and placeholder data. So it was easiest for me to simply reformat the data coming in into the same object structure that I had already set. This way I didn't have to change any of my javascript and it fit in seamlessly.
    - One thing I don't like is how I handled id's for objects in the array. I made it work, however I think it would be better practice to use something like a GUID or a hashmap/dictionary

        - instead of an array. What I had worked so I moved on due to time constraints and finishing this short term project.
- Fully fixed photo upload for form submission/edit form.
    - This included javascript and preview in the form of a tiny picture when the picture is uploaded.
    - Finished ability to delete image within form via the small “x” and replace with new file.

09/11/2023 (1 hour 30 min)

- Cleaned up code
    - Removed testing/debugging comments like console.log
    - Added personal comments for other devs to understand code where there might be questions.
- Fixed minor css bugs and checked on fonts/colors/ect.
- Had a random non-developer user(friend) try out my DTT app to discover and quickly fix minor bugs.

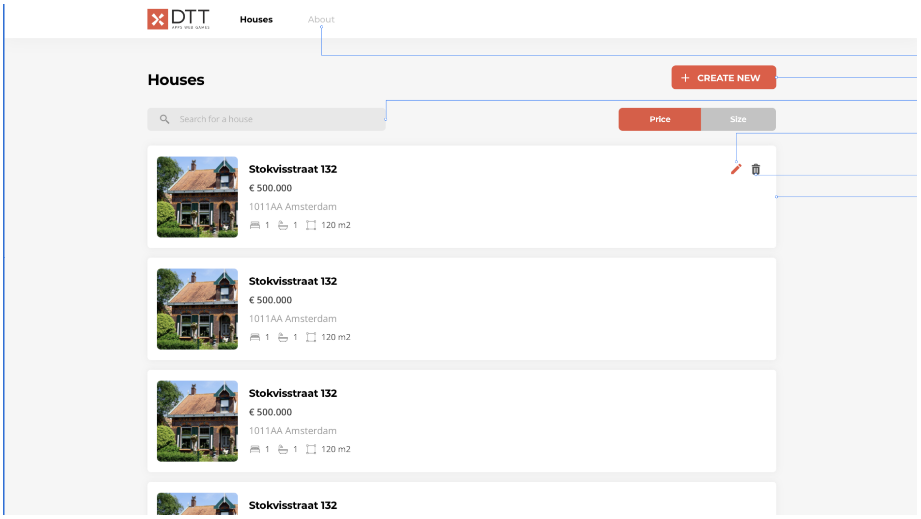
09/12/2023 (2 hours *bonus*)

- Technically added About page which is listed as a bonus but I just added that when I first created the app anyways…
- Added a favorite functionality to the application for bonus features.
    - Wanted to add in the “favorite” feature so I added two buttons below the search bar. One for “All Listings” and the other for “Favorites” so a user could toggle between only favorites being displayed and all the listings.
    - The user can click on a listing and see a big button in orange that says favorite and once clicked an orange star appears next to the street name and the orange button turns gray and says unfavorite. This way the user knows right away that the property is now a favored property. Additionally on the smaller cards on the homepage also get a small star next to the street name so it’s easy to see from the main home page which listings are favorites.
    - Additionally when the listings are organized only my favorites they can still be filtered via price, size, and street name.
    - If something is written in the search query while in the favorites and then toggled back to all listings the query must be manually cleared by the user before searching in all the listings.

09/16/2023 (30 min)

- Final check and minor tweaks added (example cursor:pointer; in appropriate places) and upload to github sent off to DTT.
- At this point I realized that I had messed up a bit with the css values. I want to add a note here explaining myself and realizing my mistake…
    - I had set up the initial css going off the visual cue of the overflow design. I’ve never used overflow before and I have more experience with Figma which I know how to see exact screen sizes and not just guess at the size of the screen on display. I assumed that the screen size was the same screen size as my mac laptop (a bit foolish I know).
        - On top of having more familiarity with Fimga in the past I’ve been able to develop on larger monitors instead of a small 13 inch laptop. Not an excuse just explaining myself.
    - So I hadn’t set my screen size in the inspect element to 1920px (industry standard desktop size) and I just left it at the set size of my laptop. I did design the mobile in 414px but not the desktop at 1920px.

- By the end of this project I realized what mistake I had made and I thought I'd log my mistake here. I'm choosing not to change the css to fit a 1920px screen and follow exactly the sizes set in the brand guidelines. I do realize this is a mistake on my part but I will include screenshots below to show my designs designed on my screen vs the ones provided in overflow.
- This may be a classic developer vs designer mistake and I'm looking to improve everyday so I will keep this lesson for the future. As someone who used to be in the designer position and gave my designs to developers I feel a little silly having made the same mistake as a developer. On a positive note, growth as a developer!
- **DTT View:** (source: overflow)



Stokvisstraat 132
€ 500.000
1011AA Amsterdam
1 1 120 m2

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€ 500.000
1011AA Amsterdam
1 1 120 m2

