

1.1.2 — How to Use This Course Page-by-Page (Deliverables per Page) ☐☐

This course is designed like a **production checklist**: every page (lesson) ends with **clear deliverables** you can verify in your Bricks/WordPress build. The goal is that you *never* “kind of understand”—you either **shipped the artifact** (code + Bricks setup + notes), or you didn’t.

The Page-by-Page Workflow (Repeatable Every Time) ☐

1) Before You Start: Prepare the “Lesson Sandbox” (5–10 min)

1. **Pick one page to implement** (e.g., `1.1.2`) and commit to finishing it end-to-end.
2. **Choose a controlled location in Bricks:**
 1. A dedicated *Course Sandbox* page (recommended), or
 2. A specific template/section you won’t reuse yet.
3. **Disable variables that hide problems** (temporarily):
 1. Cache/minify plugins (or bypass via dev mode)
 2. CDN optimizations
 3. Aggressive script deferring (until your baseline works)

Deliverable: A dedicated Bricks page/template you can safely break and reset.

2) Implementation: Build What the Lesson Asks—Nothing More ☐☐

Each lesson page will include:

1. **Goal** (what you're building)
2. **Why it matters** (the mental model)
3. **Bricks implementation** (exact placement + selectors)
4. **Code** (copy/paste + explanation)
5. **Micro-exercises** (small variations that prove understanding)
6. **Troubleshooting** (common failure modes)

Rule: implement *exactly* the described effect first.

Polish (styling, extra features) comes **after** the effect is reliable.

Deliverable: The animation/behavior works exactly as described in the lesson.

3) Verification: Prove It Works (Not Just “Looks OK”) ☐☐

For every page, you'll verify four categories:

1. **Functional verification**
 1. Does it run on first load?
 2. Does it run after refresh?
 3. Does it run on hard reload (cache bypass)?
2. **Selector verification**
 1. Does it still work if there are *two* instances of the section?
 2. Does it break if the DOM structure changes slightly?
3. **Responsive verification**
 1. Test at least: mobile, tablet, desktop breakpoints
 2. Confirm no overflow, clipping, or unexpected shifts
4. **Accessibility/motion sanity check**
 1. If motion is significant: consider `prefers-reduced-motion`
 2. Ensure no focus traps or invisible-but-clickable overlays

Deliverable: A short checklist (written by you) marking what you tested.

What “Deliverables per Page” Actually Means ☐☐

Each page produces *artifacts* you keep. Over time, these become your personal GSAP toolkit.

Core Deliverables (Every Page)

1. **Working demo inside Bricks**
 1. A section/page where the effect is visible
 2. Uses robust selectors (usually classes/data attributes)
2. **Saved code snippet**
 1. Stored in your project in a predictable place (see “Folder pattern” below)
 2. Includes a short header comment: what it does + how to apply
3. **One-liner notes**
 1. What surprised you?
 2. What broke first?
 3. What you’d do differently next time

Optional Deliverables (When the page includes them)

1. **Reusable function** (e.g., `initHeroReveal(rootEl)`)
 2. **Mini utility** (e.g., a scoped selector helper)
 3. **A variation** (e.g., “same reveal but staggered”)
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Standard Folder + Naming Pattern (So You Don’t Lose Anything) ☐☐

Even if you’re not using a bundler yet, use a consistent structure.

1. Create a “course lab” area in your theme or child theme (or a snippets plugin):
 1. `gsap-lab/`
 2. `gsap-lab/pages/`
 3. `gsap-lab/utils/`

2. Name files by lesson number:
 1. `pages/01-01-02-workflow.js`
 2. Later: `pages/04-01-first-tween.js`, etc.
3. Add a short header comment at the top of each file:
 1. What it does
 2. Where it's used (Bricks page/template)
 3. Dependencies (GSAP core, ScrollTrigger, etc.)

Deliverable: A place where your “lesson code” lives permanently, not in random Bricks textareas.

Bricks Placement Rules (So Scripts Don't Turn Into Chaos)

You'll repeatedly choose *where* code goes. Use these rules while learning:

1. **During learning (recommended):**
 1. Put lesson JS in **one** predictable place (global or the sandbox page)
 2. Keep selectors scoped to the sandbox section to avoid side effects
2. **When you turn a lesson into a reusable component:**
 1. Move code into a “component init” function
 2. Initialize per section instance (important for query loops/repeated sections)

Deliverable: You can explain *why* your code is placed where it is (not “because it worked once”).

The “Two-Instance Test” (Your Fastest Pro Filter)

A huge amount of WordPress/Bricks animation pain comes from accidental global targeting.

Do this after most lessons:

1. Duplicate the animated section in Bricks (same page).
2. Reload.
3. Confirm:
 1. Both instances animate correctly
 2. One instance doesn't hijack the other's elements

3. Timing doesn't "double fire"

If it fails, you learn a key professional habit: **scope your selectors**.

Deliverable: A screenshot or note: "Two-instance test: pass/fail + fix".

What You Should Send Me After Completing Any Page

When you finish a lesson page, reply with:

1. **Where you put the code** (Bricks global/page/element OR theme file)
2. **Your selectors** (classes/data attributes you used)
3. **What worked immediately**
4. **What broke**
5. **One screenshot** (optional but helpful) or a short description

Then I can:

1. Suggest improvements (scoping, maintainability)
 2. Flag performance/accessibility risks early
 3. Provide a cleaner "component version" of your solution
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Your Deliverables for *This* Page (1.1.2)

1. A written **personal workflow checklist** you will follow for each lesson page (copy the sections above and simplify to your taste).
 2. A **sandbox page/template in Bricks** dedicated to course experiments.
 3. A **project structure decision**:
 1. Where lesson JS will live *for now*
 2. How you will name and store lesson code snippets
 4. A quick **two-instance test habit** added to your checklist.
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Quick Micro-Exercise (5 minutes)

Create a checklist you can paste at the top of each future lesson file:

1. Goal:
 2. Where installed (Bricks/page/global/file):
 3. Selectors used:
 4. Tested:
 1. Refresh
 2. Hard reload
 3. Two-instance test
 4. Mobile/tablet/desktop
 5. Reduced motion (if relevant)
 5. Notes:
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