

Wireframing Web Design

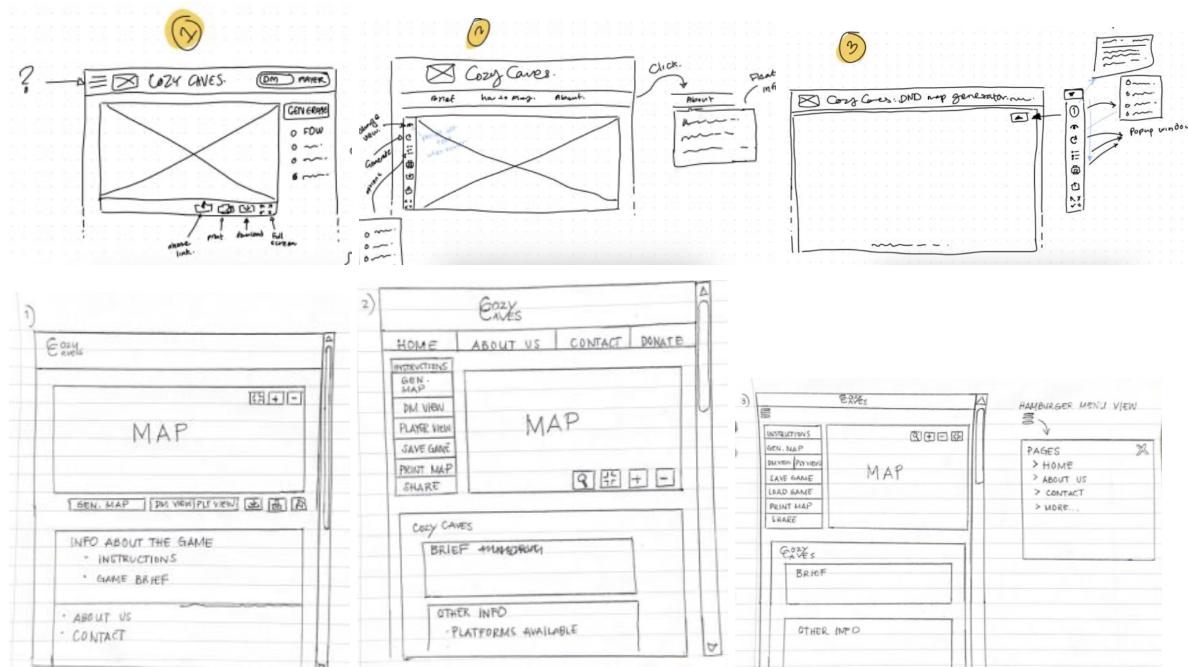
These are the essential features that the WebApp should have for a MVP:

- Download/ save map
- Share link/ Host session
- Print map
- Map generation settings
- Player and DM view

Process:

- Low fidelity wireframe (sketch, pen and paper) [6 designs]
- Figma medium/ high fidelity wireframe [4 designs]
- Present to team and gather feedback
- Create a medium fidelity prototype of the website with improvements from team feedback

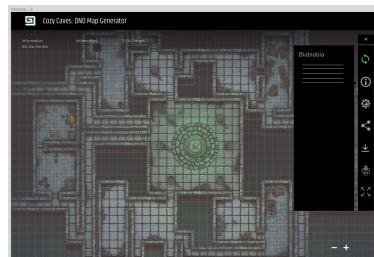
Low Fidelity Wireframes



Figma Designs



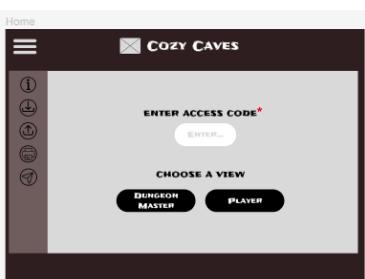
ND1.1



ND1.2



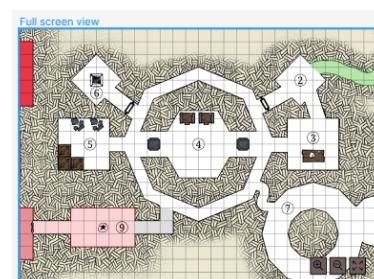
ND2



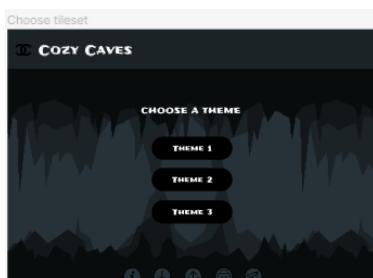
DD1.1



DD1.2



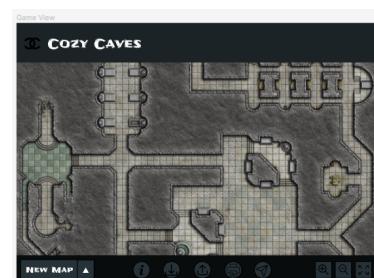
DD1.3



DD2.1



DD2.2



DD2.3

Feedback from team:

- Make the front page more clear on the actions that can be done: instead of having Host and Player mode only, have a Generate button for people who might not necessarily want to play with a team
- Maximise the map space
- Text and buttons should be bigger so it's more readable
- Navigation button appearing as a hamburger button
- Map is less cluttered when navbar is on the right
- Don't delete ideas even if you don't like them

We decided to go off of the ND1 design for our website with improvements based on the feedback from the team.