GRIFFITH COLLEGE DUBLIN

Assignment Cover Sheet

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Student number:	3028568, 3052662
Faculty:	**Computing Science**
Course:	BSCH **Stage/year:** 1
Subject:	Client Side Web Development [BSCH-CWD/Dub/FT]
Study Mode:	Full time X Part -time
Lecturer Name:	Ruairí Murphy
Assignment Title:	Plan, design and build a website.
No. of pages:	
Disk included?	Yes No X
Additional Information:	(ie. number of pieces submitted, size of assignment, A2, A3 etc)
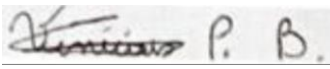
Date due:	31/05/2021
Date submitted:	31/05/2021

Description of the site design

After some meetings during and after classe, and lots of diferentes wireframes and page prototypes, we decided to adopt a design simple and informative that highlights the best places of the city with good explanations in a way that both things don't clash. We divided the website in three main topics, Culture, Night Life and History, and each topic has three subpages highlighting different aspects of São Paulo.
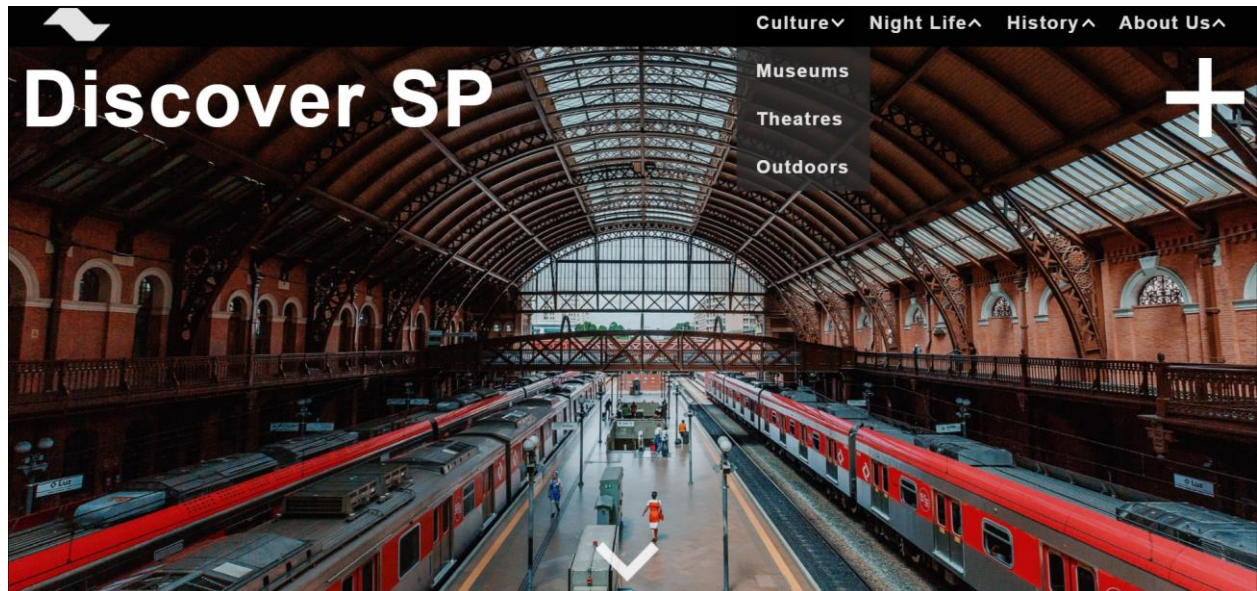

