**Introduction**

In this report on the interaction design ca, I will write about how I created the ShadowBall webpage. I will write about the choices I made, why I made them and why I may have changed certain things from the prototype. I will also explain what went wrong.

Body

I started this whole project by playing with bootstrap, this was something I had never tried before and I wanted to find out how it works and if I would get anything positive from using it. I have to say, bootstrap is really fun! It made things I find difficult more understandable and fun.

I'd then decided to start building the homepage. My plan was actually to start with the product page, but when I was trying the bootstrap it felt natural to create the homepage.

On the homepage, I was pretty happy with the design from the prototype so I actually designed it almost identical to the prototype. The changes I made were removing the space between the herobanner and the nav. I moved the nav functions all the way to the left and I put the login button together with the rest of the nav. The reason for this was because I felt the design looked more cleaner that way.

See pictures beneath.
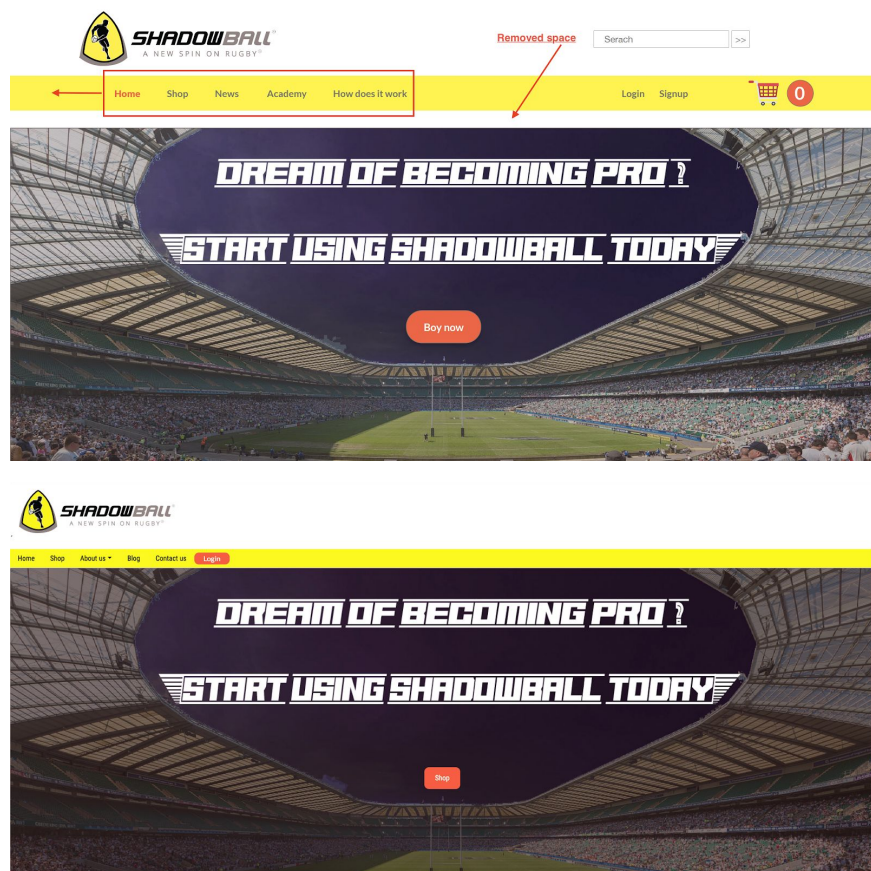
When it comes to the cart, I have to say it kind of was above my pay-grade, I tried to place it, but I couldn't get it to look pretty, so this is something I will continue working on to get better at.
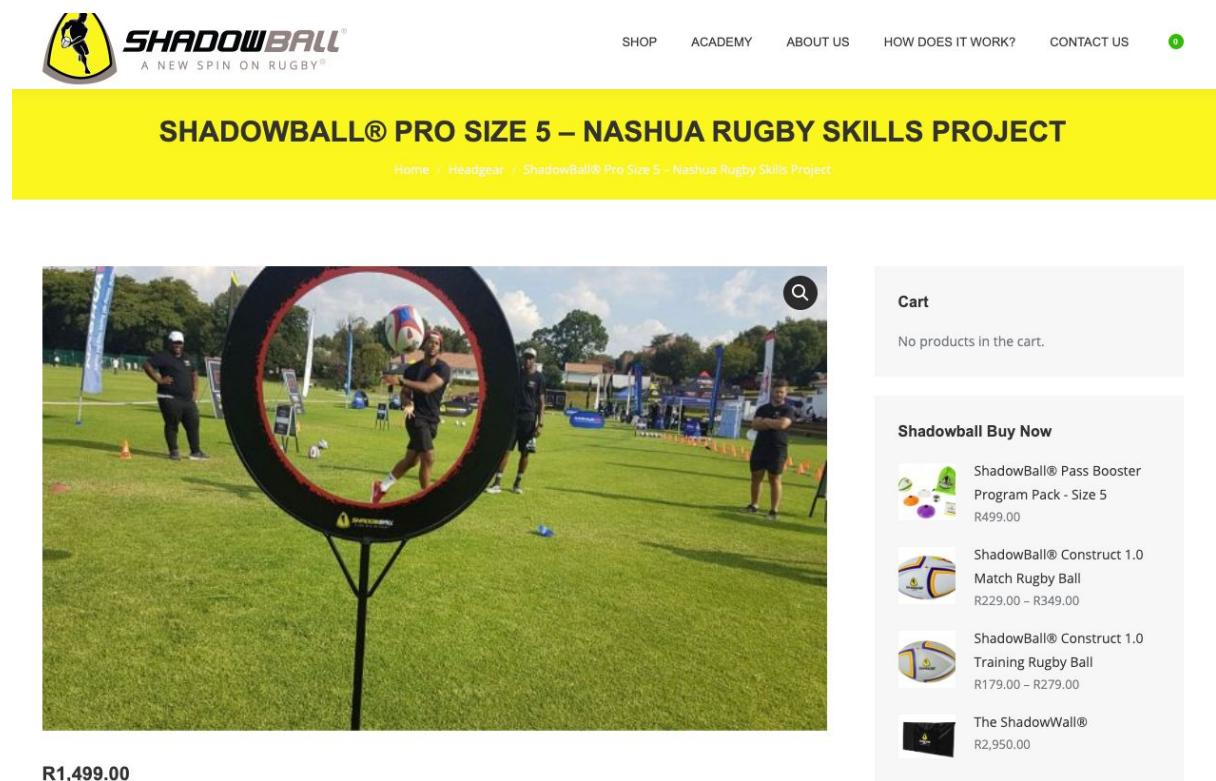
I made the herobanner image a bit more faded to get the text more "in your face" which was a feedback from my user.

