

## Muddy Paws Adventure Gear

### Link to Website

View the website here: [https://martinatan.github.io/homework\\_5](https://martinatan.github.io/homework_5)

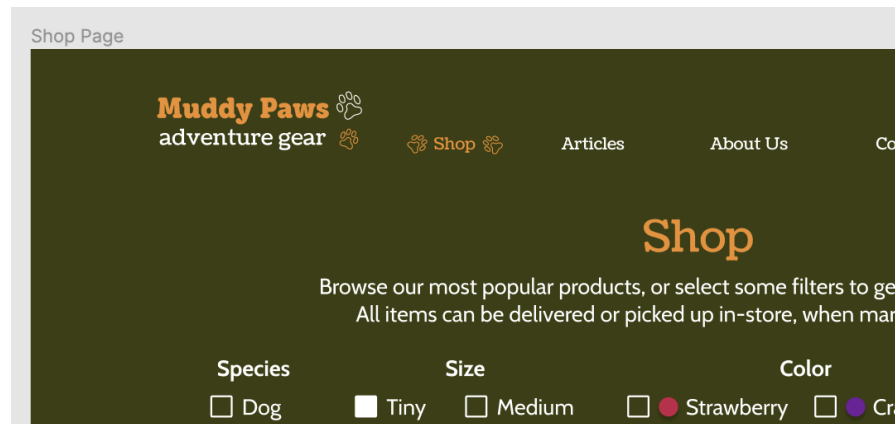
### Link to Source Code (Github)

View the Github repository here: [https://github.com/martinatan/homework\\_5](https://github.com/martinatan/homework_5)

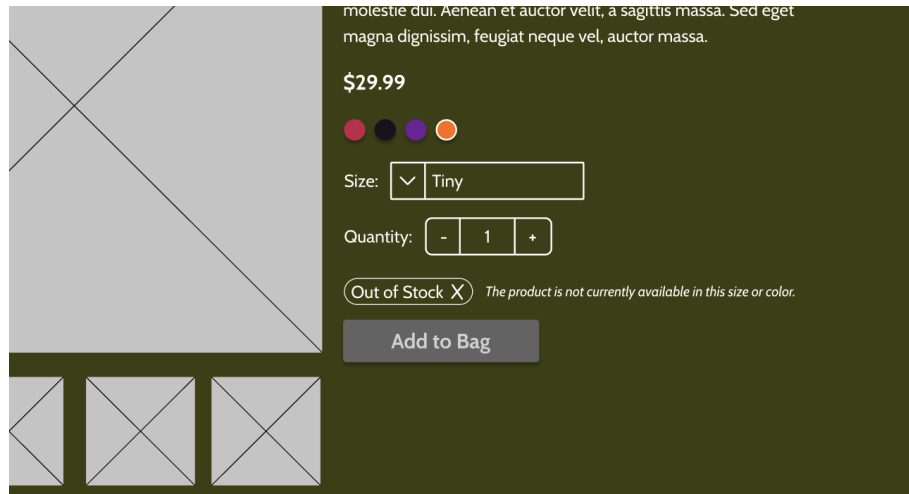
## Reflection

### Heuristic Evaluation (UI Bugs)

1. Visibility of System Status (Heuristic #1) - Menu items
  - a. Differentiate menu item corresponding to the page that the user is on, by styling it differently and making it unclickable. For example, the “Shop” menu item should be differentiated from the other menu items when the user is on the “Shop” page.
  - b. Change (see below): The menu item is now a different color, unclickable, and bracketed by two paw print icons to show it is the current page.



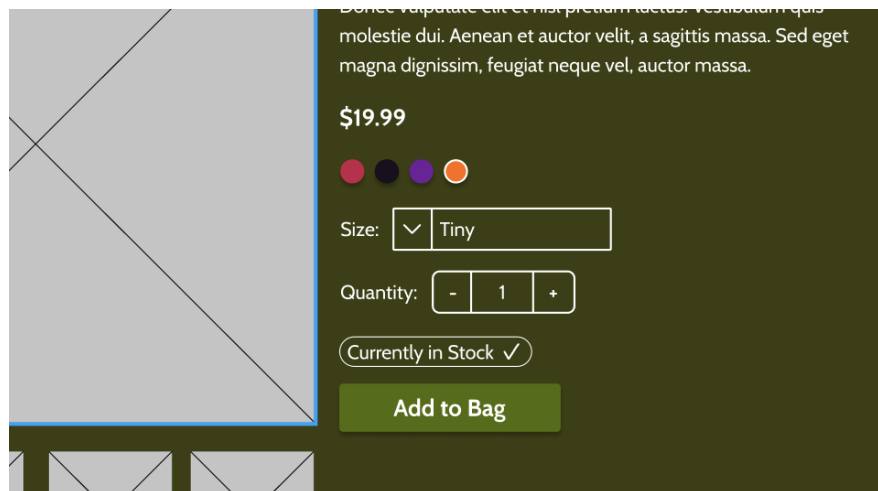
2. Error Prevention (Heuristic #5) - In Stock products
  - a. Include an “Out of Stock” label on appropriate product detail pages, and gray out the “Add to Bag” button when the product is not available for purchase. Prevent the user from advancing with a purchase if they cannot currently buy that item.
  - b. Change (see below): Add to Bag is greyed out and unclickable when the item in that size/color is out of stock.



c.

