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Semester Project 2

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Acknowledgements

For this project I have had a lot of help from the courses, especially the course videos and repositories linked to the videos. Apart from the course work, I have only used code from other developers for the toggle-effect, as this was something I did not know how to do from before. I did not copy and paste the code for the toggle directly, but instead adjusted it along the way for it to fit my project. The basis for the toggle is however heavily influenced by Arjun Khara's YouTube-clip called "CSS Sliding Toggle Switch Checkbox Effect" (*Arjun Khara, 2022*). Apart from this I have spent a lot of time on sites such as Stack Overflow and MDN Web Docs, but I have only taken ideas or details here and there from these sites and not whole functions or chunks of code. I did use the site for Mester Grønn as my main design inspiration for this project, especially looking at how they have structured their site and used colour (*Mester Grønn, 2022*). All photos used on the site are from Unsplash (*Unsplash, 2022*), and the background texture is credited in the footer.



Design

What went well on the project

Being able to choose my own theme for the website, gave me room to be creative and free with my design. I quickly chose a theme, and with it a logo, colour palette, font styles and more just fell into place. I worked with the design in steps, creating a style tile, then wireframes and finally fuller sketches. I user tested the wireframes and sketches, and made some adjustments to the design before starting with the code. I also made smaller adjustments along the way while coding, both based on my own liking and user testing, but all in all I did stay very close to the sketches I made before starting with the code. Having worked on a few projects now, I am familiar with setting up styles such as variables and doing groundwork such as checking contrasts before getting started on the coding. This saved me a lot of time and created a good basis for the rest of the project. This was a really fun project, and I intentionally played around with different layouts and design styles, in order to practice what we have learned so far in the course.

What was difficult/didn't go well on the project

There were a lot of details in the project description, and I had to make a few adjustments along the way because I had missed important details. This did not create any big issues, and it simply happened because I was too eager to get started and didn't take the time to thoroughly go through the assignment before jumping in.

What would you do differently next time

I did end up finding a style and layout I really liked very quickly. Although I am happy with the design, I could have made a few more alternative style tiles and sketches in the beginning of the project. I could have also done more research to find more ideas in existing sites. I did user test the site, but only in person with friends who were available. Ideally, I would have liked to do more user testing, preferably quantitative as well as qualitative, by adding a resource such as Hotjar to my project. I would have also liked to test the site on a larger range of people in terms of age, gender and digital habits.



Technical

What went well on the project

I was able to solve everything I set out to solve, and overall I felt the technical part went really well. I have had very good support in the course videos along the way, and was also able to find additional information on my own when needed. Something I have struggled with in the past is exports and imports, and I have often ended up causing errors when trying to move chunks of code around. In this project I felt I really understood imports and exports, and that I was able to handle them on my own, without the support of the lessons. I also notice how much quicker I am able to solve problems along the way now compared to just a few months ago. This has given me a great boost, and I have really enjoyed this project.

What was difficult/didn't go well on the project

I could have planned some of my content as well as my styles a little better from the start. For example, I made a hamburger menu really early on, but instead of using JavaScript, I just set it up with a hidden checkbox in the HTML. When I realized I could solve it more easily with JavaScript, I had to go back and edit a lot of code, which was really unnecessary. I could also have planned similar elements across pages better from the start, such as call-to-actions, error-messages and loading indicators. I ended up having to go back and tidy up several of these elements towards the end of the project in order to avoid repetition in the code.

I did struggle with the alternative text for the product images. In the API we were given, the alternative texts were taken from the image files uploaded to Strapi, which creates a problem when we can use image URL instead of the file upload in our project. Wanting to use URL instead of file upload, I therefore had to create my own API with an additional text field for alternative text in order to make my images accessible. I also had some issues when setting up the API for level 2, due to the fact that Heroku kept crashing and my command prompt would not recognize when I installed the necessary programmes. I therefore had to restart the process a few times, but we got there in the end.



What would you do differently next time

Next time I would find similarities based on my sketches before starting to code, and then I would use this to create even more common styles that could be used throughout the site, minimising repetition in the CSS (which would make it easier to follow the DRY-principle). I quickly decided on using image URL instead of file upload in my project due to the fact that classmates said how difficult the image upload had proven to be for them. As we *were* given a choice in the assignment, I do think this decision was fine, but I could have at least attempted the file upload myself instead of just assuming that I would have trouble based on other people's experiences.



References

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