

Technology Overview

The project's foundation is built upon HTML and CSS, forming a robust grid structure and cohesive website layout. We strategically organized functions like filters and game items, simplifying user navigation through intuitive categorization. This user-centric design enables seamless exploration with just a glance. Bootstrap CSS played a pivotal role in crafting the color scheme and design aesthetics. Leveraging its extensive library of interactive components, we enhanced the user interface with stylish buttons and dropdown menus. FontAwesome further enriched the visual experience, providing a diverse collection of scalable icons for intuitive representation throughout the site. JavaScript was instrumental in introducing dynamic elements, including interactive features like game filters, a "My Favorite" list, game information pop-ups, ratings, reviews, and a sorting mechanism. These functionalities bring the website to life, providing users with a personalized and engaging experience. The combination of HTML, CSS, Bootstrap, FontAwesome, and JavaScript culminates in a well-organized, visually appealing, and functionally rich web application, catering to both aesthetic preferences and user interactivity within a concise and efficient framework.

Design Deviations And Evolutions

In the transition from the paper prototype to the high fidelity vertical prototype, several modifications were made based on user feedback and technical considerations. In our paper prototype we did not have "Difficulty" and "Rating" attributes in the board game tile. In response to feedback received from interviews, we decided to add the latter attributes to the tile as they provided critical information that would aid users in their selection process. In Milestone 2, the interviewee mentioned that they would prefer having default options in each filter option along with typing their desired choice as this provided a more flexible way of filtering. During our prototype demo in class, a group desired that we make the filtering process dynamic as this would help users with viewing any changes made to the filter instantly without having to click the "Apply" button every time. We successfully implemented both these processes. Additionally, in response to feedback from another group, a "Sort By Difficulty" button was added to cater to users who preferred games with varying levels of complexity. This adjustment acknowledged the importance of accommodating users with limited time and energy for learning intricate games. To address user confusion identified during interviews in Milestone 2, a visual cue was introduced. The "My Favourites" button now highlights when pressed, serving as a clear indicator of the user's current state within the website. The paper prototype lacked depth, as the "Filter" and "Favourites List" features offered limited development opportunities. To address this, we included a card for each board game containing game info, reviews and instructional videos. In the high-fidelity prototype, we deliberately omitted functionality for the "Profile" and "Buy" button as this feature was not the primary focus of this iteration of the project.

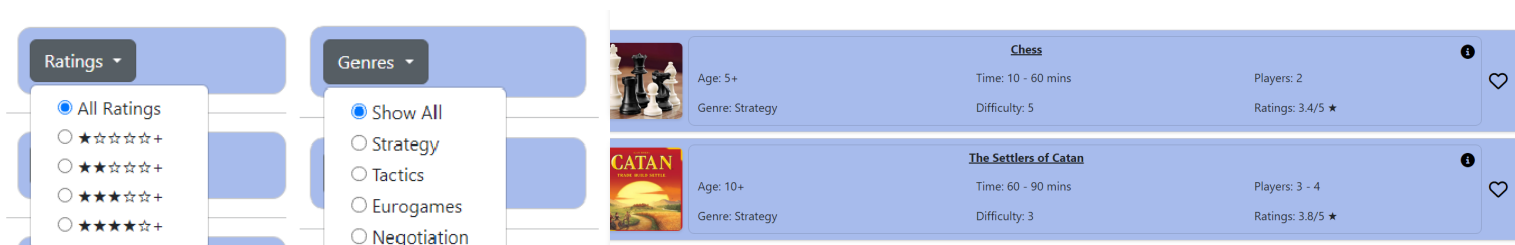
Sales Pitch

Introducing Boardify: Elevate Your Board Game Experience!

Boardify is a sophisticated web page designed with board game lovers in mind. Our website makes it easy for you to navigate through a curated collection of board games, discover new titles and grow your board game collection!