### 3. Visibility of System Status (Heuristic #1) - In Stock products

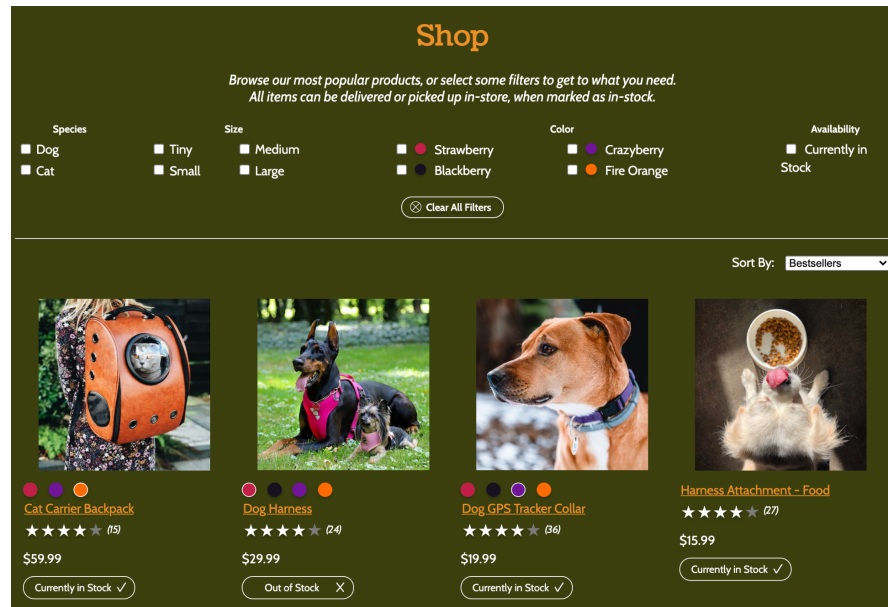
- Include the status of the item's availability on the product detail page, so user can tell when an item is in stock or out of stock.
- Change (see below): I brought over the "Currently In Stock" label from the product browse page, so that it is visible any time the viewer is looking at the specific product. Also included a corresponding "Out of Stock" label on other products' pages.



c.

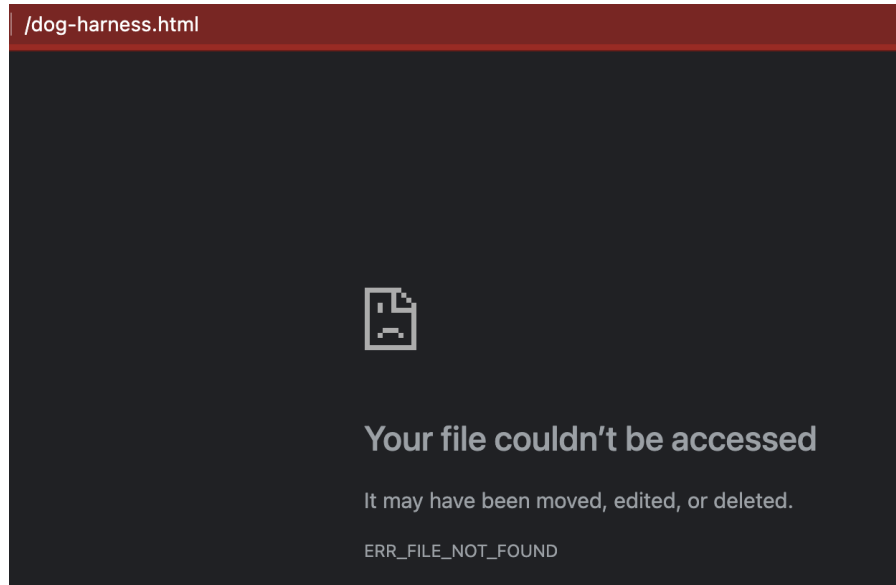
## Implementation Bugs and Challenges

1. **Using divs and Sectioning Elements** - Although I have some experience with leveraging a CSS grid system to develop websites, this still was a new enough design to make it a challenge for me. I used a lot of column logic to lay out my elements the way that I did on my Figma prototype. I also used relative and absolute positioning a lot more than I have in the past, in order to position tricky elements like the icons and the banner on the home page.

