



Noroff

School of technology
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Semester Project 2

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Design

What went well on the project

Most of the design part went quite well in my opinion. I was very effective in the start of the project, creating a logo, setting up main colors and finding fonts to use.

Creating the prototype in Adobe XD was done with lots of motivation and lots of ideas. I sketched a lot during the analysis of the brief, which came in handy at this stage.

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

Managing the header on the page was challenging. I've been very traditional with a standard rectangle header in previous projects. I wanted to give this theme more "life", hence the wavy header. I think its important that I challenge myself a bit, as I feel there is a tendency of going for the safe choice to manage completion in time.

What would you do differently next time

Use even more time on the prototype layout. Its easy to miss small components/interactions which ends up being time thieves when developing.

The use of a bookmark icon on the favourites was maybe not the best solution, but I interpreted it that since there is no checkout pages included, this shouldn't be a big deal as long as the interactions work.



Technical

What went well on the project

First of all, setting up the project with correct version of Node, together with getting the Strapi to get started correctly went surprisingly well. There was an issue with wrong node version, but a quick google search helped me install a node version manager to fix it.

After analysing the brief, I took my Trello board in use, and created lots of task cards, categorized and coloured to be most efficient. As stated earlier, Trello is my best companion during projects.

Speaking from experience, I often feel that the Javascript is the part I'm struggling most. Surprisingly, most of the Javascript went better than expected. Repeating and getting to know the content we have been through keeps the knowledge up to date.

I've raised my skills in Bootstrap quite much through this project, as it has been used a lot more than before. Its great to feel the learning curve and to effectively place out components and its helpers. Working with Bootstrap and Sass together has raised my motivation for further code-writing a lot.

Structuring the JS files is also more thoughtful than earlier. I've analysed feedbacks and taken it into consideration when structuring.

As the front-end developer I don't have much control of the products made in Strapi. And all the different image sizes used gave me some headache, in terms of how to make them look good on the pages. I feel with the use of Bootstrap cards and in some situations place the cards in columns the differences become easier to work with.

I wrote code which made the products missing images have a placeholder image instead. This solution worked and looked great. Until I found out that when adding products we must add an image file. But its working as a fallback if there is an error going on.

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

I had trouble for some time to complete how to upload images when creating a new product. I had a couple of hours call with Abudu, but we couldn't find the issue.

I had to come back to the code and destructure piece by piece and found this piece of code to disturb my functionality:

```
// "Content-Type": "application/json"
```



When it came to the part where we should upload a new image to update an existing product, I could not find a solution that worked. We haven't covered this part or seen it work before we started the project either. I spoke to quite a few other students and they seemed more or less clueless on the subject as well.

What would you do differently next time

Go for the level 2 option to host myself. I did not want to take any risks ending up struggling with out-of-control technical issues we haven't covered, so I went with level 1 process.

There is also room for improvements when it comes to exporting and importing modules in JS, but I feel it's completed in a good way this time.

Another thing I would improve is to practice using more transitions or animations on interactions (example: validation messages) to make them more smooth, not so static.



References

Solution on how to install node version manager:

<https://github.com/coreybutler/nvm-windows>