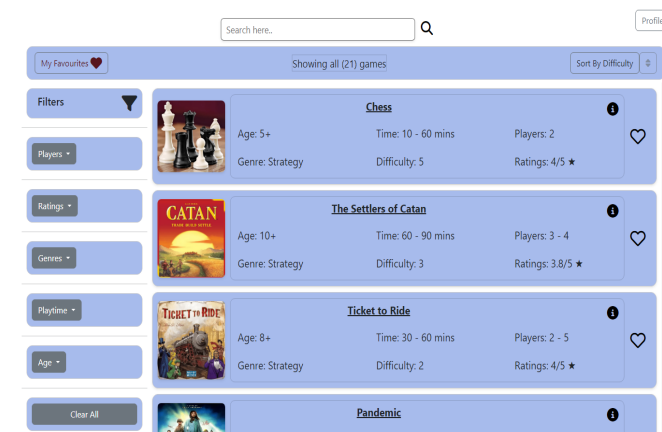
At Boardify, we understand that a great user experience is crucial for enjoying your favorite board games to the fullest. That's why we've meticulously adhered to usability guidelines. Some of the principles we followed are the following -

Consistency - Our website holds a consistent appearance throughout the design that includes consistent filter options, where the control buttons are all placed in the same location on all filter boxes. Every board game has a consistent layout that displays various information about the game, making it easy to use and navigate.

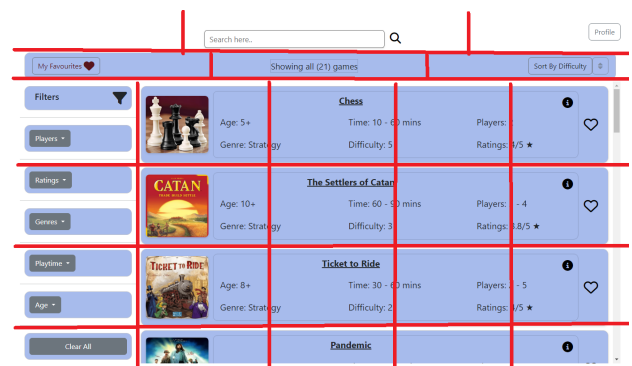


Simplicity - Simplicity is the cornerstone of our project's design, influencing efficiency, learnability and memorability. The use of Bootstrap CSS ensures a clean and consistent interface, minimizing cognitive load. The straightforward layout and design enhance the

learnability of the system, allowing users to quickly grasp functionalities. Simplicity extends to filtering mechanisms. Game information and interactive components, promoting an effortless and enjoyable user experience. In essence, Simplicity guides the project toward user-friendly accessibility, aligning seamlessly with goals of efficiency and satisfaction.

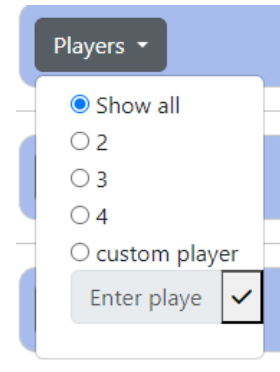


Visibility and Grid Format - The design principle of Visibility plays a pivotal role in our project, influencing efficiency and learnability. By implementing a grid structure, we enhance the visibility of key elements like filters and game items, ensuring users can easily navigate the site with a quick glance. Grids, serving as invisible structures, provide alignment and

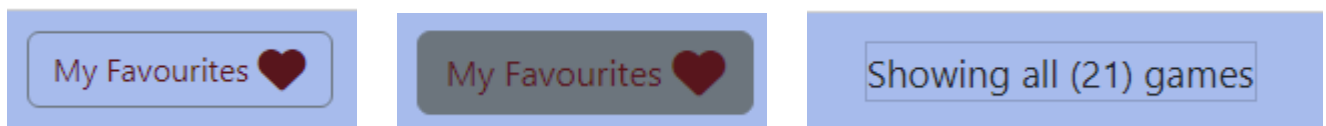


organization for various interface components, ensuring a consistent and visually appealing layout. This systematic arrangement enhances user navigation and comprehension by presenting information in a clear and structured manner. The use of grids aligns with design principles, supporting visual hierarchies and emphasizing key elements. The use of Bootstrap CSS further contributes to visibility, providing an interactive and visually consistent design with components like buttons and drop-down menus. This design choice not only enhances the efficiency of user interactions but also ensures a seamless learning experience. Visibility, as a core principle, guides our project towards creating a visually intuitive interface that promotes accessibility and ease of use.

Constraints - In our project, Constraints are integral for ensuring both efficiency and safety. They guide user interactions, preventing errors and enhancing system safety. Through features like filtering options and predefined categories, constraints streamline decision-making, contributing to a more efficient user experience. In the players filter, we cannot choose to enter a number of players unless the custom player box is selected thereby enforcing constraints..



