Web Development Reflective Essay

Roles and contributions

- Since we were group as a team of 5 it was easy to distribute the workload whereby 2 persons would be responsible of the homepage followed by 1 person being responsible of the attraction page and another person being responsible for the shop page and the last person would be responsible for compiling all the code together to make it flow. The homepage was a 2-man job as they were task to also create the header and the footer for the website. As such everyone had specific roles to carry out during the project and have even workload of the project so that it would be easy to carry out the project.

- Me(Brandon) and Luo were responsible for creating the homepage with the header and footer for the webpage whereas Devon and Angel was responsible for creating the two other pages which were the attraction page and the shop page and lastly Victor was held accountable in compiling the codes together for it to function and work without any errors when all our codes comes together.

- In the end of the website development project, it was only me which made any contribution from the start of the wireframe followed by the report/research to the HTML markup and CSS codes was all done solely by my own abilities due to unforeseen circumstances with my other team member. As they were not interested and did not bother doing any of the work which were assign to them as Luo and Victor did not reply in the chat group and those which did reply which were Angel and Devon did not do any of the work which was task to them. In the end of the day I had to do the project myself from the start to the end with no help from any of my teammates at all which was completely unfair and off putting to say the least.

Your use of HTML and CSS

- In terms of HTML, using <div class=> and <div id=> to create a container to help create a grid type of layout for the website to help section off the website into their specific content was made easier. In terms of CSS, using the display as to whether it was flex or grid so that being able to control the immediate elements.

- I personally felt that I would need more practice with CSS as a whole as my animation and design were not very outstanding and were very simple as I did not want to be too overwhelmed with the styling and end up not being able to complete the website within the timeframe.

- I felt that I was able to link my HTML and CSS code quite well throughout the web design without having to change significant amount of code when trying to incorporate both html mark up and the style of the website. I felt that having a good knowledge of what was a grid container made it easier to design the website as I knew how to position the content to the desired location without having many issues in between.

Positive aspects of your team work experience

- One positive aspect I have learnt from having to work as a team would be not ever so often would the team members would be cooperative and that there are times whereby you would have to bear the heavier load so that the project would continue to progress. As such this project would be a teaser into the working world whereby everything would not be

always smooth and easy and that someone would always have to do the uglier side of the workload in order to meet the deadlines.

- Another positive aspect would be to determination as my team members did not contribute at all to the project. I learnt to be resilient and to not give up if I am met with any difficulties and to always recalled what I have learnt and studied and to solve the issue with my own resources and to be brave to ask for help when needed from the tutor so that the project would be successful.

- Lastly would be being a leader, someone had to take ownership of the project and to delegate the roles to the people so that project would be a successful one and to push my team mate to help submit their work on time to meet the deadlines and to be responsible for the outcome of the project.

Negative aspects of your team work experience

- One negative experience which was challenging to me would be my team mates not being interested in the project. I tried many times to ask them to do their part for the project which ended up with either being ignored or not completely done at all. I tried to set an example by always doing the work first and to ask for their input to help spark their enthusiasm towards the project which was met with an unreceptive response or to no response at all.

- I did not like working together as a group as this project workload was too much for a single person to do and it was tough to come out with the motivation to carry on doing the project after meeting such unruly circumstances.

- I dislike being the one having to chase other members of the group for the work to be done as it felt like I was the bad guy, and that at the end of the day all my effort was wasted such as repeated text reminders to submit their work so that I would be able to look through it and compile them together and was met with an blank submission from the members as no one bother to do a single part of the work.

Effects of team work on the quality of the work

- I found my team members not contributing at all as after repeated reminders by me and constant chasing by me for them to do their part of the project, at the end of the day they did not contribute a single part of the project.

- I tried my best to give my best effort to help submit the project on time and with good standards to the best of my abilities. Due to my teammates either being uncooperative or unresponsive this made many delays when trying to submit for this project as they did not want to do their part of the project.

- All of this affected my morale to carry on in this project as it felt like I was all alone and that no one was there to help with this project as no one was doing their assigned task and that it was just me trying my best to meet the deadlines to do all the parts of the project from the research to HTML and CSS without any single help from my teammates.

Tools you and your team used

- Upon submission of the project I have used https://validator.w3.org/ to help check if there was any error with my code and to do any immediate remedy when they found an error for example having stray tags which was very common.

- I had to use https://www.w3schools.com/ to help solve an issue with my HTML code. When I tried to launch my HTML webpage offline there was no images being displayed and only the alternative text was being shown I had to use w3school to help find a solution in the end I found that that I was missing the ../images/image.jpeg the 2 dots in front of the path.

- In addition I used https://www.w3schools.com/ to learn more about grid containers which help significantly when trying to design the layout of the website. As w3school had many examples for me to understand what grid containers were all about.

- Lastly https://www.w3schools.com/ was useful was it came to the CSS part of the website. As they taught me about more in depth styling method which came in very handy when I was styling my webpage.

- I also consulted with my tutor for his opinion on my webpage to see what other people opinion was on my website and to do necessary correction after hearing his feedback such as making the website more attractive by using brighter colors, by bolding the headers to make it more attractive and to use nicer font to make the website look more friendlier as such appealing to the user.