

For this week, I found the tutorial video about flex vs grid really helpful.

I continued working on my “Memories” project. Things I have accomplished this week:

- Add a “begin button” for the index page (thank you Allison for your feedback last week).
- Finish the “train station” page (click on the train image on the home page to access), adding scrolling animation for the page, using this code from codepen: <https://codepen.io/Punkrazio/pen/yLNQgmN> for the animation.
- Found a template to use for the showcase of all the sections of the train: <https://codepen.io/EslamAdel/pen/Pmdgwp>.

Process:

- I started with a different idea, having memories pop up when the user clicks on each particle (<https://codepen.io/VincentGarreau/pen/bGxvQd>) but I don't have any JS knowledge, so this task is a little bit difficult for me. I thought I could layer another image upon the particles, make that image clickable and it would work. However, after being able to layer an image upon the moving particles the clicking effect doesn't work on the particles anymore. I think I would have to change the js script file, maybe this part: `pJS.fn.modes.pushParticles`, I tried but it didn't work so maybe I will revisit this idea once I have learned more JS. This would be a good resource to learn Javascript: <https://www.theodinproject.com/lessons/foundations-fundamentals-part-1>
- After this challenge, the process is relatively smooth. Step 1: find a code that does what I want on codepen/W3. Step 2: change the code for my needs, google along the way if I have any questions/errors.

Error:

- The scrolling effect on the train station page doesn't work if the screen's width is a little bit small. I'm not sure how to make it work on small screens.

What to do next week:

- Finish the showcase page
- Sketch an idea of how to show each memory
- Add a way to skip animation on the home page (the one with text messages)
- Add sound and sound on/off button (maybe).