Feedback - Boardify uses feedback to help inform the user about the current task they are on and allows for the user to be aware at all times about what the system is currently doing and what task is currently being executed. The implementation of bolded buttons helps indicate the user whether or not the button is currently selected. Also, there is feedback under the search bar that lets the user know how many games are currently shown and helps provide the context of the user's actions.



Contrast and color blindness consideration -

We meticulously tested using contrast checking websites and optimized the contrast ratios between the text and background to guarantee a seamless reading experience. Plus, we understand the importance of inclusivity; our color palette is carefully chosen to accommodate individuals with red-green color blindness. This attention to detail not only enhances user experience but also expands our reach to a broader audience. Your online presence should not just look good but should also be welcoming and accessible, and that's exactly what our website delivers.

Contrast Checker

[Home](#) > [Resources](#) > Contrast Checker

Foreground Color: #000000
Lightness: [Slider]

Background Color: #A7BBE1
Lightness: [Slider]

Contrast Ratio: 10.96:1

[permalink](#)

Normal Text

WCAG AA: Pass
WCAG AAA: Pass

The five boxing wizards jump quickly.

Large Text

WCAG AA: Pass
WCAG AAA: Pass

The five boxing wizards jump quickly.

Graphical Objects and User Interface Components

WCAG AA: Pass

Text Input

References:

Youtube Links Used —

<https://www.youtube.com/embed/OCSbzArwB10>
https://www.youtube.com/embed/cPhX_1RiwEg
<https://www.youtube.com/embed/4JhFhyvGdik>
<https://www.youtube.com/embed/ojkScPkdgsk>
<https://www.youtube.com/embed/WErB95Brqbs>
<https://www.youtube.com/embed/dSXSywBBTFs>
<https://www.youtube.com/embed/NHOylg9oFwA>
<https://www.youtube.com/embed/-74FYj21JVg>
<https://www.youtube.com/embed/Qi4MoW6NuaQ>
<https://www.youtube.com/embed/rue8-jvbc9I>
<https://www.youtube.com/embed/dXuucWGrFMQ>
<https://www.youtube.com/embed/WAiI7G3QdOU>
<https://www.youtube.com/embed/RWYG1Pf6IzE>
https://www.youtube.com/embed/S2GCP55_FOc
<https://www.youtube.com/embed/XnBLz61FJYw>
<https://www.youtube.com/embed/5jNGpgdMums>
https://www.youtube.com/embed/d_js_3S_7K8
<https://www.youtube.com/embed/ibzqvd3b1Yq>
<https://www.youtube.com/embed/LWuUuxbMDB0>
<https://www.youtube.com/embed/nq3DEdp0ld0>
<https://www.youtube.com/embed/cKo4tX2nDso>

Contrast Checker —

<https://webaim.org/resources/contrastchecker/>

Board Game Info (Photos and Description) —

<https://boardgamegeek.com/boardgame/230802/azul>
<https://en.wikipedia.org/wiki/Chess>
<https://boardgamegeek.com/image/38668/ticket-ride>
<https://boardgamegeek.com/boardgame/30549/pandemic>
<https://boardgamegeek.com/boardgame/178900/codenames>
<https://boardgamegeek.com/boardgame/320/scrabble>
<https://www.ign.com/games/risk-parker-brothers-world-conquest-game>
<https://boardgamegeek.com/boardgame/822/carcassonne>
<https://boardgamegeek.com/image/6738336/dixit>
<https://boardgamegeek.com/boardgame/148228/splendor>
<https://boardgamegeek.com/boardgame/129622/love-letter>
<https://boardgamegeek.com/boardgame/70323/king-tokyo>
<https://boardgamegeek.com/boardgame/65244/forbidden-island>
<https://boardgamegeek.com/boardgame/68448/7-wonders>
<https://boardgamegeek.com/boardgame/36218/dominion>
<https://boardgamegeek.com/image/2007286/hanabi>
<https://boardgamegeek.com/boardgame/40692/small-world>
<https://boardgamegeek.com/image/831744/agricola>
<https://boardgamegeek.com/image/1528722/forbidden-desert>

Website Technology and Libraries

<https://getbootstrap.com/>

<https://fontawesome.com/>