

BUILD RESPONSIVE REAL-WORLD WEBSITES WITH HTML AND CSS

SECTION

OMNIFOOD PROJECT – SETUP AND DESKTOP VERSION

LECTURE

THE 7 STEPS TO A GREAT WEBSITE







- 1 DEFINE
- 2 PLAN
- 3 SKETCH
- 4 DESIGN AND BUILD
- 5 TEST AND OPTIMIZE
- 6 LAUNCH
- 7 MAINTAIN AND UPDATE

1

DEFINE THE PROJECT

- Define **WHO** the website is for. Is it for yourself? For a client of your agency or your freelancing business?
- Define WHAT the website is for. In other words, define business and user goals of your website project (See lecture on UX)

Business goal example: Selling premium dog food

User goal example: Finding high-quality dog food for good price

Define a **target audience**. Be really specific if possible and if it makes sense for your website (this can come from your client)

Example: "Women, 20 to 40 years old, living in Europe, earning over 2000€/month, with a passion for dogs"

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PLAN THE PROJECT

- Plan and gather website content: copy (text), images, videos etc.
- Content is usually **provided by the client**, but you also can help them produce and find some content (simply finding free images is easiest, but if they want copy, charge them extra)
- For bigger sites, plan out the **sitemap**: what pages the site needs, and how they are related to one another (content hierarchy)
- Based on the content, plan what **sections** each page needs in order to convey the content's message, and in which order
- Define the website personality (See web design section)

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SKETCH LAYOUT AND COMPONENT IDEAS

- Think about what **components** you need, and how you can use them in **layout patterns** (Get inspiration in web design section)
- Get ideas out of your head: sketch them with pen and paper or with some design software (e.g. Figma)
- This is an **iterative process**: experiment with different components and layouts, until you arrive at a first good solution
- You don't need to sketch everything, and don't make it perfect.

 At some point, you're ready to jump into HTML and CSS

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DESIGN AND BUILD WEBSITE

- Use decisions, content and sketches from Steps 1, 2 and 3 to design and build the website with HTML and CSS ("designing in the browser")
- You already have the **layout** and **components** that you selected in Step 3. In this step, you need to design the actual **visual styles**
- Create the design based on selected website personality, the design guidelines I showed you, and inspiration (See web design section)
- Use the **client's branding** (it if exists already) for design decisions whenever possible: **colors**, **typography**, **icons**, etc.

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TEST AND OPTIMIZE

- ✓ Make sure website works well in all major browsers (Chrome, Firefox, Safari, Edge, maybe even old IE ♠)
- Test the website on actual mobile devices, not just in DevTools
- Optimize all **images**, in terms of dimensions and file size (See lecture on images)
- Fix simple accessibility problems (e.g. color contrast issues)
- Run the Lighthouse performance test in Chrome DevTools and try to fix reported issues
- Think about **Search Engine Optimization** (SEO)

- **DEFINE**
- **PLAN**
- **SKETCH**
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LAUNCH THE MASTERPIECE



- Once all work is done, everything is perfect, and you got approval from your client (or yourself \(\coresignarrow\)), it's time to **share your** masterpiece with the world!
- Upload your website files to a **hosting platform**. There are countless platform, we will use one with a free plan (Netlify



Choose and buy a great **domain name**, one that represents the brand well, is memorable and easy to write

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MAINTAIN AND KEEP UPDATING WEBSITE

- Launching is not the end...
- Keep the website content updated over time. If you're working with a client, you can create a monthly maintenance contract (recurring revenue <a> \infty)
- Install **analytics software** (e.g. Google Analytics or Fathom) to get statistics about website users. This may **inform future changes** in the site structure and content.
- A **blog** that is updated regularly is a good way to keep users coming back, and is also good for SEO.