Main page with a carousel with high definition city images and navigation

The main page starts with a carousel of high definition images of São Paulo. The navigation menu is a dropdown menu that facilitates navigation in the site.
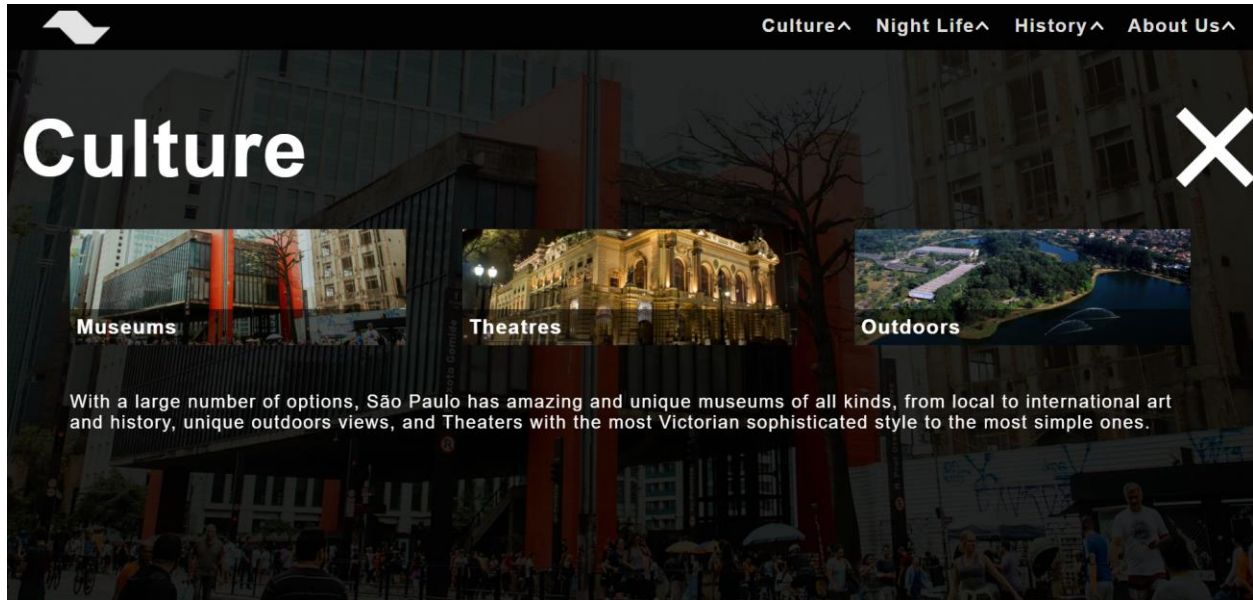
Culture menu after clicking on "+" button.

Every topic in the main page contains a "+" button and opens a section with three subpages and brief explanations about the section. The three images are clickable and linked to his respective section.
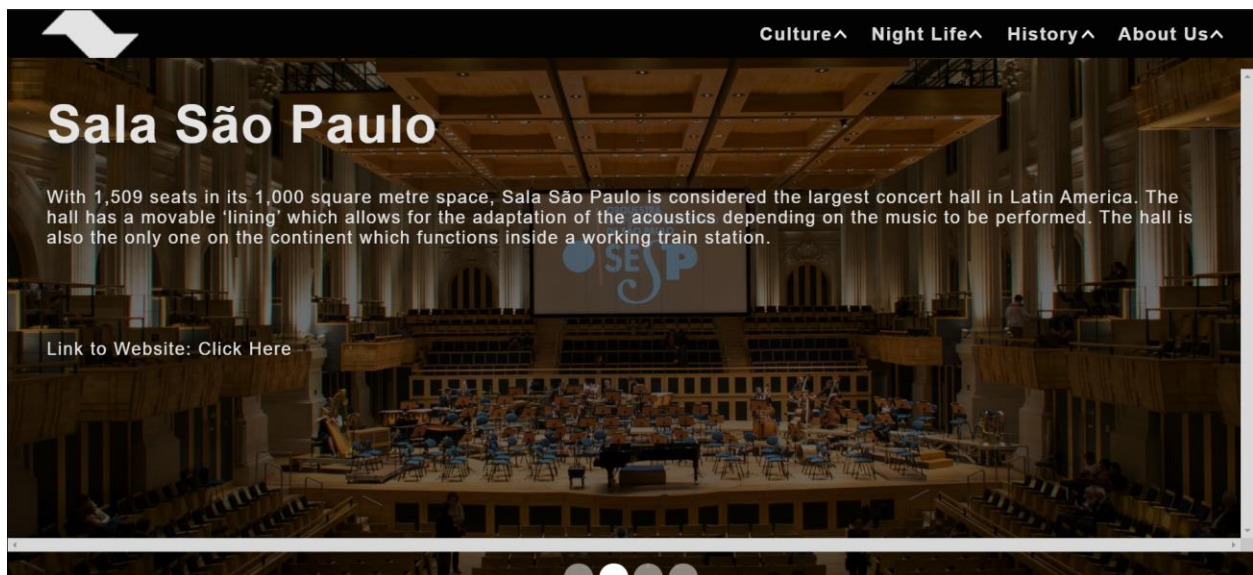

