

DBWS 5

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1 Corporate Design

1. Background Image:

We set a common background image for all paths it is a gradient from white to blue.

2. Navigation Bar:



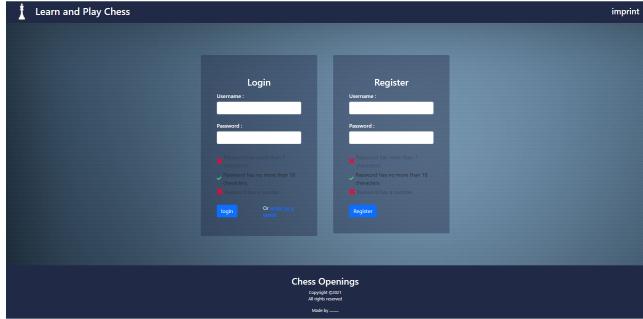
It appears at the top of all the pages, consisting of the logo and a clickable label: "Learn and play chess" that redirects to "/", the logo is also clickable and also redirects to the same page. On the far right of the navigation bar, a clickable link that redirects the user to the imprint page.

3. Logo:



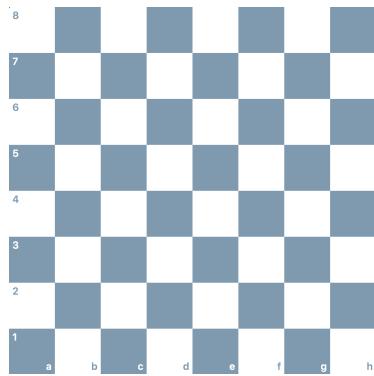
It represents the white king, we chose this logo because of the importance of this piece in a game.

4. Home:



Here the user can either sign up, login or enter as a guest. We created two forms one at the left side of the screen (login),and on the right side, the sign up form. Both forms contain the form title, a label and input field for username, a label and input field for password, a couple of rules displayed under the input password to make sure the entered password matches the requirements and a submit button. A user can join as a guest by clicking on a link beside the login button.

5. Board and Pieces

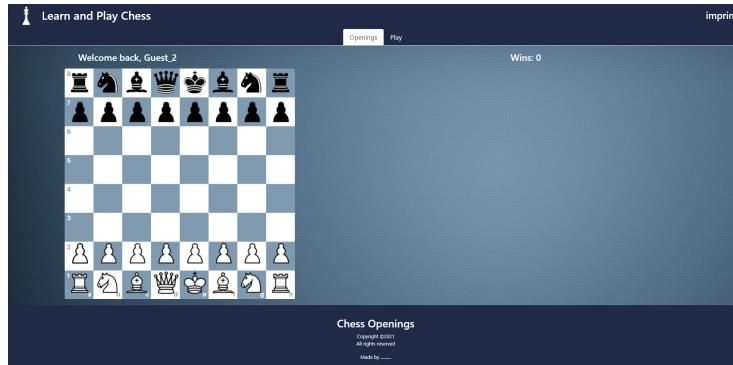


It consists of a chess board that we modified to match the color theme of the website, it is blue and white. Its position is relative so that the pieces are displayed on top of it. We chose this sprites for the board and the pieces:

6. Dashboard:

The structure of the dashboard page is as follow:

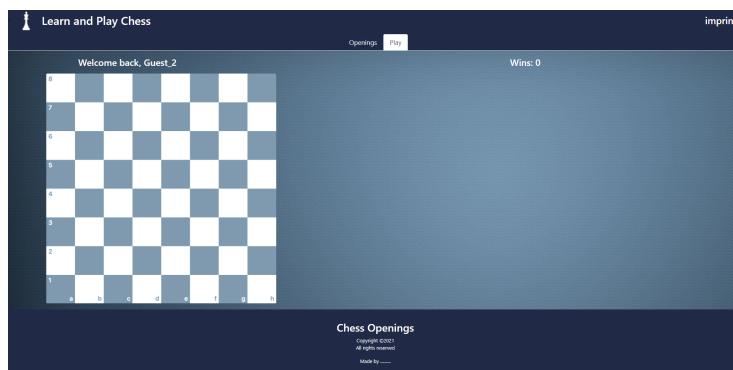
- (a) A tab for Openings:



After being redirected from the home page the user gets redirected to the dashboard, initially the opening tab is active.

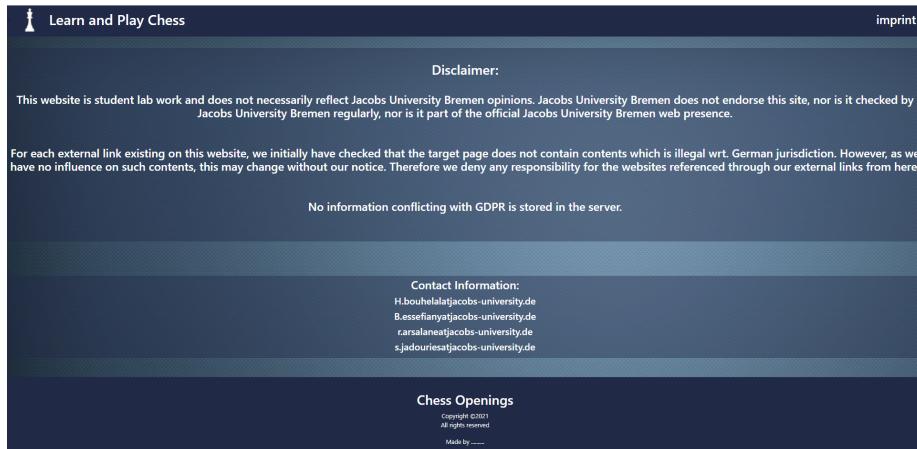
The first thing that the user sees is a label displaying WELCOME followed by the username of the logged in user, if it is a guest it will simply display WELCOME GUEST. and a win counter that will increase each time a user wins a game. The opening tab is split in two: The left side contains the board and the pieces and the right one contains a list of openings to choose from to be simulated. Before selecting an opening, only the name and the sequence of moves are displayed. Once selected, the description appears.

- (b) A tab for Play:



This tab also contains the welcome label, the win counter and the board and pieces. On the right side, the user can choose to play against a user or a bot.

7. Imprint page:



Contains the contact address and the following disclaimer:

This website is student lab work and does not necessarily reflect Jacobs University Bremen opinions. Jacobs University Bremen does not endorse this site, nor is it checked by Jacobs University Bremen regularly, nor is it part of the official Jacobs University Bremen web presence.

For each external link existing on this website, we initially have checked that the target page does not contain contents which is illegal wrt. German jurisdiction. However, as we have no influence on such contents, this may change without our notice. Therefore we deny any responsibility for the websites referenced through our external links from here. No information conflicting with GDPR is stored in the server

8. Footer:



The website has on the bottom of all the pages a footer, having "Learn and Play Chess" and the credits. It is with the same color as the Navigation bar.

9. Colors used:

we use white and black in addition of the following colors:

#7595ae

rgb(117,149,174)

#202945

rgb(32,41,69)