**Project Title: Website for a dessert shop**

**1. Introduction**

**Briefly describe the key features of your project.**

Some of the bootstrap features that I have used in this project are carousel, accordion, tables, cards, and responsive images to input the content. I have used other essential components like the navigation bar and tabs, icon fonts, buttons and forms. I have tried to use as many bootstrap and bootstrap CSS features to make this site responsive and user friendly. I used validation to ensure that the phone number and email address is in the desired format and that a mandatory field is not left blank in the feedback form.

**2. Design and Implementation**

**Give a detailed description of the design and implementation of your project. In particular, this section should contain:Details of how you converted from design to the actual realization of your project in terms of implementing the code. Any choices that you made, and any modifications that you made to the design, in response to difficulties that you might have encountered while implementing the project. A brief discussion of various components that you used in implementing your project, and the reasons you chose them over alternatives. Include a few screenshots of your website in the report.**

**Graphical user interface, application

Description automatically generatedGraphical user interface, application, Word

Description automatically generatedGraphical user interface, text, application

Description automatically generatedGraphical user interface, application

Description automatically generatedGraphical user interface, application

Description automatically generated**

**Diagram

Description automatically generated**

Above is the wireframe of what I envisioned my website to look like initially. My plan was to make a responsive, user friendly ecommerce website for a dessert shop. Being new to coding, I based my project and developed the initial code from the NuCamp site that we worked in class. As I kept working on it, I had to refer to a lot of documentation through my google searches. I went to various websites and inspected the code if there was a feature that caught my eye and that I wanted to implement in my project. The initial hurdle I faced was to link the project to github and to download node modules and package.json for the project. During the class, since the steps were laid out for us, I did not clearly understand their role. As I worked through it with the assistance from my instructor, I had some clarification on their importance. I faced challenges throughout the project from getting features like the carousel, accordion and tables to work right to simpler things like coding different buttons and icons. Documentation and google searches helped me to overcome these hurdles. The responsiveness of the site was another big issue which I faced. I noticed that as I made changes to my code, it occasionally impacted the way my site looked on an xs screen. I had to revisit my code from time to time to make changes. My initial plan, as you see above, was to make a shopping cart and a separate gallery. The biggest enemy here was time! I did not have enough time to make a responsive cart so I decided to make a static site instead with only information that the user needs. I decided to move the gallery from a separate page to the home page instead.

**3. Conclusions**

**Discuss what you personally learned from your project. Discuss the best features and the shortcomings of the project. Discuss any choices that you might have made differently, in hindsight after completing the project.**

The best feature of my project, according to me is the menu. It incorporates card, accordion and table all in one page. It is responsive and captures a lot of information without being too overwhelming for the user. I do not have a good handle on javascript, yet, and hard coding for every item with bootstrap was time consuming. If I could go back, I would try to incorporate more javascript in the project to save time with the actual data input and work on features instead. I also, did not calculate well the items I could achieve in the given time frame of 2 weeks for coding. If I were to have more time, I would add the cart and payment pages. These experiences helped me to learn that a realistic timeframe and project prototype is important to establish for a successful project. It also taught me that coding is an evolving process and changes need to be made continually to achieve the outcome your client desires. I had my husband assist me with the development of the wireframe so that I could simulate the environment of client needs. He had some requirements that he wanted me to include in the wireframe. It helped me to communicate better with him and work around his needs to get the desired output which I think is very important while working with a client. The most important thing I learned from this project is that it is ok not to know everything. There are answers out there and you just need to be smart enough to find them! Overall, this project helped me to understand all the concepts we learned in class and put them to practice. It helped me to understand the material better, more because I personally learn by doing. I understood the content in class, however, always doubted if I had it in me to do something from scratch. This project helped reinforce that I can create without being walked through every step.