Theatre section, showing about "Sala São Paulo"

Designed to be easy to use and add new information in the future, each subsection has at least 4 different attractions, and each attraction has a brief explanation that highlights every important information about the place, and gives a link that redirects to the official page of the attraction. Very easy to use and responsive in every device, the subsections uses a carousel to pass through every attraction,always with his respective photo in the background in high definition.

The website logo is inspired by the São Paulo most comum symbol, that can be seen in the center of the site ground. This symbol is the silhouette of the State of São Paulo
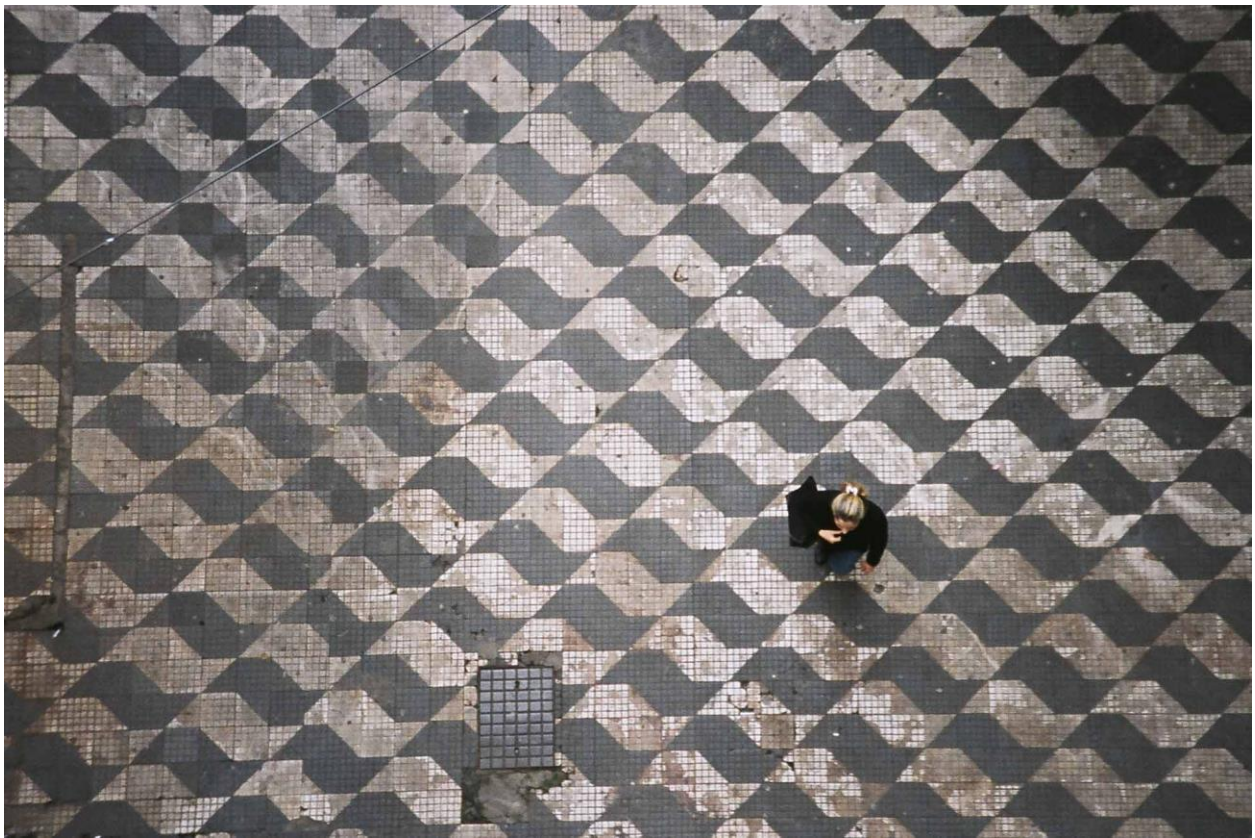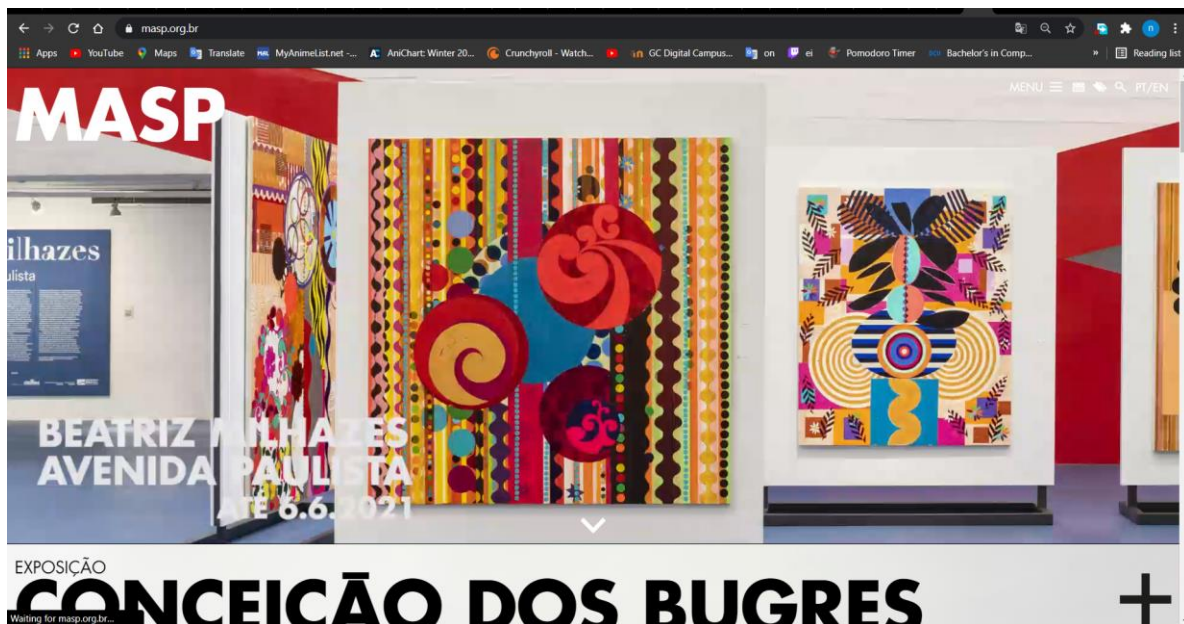