Further down on the page I kept the featured products container, video and blog container as I drew it on the prototype. And finally, the footer, which I added a yellow background to, just to get the page to look complete. The logo, nav and the footer are on all the pages so there is nothing more to say about them.

The next page on the mandatory list is the product page.

Now it has to be said that I really enjoyed this assignment, so I went for the hail-mary and created every single page that is on the original website, my way. That means that everything works, every page is functional. I know it was not part of the assignment but it was so exciting to just create page after page.

So, the product page. The first thing I did was to reorganize the product categories, so I changed the name on some of the categories and moved some products to other categories. An example was that I removed the category **headgear** and made **apparel** instead. One product that I moved to another category was (see picture).

That is not headgear, so I moved it to ShadowWall & Skills Gear.

Also, I removed the border from the images on my page, but I let the design stay the same as in the prototype.

Moving on to the sub-category.
Here I went for the same design as on the product category page, the only difference is that I added an add to cart button. I feel that it is important to have the add to cart visible more place than just on the product. So I wanted to have an add to cart as soon as "possible" when clicking on the shop. This is also important if the user/customer have visited the page before and know what he/she wants. Then they can just click add to cart instead of having to go all the way into the product page. And with this shortcut, they can just add more quantities on the cart function (which I couldn't get to work).

Then we have the product page.
Here I have changed a few things from the prototype, I am going to list them and explain why.

1. I created a sticky (back) button on every product page, instead of using breadcrumbs. Just felt that it was more practical and prettier.
2. I added an image carousel instead of one big image and small ones beneath. The main reason for this was that It looked a lot cleaner and the page got more functional that way.
3. I moved the information/description boxes beneath the image carousel instead of having it on the right side. The reason for this was that it was more practical for the carousel, it looked better and I didn't need to have the boxes.
4. I added a review/star function, that doesn't work but I feel it looks great.

Other than those changes, I kept kind of the same design.

Level 2
My plan was to start with fetching the blog posts and putting them on the blog page.
I tried, I read and I watched videos, everything ended with the same thing (uncaught error) innerContent/innerHtml null. So this I failed at, which I feel is really sad cause of all the work I put into this project. But I know I need to practice more and I will do that.
If you want to see my failed code its is commented out in the script.js file and the html file (apiBlog) is in the map named unused.

Conclusion
So the conclusion, what can I say? On level 1 I am really proud of the product I deliver, I have gotten feedback from more users that say they dig the design and the way the page works. That feedback gives a good feeling to my motivation. Unfortunately, I am really disappointed with failing level 2, with that being said, it can only go one way from here.

Link to webpage: http://www.pedersteene.no/shadowball/index.html

Link to GitHub:
https://github.com/Noroff-Fagskole/ixd-course-assignment-pdtunes