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

**1. Introduction**

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

For all the pages I used the nav bar components including nav toggler for a responsive design. For the footer, I used icon fonts with links that open in new tabs to social media. The buttons on the footer were edited using bootstrap button feature. I have used the carousel and cards on the home page to make the page more interactive. The menu page makes use of accordion, in which cards with bootstrap tables are embedded. The tables and the accordion are responsive. The contact us page has a feedback box with validations set for inputs, including acceptable formats or phone and email. There is a button that allows users to upload multiple files as well. All pages have breadcrumbs that link to the home page. The logo icon when clicked from any page, will take you to the home page. All the items in the navigation bar menu and the footer and linked to respective pages. I have tried to incorporate as many bootstrap, CSS features with some Javascript, in order to make this site responsive and user friendly.

**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

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**Diagram

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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 with assistance from instructions of the NuCamp site that we worked on during class. I found myself referring to a lot of documentation through my google searches. I went to various websites and inspected the code to understand how to incorporate it in my own 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 them for my portfolio project, with the assistance from my instructor, I had more 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. 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. Documentation and google searches helped me to overcome these hurdles. My initial plan, as you see above, was to make a shopping cart and a separate gallery. I also planned to make a menu that would allow adding items to the cart directly. The biggest enemy in my opinion 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. The menu was turning out to be a lengthy page. To make it more user friendly, I decided to use the accordion method to concise it and divide it into categories. I decided to code all the footer and content email and phone buttons such that they work from the website in order to improve user experience. Below are screenshots of what my site looks like after all the changes in the xl and xs view ports.

Website, calendar

Description automatically generatedGraphical user interface, text, application, chat or text message

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Graphical user interface, table

Description automatically generatedGraphical user interface

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Graphical user interface, text

Description automatically generatedA screenshot of a menu

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Graphical user interface, website

Description automatically generatedGraphical user interface, application

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**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 plan well the action 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. This entire experience 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 aided me in getting a deeper understanding of the different coding tools because I personally learn by doing. I have always understood the content in class, however, always doubted if I had it in me to do something from scratch. This project helped to reinforce that I can create without being walked through every step.