São Paulo floor in the center of the city

Research

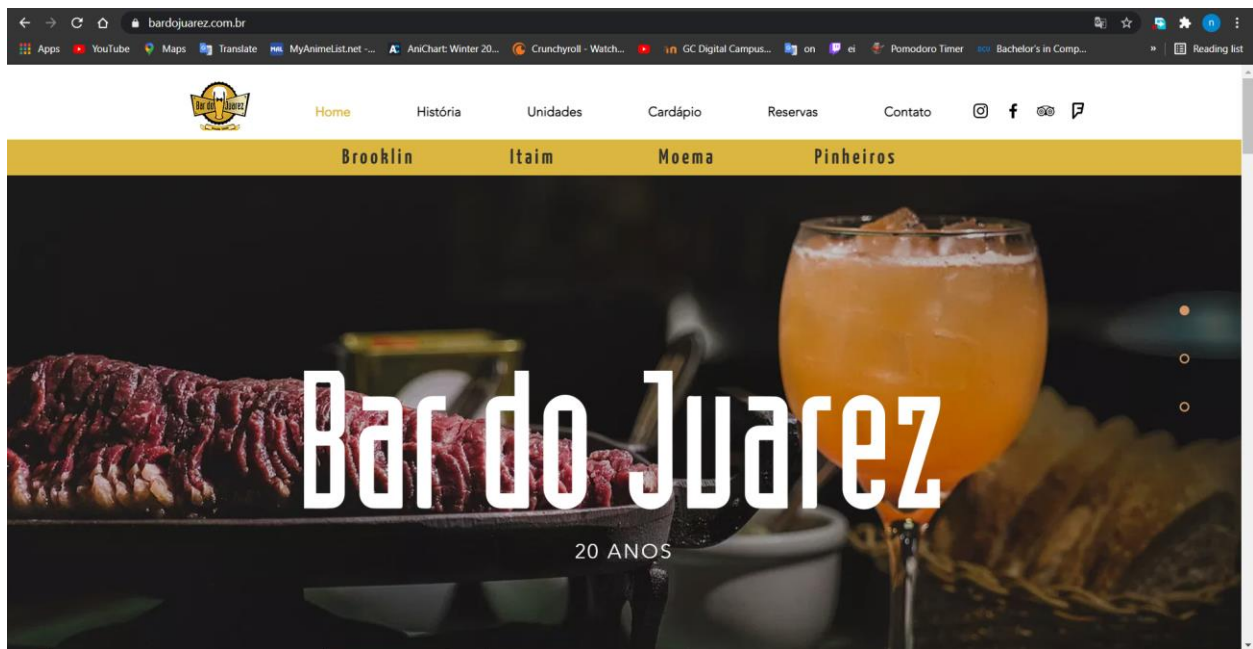The website was inspired mainly by Brazilians websites with related subject related to our site.

Ibirapuera Park website with breakdown menu (https://parqueibirapuera.org/)
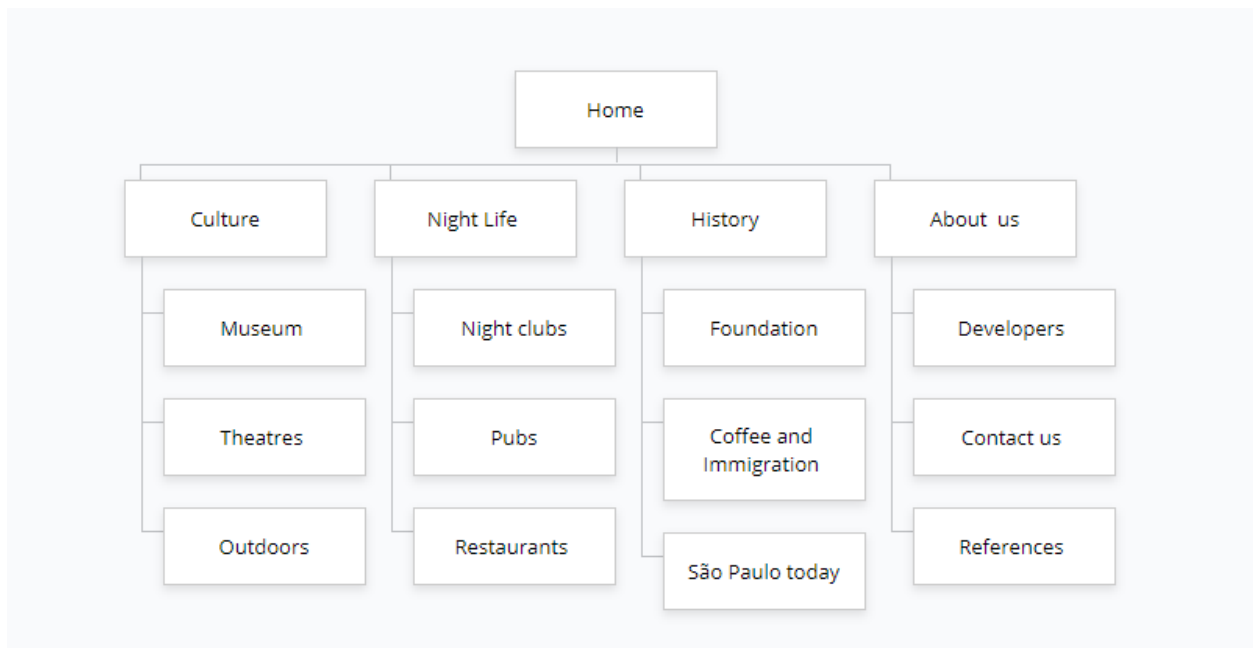

