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Semester Project 2

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Design

What went well on the project

I was able to design the pages at the best of my ability considering that the focus was upon the JavaScript and practice that as much as I could. As I discussed with teacher before starting to work on the assignment, they also suggested that I should focus upon the JavaScript. Although I tried to follow a clean and semantic structure on my pages so that the user experience is kept good for potential visitors. Also I focused upon highlighting the important aspects of a e-com site first, like shipping and showing products to the users immediately when they land on the site. Speaking from both personal experience and research, users tend to like to be displayed the products each e-com site has to offer right away. So that they can decide if the e-com site they just landed upon has the appropriate merchandise for them or not. Based upon some of my earlier assignments where the task where to build personas and intervju/research people, I found out that getting the right attention from users when they land on a page is vital for the success of a website.

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

I found it a bit difficult to build a complete e-com site with only having to work with two products. Therefore I feel like my design got a bit restricted due to not having enough "data" to work with. Although if I assess thoroughly, I did have the option to create my own API and host it publicly. In that way I could've made as much products as I wanted to, enhancing me to build a more complete and bigger e-com site than what I have. However, I felt like going that way would only make it too difficult for me taking into consideration my gained coding abilities thus far.

What would you do differently next time

Next time I will use more time on building the design in comparison to the time used for designing the site this time. So that I can build bigger sites even when having little to no data to work with.

Technical

What went well on the project

In my opinion I think I was able to follow best practices when writing JS, in regards to clean and semantic code, good folder structure and using imports and exports for both JS and my SASS files. Making it easier for other developers to work on the same project. If I would point out one specific thing I mean went well on the project it would have to be the work on

the APIs. I feel like I am grasping and comprehending how APIs work more and more and how to effectively utilise them on the front-end side. By using the headless CMS Strapi I feel like my coding skills are getting better than before.

I am used to work with Wordpress actually, but in Wordpress I am never as hands on with code as I am when working with Strapi. Another thing I liked about this semester project is that it challenged me to think harder, research more and read more. This in itself helps me grow as a developer and understand the web on a deeper level. Further on, I will start using Strapi for other projects as well, to sharpen my coding skills and to acquire more knowledge about different CMS's.

Also I am getting to become more familiar with Git as I used it quite a lot throughout the semester project. Committing code multiple times to create versions, pushing code to remote repose multiple times to practice how to use Github effectively and overall become more "friends" with the Terminal.

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

During the semester project I encounter a couple of difficulties unfortunately. Some of the more things I found harder to resolve was:
- Creation of products (even though I was able to make it work at last without being able to upload imgs)
- Creating dynamic menus for users that are logged in versus users that are not logged in.
- Editing existing products

Overall I felt the assignment was a bit difficult to complete 100%, but I tried to do as much as I could to the best of my abilities. I am still struggling a bit with JavaScript but I feel like I am getting better and better with the time, especially when solving tasks given in this semester project.

What would you do differently next time

Next time I will use a bit more time on planning the whole semester project. Also I will consider to write the whole project in pseudo code first before writing the actual code. I think that can cause a more planned development phase and omit potential risks related to poor planning. One more thing I will conceder doing next time is to go through the whole JavaScript module before starting to work on the project in comparison to how my development workflow was this time.

References

- Noroff curriculum