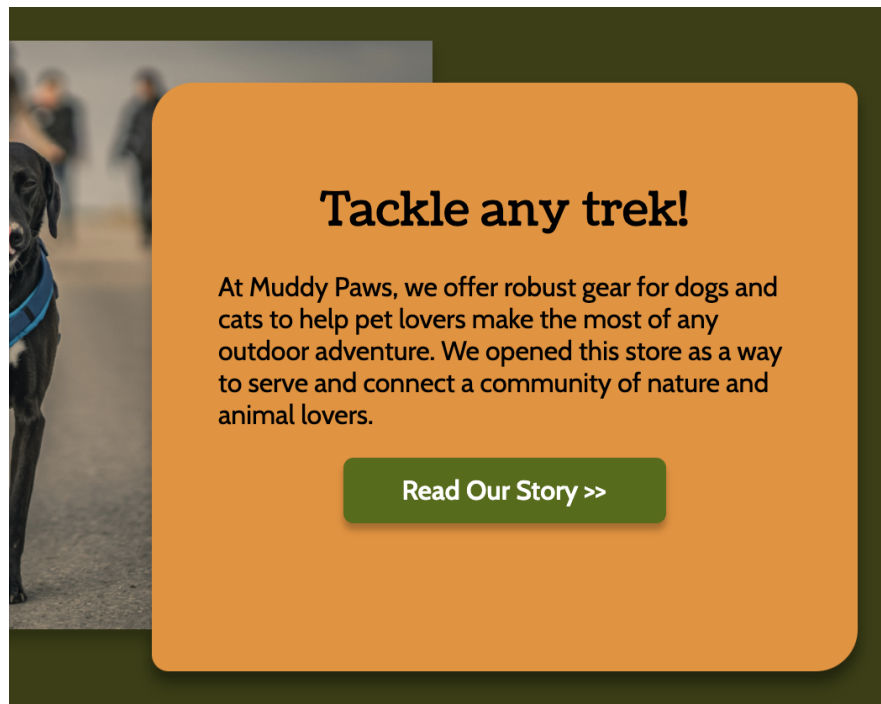


2. **Paths to Subpages** - I thought I could link the path to another page using a forward slash (/) and then the name of the file. However, the browser got lost when I did this and told me my file could not be accessed. I figured out that a reference to the current folder was necessary for my computer to recognize the path, so I changed my anchor tags to include "./" instead of "/" in all the href attributes when referencing other pages on my site.

```
</div>
<div class="col-50 product-text">
  <h4><a href="./dog-harness.html">Dog Harness</a></h4>
  <p>
    Morbi dapibus mauris sit amet mi vestibulum, ut hendrerit mi ele
    feugiat massa et neque faucibus, porta posuere lorem vehicula. P
    justo vitae consectetur imperdiet...
  </p>
  <p><a href="./dog-harness.html">See Details >></a></p>
</div>
```



3. **Home Banner Redesign** - I changed the shape of my home banner because I didn't know how to make the background shaped like that; I found a compromise by overlaying a rectangle and playing with its corners. In the future I could emulate the shape of my original design by exporting the Figma layer as a vector graphic, and using position attributes.



4. **Hover State of Menu items** - Couldn't fully implement the paw prints on hover of each of the header nav items, because I believe they require JavaScript to be animated the way I want them to be. Instead, I just made the paw prints show up around the relevant nav item when on that page.



5. **Spacing of Grid Layout** - The spacing of the checkboxes here was not right, and didn't appear visually grouped the way I intended. I had to play with relative and absolute positioning in order to nudge the left columns for Size and color closer to the right, because they were originally aligned too far to the left.



## Brand Identity and Design Rationale

I view the brand identity of Muddy Paws Adventure Gear as aligned with the branding of other rugged, outdoor and nature-inspired businesses. This influenced my choice of a dark green as the primary color, which is reminiscent of forests and greenery. On top of that, I used a bright orange as an accent color, in reference to high-visibility gear that is a standard in outdoor apparel. This is mirrored in the featured photo of a dog in a harness which I chose for my home page. I thought of the business owners of this shop as friendly and down-to-earth in the way they provide services and expertise, so my type choices and the tone of content I imagine can be conversational, but not flowery. I hope that with these design choices, I could reflect the reliable and sturdy quality of both the product inventory and the overall business through the website's UI.

## Credits

Thanks to the great photo contributors on Unsplash and Pixabay who have shared their photos for me to use on this assignment!