MASP official website (https://masp.org.br/)

Juarez pub official website(https://www.bardojuarez.com.br/)

Site map

Discover SP site map available at https://www.gloomaps.com/Xo4HnqEb6b
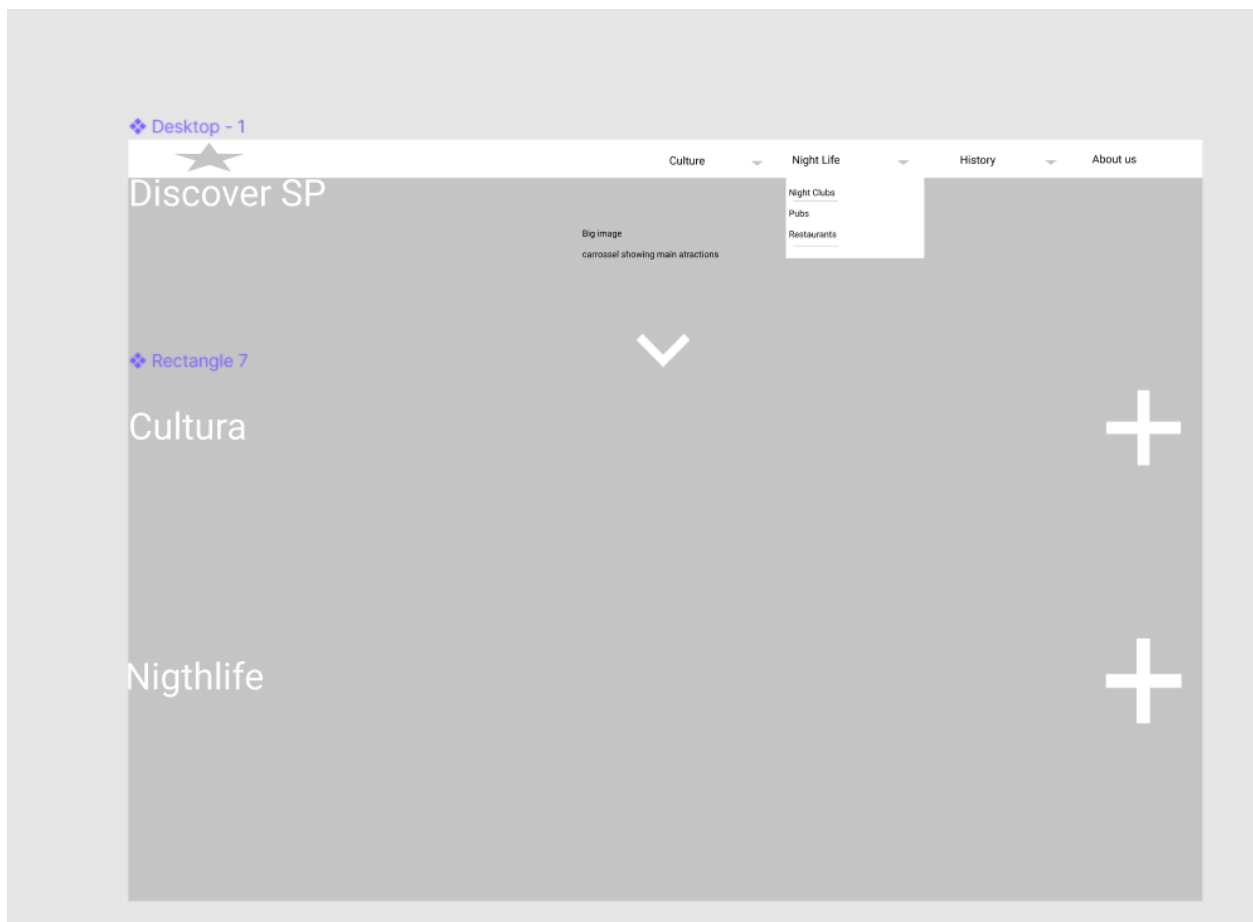