Stokvisstraat 132

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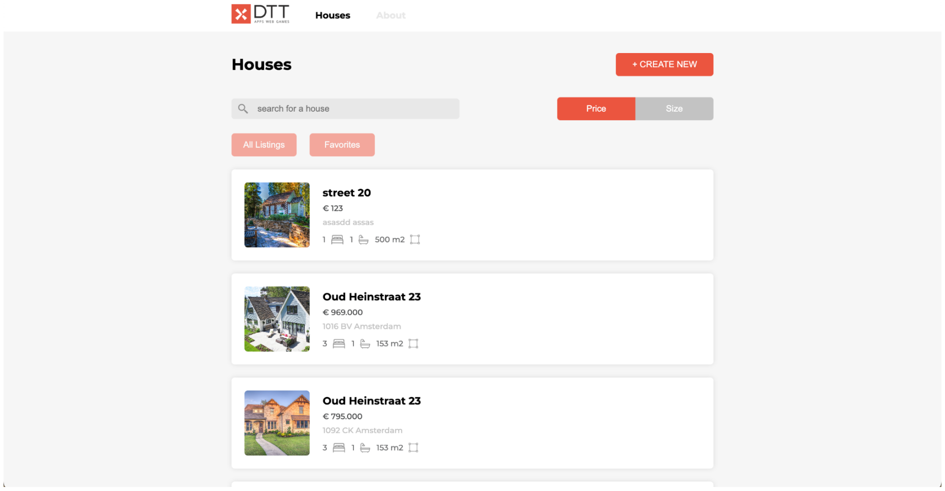
- **My View:**



street 20
€ 123
asasdd assas
1 1 500 m2

Oud Heinstraat 23
€ 969.000
1016 BV Amsterdam
3 1 153 m2

Oud Heinstraat 23
€ 795.000
1092 CK Amsterdam
3 1 153 m2

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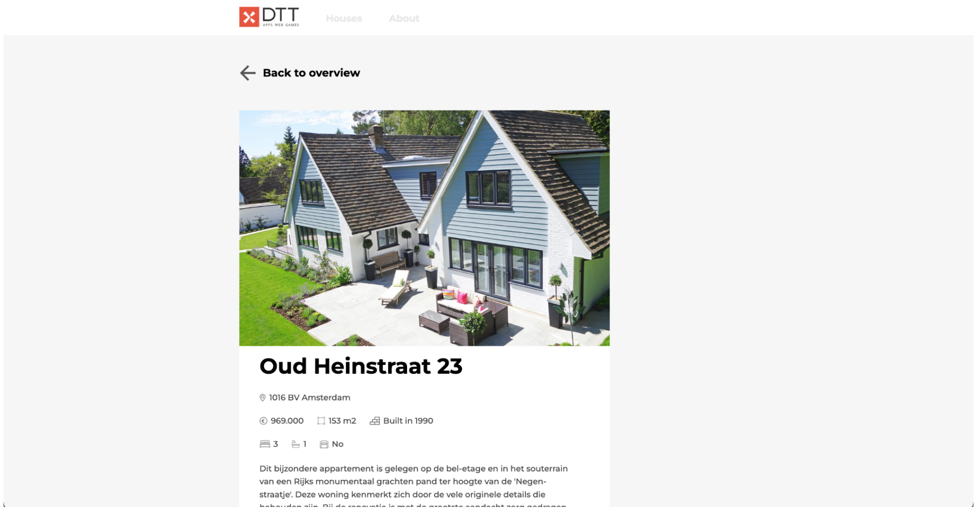


Back to overview

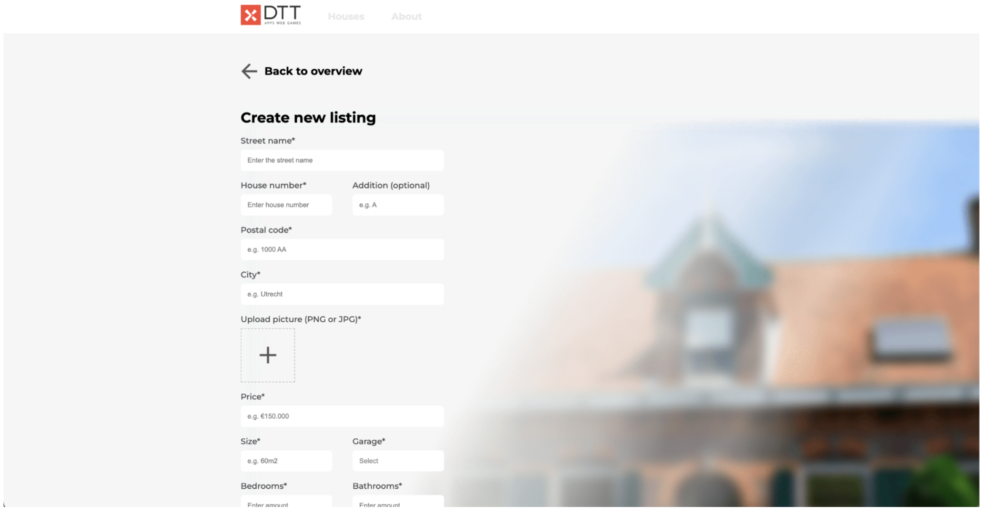
Oud Heinstraat 23

1016 BV Amsterdam

969.000 153 m2 Built in 1990

3 1 No

Dit bijzondere appartement is gelegen op de bel-etage en in het souterrain van een Rijks monumentaal grachten pand ter hoogte van de 'Negen-straatje'. Deze woning kenmerkt zich door de vele originele details die



Back to overview

Create new listing

Street name*
Enter the street name

House number*
Enter house number

Addition (optional)
e.g. A

Postal code*
e.g. 1000 AA

City*
e.g. Utrecht

Upload picture (PNG or JPG)*
+

Price*
e.g. €150.000

Size*
e.g. 60m2

Garage*
Select

Bedrooms*
Enter amount

Bathrooms*
Enter amount

TOTAL HOURS (not including bonus): 30 hours and 15 min

Extra Notes:
API KEY: eZAMbHDt3QsdXruE-qUlyKYGxif5J9kN
GITHUB: https://github.com/juniperfawn