<u>omnispace</u>

Taks

1. Organisation

· Description:

- The truth is that I organised more late that I needed. I thought that the more important part
 will be the coding. That was right. But without knowing for where to start all started to be
 chaotic. The last two days I created a little file with all the To Do's called resources.txt, and
 put a cross on every task finished.
- Priority: (P1)
- Difficulty level: 2/5
- **Time:** 5h
- · Incidents:
 - I didn't organise and the work started to fall on me.
 - I started to code without thinking enough so will bugs appear for almost all the new elements.

· Lessons:

- · Next time I will use libraries. You win a lot more of time.
- Really good idea to save the pages that helped me with the debugging.

2. Git flow

· Description:

- I decided to start with a simple Git flow of two branches, the most basic one I think, master and develop. That was my choice because I don't have a loot of experience with git. At the end I found really useful the HotFix branches and implemented them easy.
- Priority: (P1)
- Difficulty level: 2.5/5
- Time: All the time.
- · Incidents:
 - Merged develop with master instead of master with develop. That gives me a good hearth attack. For my luck I funded the solution after one good hour of screwing it more.

· Lessons:

· Think two times before merging.

3. Header

· Description:

- I started three different times the Header, more specifically the Navigation Bar. I decided to
 do a simple type of bar like the one one the <u>Oracle page</u>. After trying for almost one
 afternoon, mixing with other parts of the code, I realised that the best will be to do
 something more simple. And after two days I implemented things, like the hover activation
 or inserting more code in the bar. I created the logo with Gimp.
- Priority: (P2)

• Difficulty level: 3/5

· Time: 6h total

· Incidents:

- Problem creating two main.css files and didn't realise for long time. I didn't understand why
 the changes didn't appear on the browser.
- Problems implementing the JavaScript.

· Lessons:

• If you don't understand totally your code, you are going to do a lot of debugging.

4. Footer

· Description:

• This was the easiest of all the tasks. Not much to say about this one really.

• Priority: (P4)

• Difficulty level: 1/5

· Time: 0.5h total

· Incidents: -

· Lessons: -

Carrousel

· Description:

At the start I wanted to do a similar "carrousel" that is at the <u>Tesla page</u>. But I realised quick
that it was a little too much without libraries for the first one. I decided for a simple and
automatic option.

• Priority: (P3)

• Difficulty level: 2.5/5

• **Time:** 4h

· Incidents:

 The whole carrousel disappeared because of a conflict in the main.css file with other containers proprieties.

· Lessons:

· Don't repeat the classes names.

6. Services

· Description:

- Here I was starting to feel more comfortable with HTML and CSS. So I wanted to implement
 the mini services page on the navigation menu with the buttons to the actual page. The code
 didn't work. Next day I implemented a more simple static idea, linking the buttons to "areas"
 at the bottom of the page.
- Priority: (P1)
- Difficulty: level 3.5/5
- · Time: Almost all afternoon
- · Incidents:
 - The services validation didn't work properly.
 - · The content started to get everywhere when trying to centre it.
- · Lessons: -

7. Request page

· Description:

- I tried to do it all myself but at the end it was too much in so small time. I found really good information online and created a sort of Frankenstein contact page. At the end it's only a visual request because the requirements for the project where to only get the validation for part of the client.
- Priority: (P1)
- Difficulty level: 4/5
- · Time: 9h total
- · Incidents:
 - · Printed a big error exiting the page when submitting.
- · Lessons:
 - This one showed really good how are connected the three languages. (HTML, CSS, JS)

8. Scripts

· Description:

- Almost everything that I implemented its from the web because of time. I changed the code to make it work as needed, and erased the parts that where unnecessary.
- Priority: (P1)
- Difficulty level: 4/5
- · Time: 6h
- · Incidents: -
- · Lessons: -

9. Documentation

· Description:

- I did almost all my documentation from the beginning on paper and really chaotically.
 After realising I uploaded a couple of files with everything that I was doing on the repository.
- Priority: (P1)
- Difficulty level: 1/5Time: All the time
- · Incidents:
 - · Realising late how important it is.
- · Lessons: -

10. Validation

· Description:

- I waited till the end to do it thinking it will be long. But lucky me it was really easy with VIM to go to the lines and fix what was wrong.
- Priority: (P1)
- Difficulty level: 1/5
- Time: 1h total
- · Incidents: -
- · Lessons:
 - · Your editor is your friend.

11. Responsive

- · Description:
 - I implemented it late and didn't get the results that I wanted. But not that bad.
- Priority: (P1)
- Difficulty level: 3/5
- **Time:** 7h
- · Incidents:
 - · All the things that I carefully crafted failed apart.
- · Lessons:
 - EVERY part of the code have to be responsive from the beginning.

12. README.md

· Description:

• Followed the template that was given from the challenge documentation.

• Priority: (P4)

• Difficulty level: 1/5

Time: 0.5hIncidents: -Lessons: -

13. Upload to my page.

· Description:

• Of course I wanted to have a place on my portfolio of my first serious web project! I used FileZilla to upload it.

• Priority: (P4)

• Difficulty level: 1/5

• Time: Not much

· Incidents:

• Uploaded Omnispace index.html on the root folder erasing the actual root index.html.

· Lessons:

• Think more, for God's sake!!