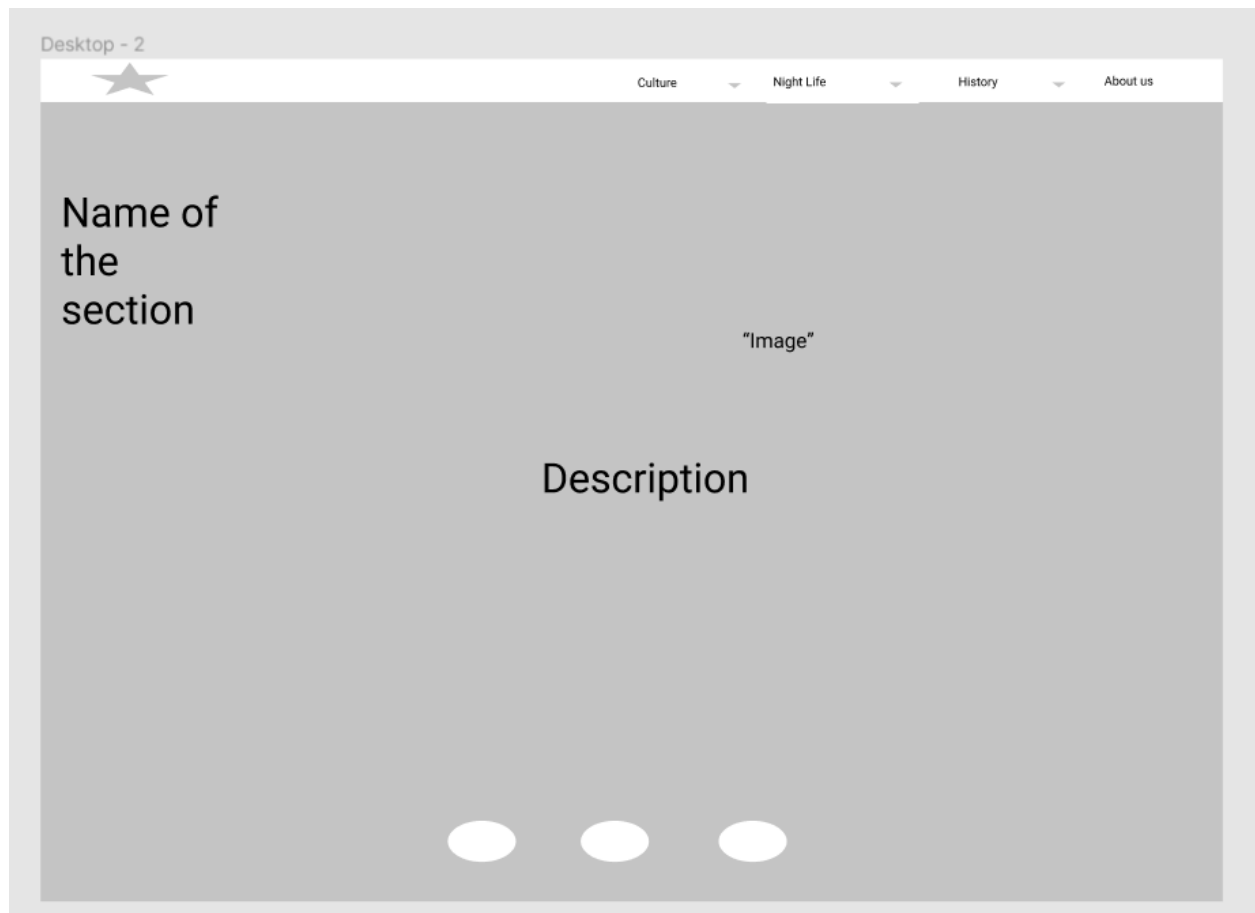Is important to note that the pages "Culture, Nightlife, History" are actually in this map to facilitate the organization and visuzation, as they are topics in the home page that links the subtopics.

Wireframe

For the wireframe we used https://www.figma.com/
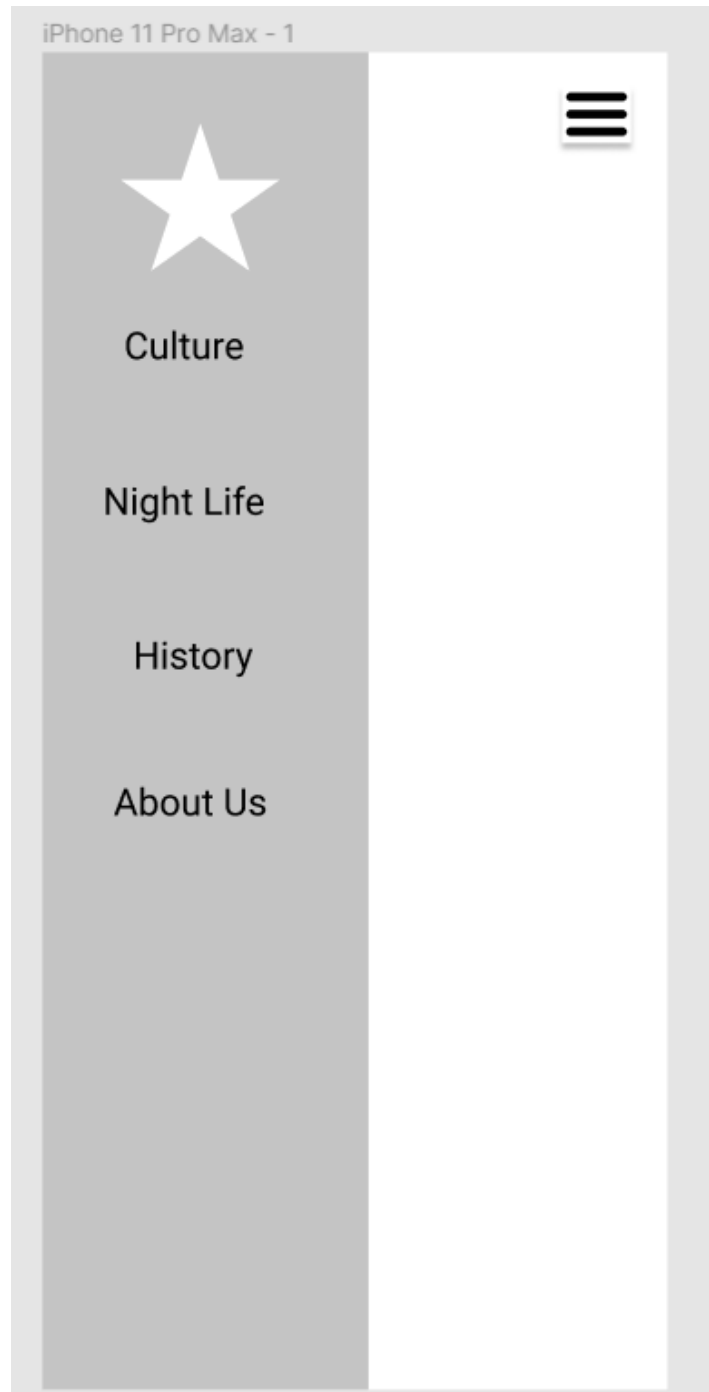

Wireframe of page main page

Culture   Night Life   History   About us

Name of
the
section

"Image"

Description

Wireframe of every page with content.

Culture

Night Life

History

About Us

Wireframe of hamburger menu

Review

Before we decided to make the webguide "Discover SP", a site that tries to introduce people to São Paulo, we wondered about different ideas of other cities, festivals, games, something focused in one nightclub etc, until we finally were convinced to do something about São Paulo. Our goal is to introduce a little bit of the best things to do in the biggest city of South America, focusing specifically in its central region, as São Paulo has 80km of urban extension and everything from everywhere was necessary to select a really small number of close localities.

Every etaps of the project was made with clear communication between the members. In order to organize our work we used a few tools like: Discord for meetings, gitlab for keeping track and sharing the work milestones with concerns about clashes between codes, google docs for sharing and reviewing text content and Atom for code. The process of designing and coding a website in group was indeed facilitated using Gitlab, luckily we have a subject, Software Development 1 with Gemma Deery, that taught us everything we need to know in order to use this version control tool.