

Development project Document

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Learning outcome 1,2,3,4,5

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ICT & Media Design
Semester 2 Class 2

- Introduction

In this project the team was asked to develop a feature for the Handpicked client that will get users to go back and revisit their website “explorebreda.com”. The school requirements was that the feature is coded and that we should use an easter egg. An easter egg is a hidden interesting feature in a website or application.

- Ideas (Learning outcome 4 & 5)

First idea was to use the video add that the team created for the Media campaign project and develop a game. The game would be the easter egg on the website and it will be a character who walks and jumps to get the three X of Breda. When the game will be done and the user will have all the X, they will get a discount for something like, coffee or a meal or a souvenir shop.

The feedback that we got for this idea was positive, including some suggestion as make the game more interesting and fun to play and give a hint of the reward so the user will engage in playing the game.

I participated to a discussion where we decided that the game idea was not the best for our target audience. First because some of the users do not play games or enjoy this, and second, because the game will distract the user from enjoying the visited place.

After this all-team member brainstormed about ideas. I suggested to write everything on our group and then each member will make a list with features and the one that repeat will be chosen.

My ideas were an interactive map, a robot animation hidden in a page, a log in system for the website and a must visit section on the website where we will display must visit places in Breda. Other ideas were a section of must visit based on the seasons, a personalized quiz that will choose the best places to visit for a user.

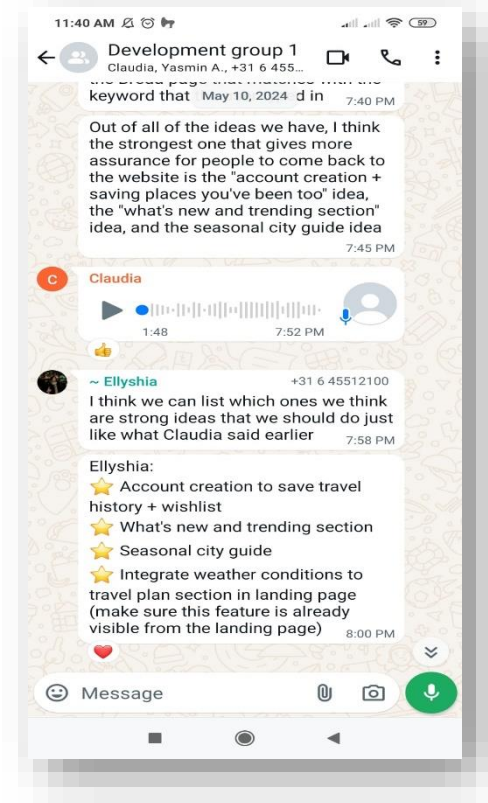
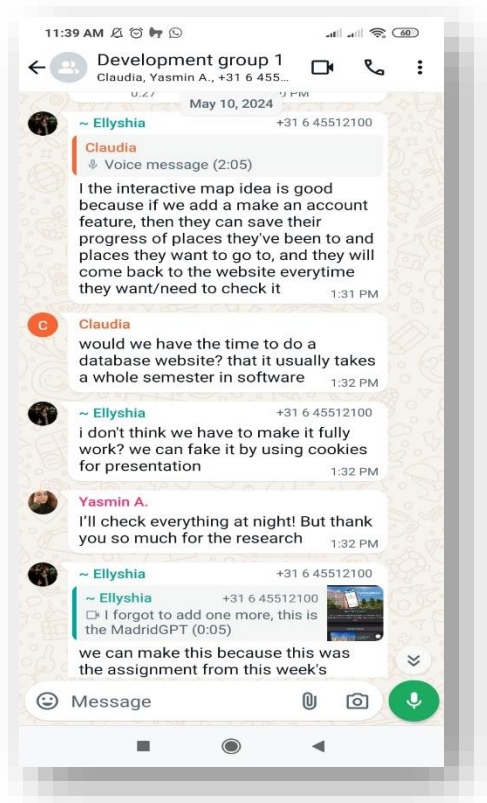
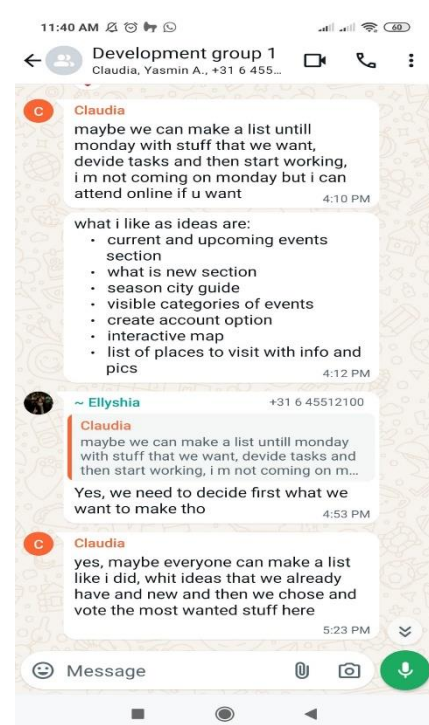
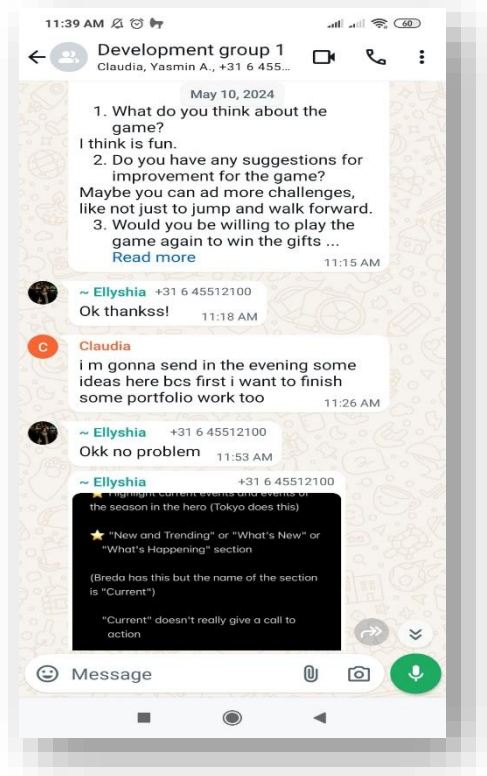
The idea that was chosen by all group members was the concept of an interactive map that checks the location of the user to see that the user really visited the place (it was just the concept, and the idea was not developed due to time constrains), and the quiz with visited places personalized for the user.

We got good feedback on this idea and started the development. The idea is that the user will find the quiz on the page (this is the easter egg) and after finishing the quiz it will get the places that fit the preferences chosen. Then the user will be able to log in or sign up and create an account. In the account page the user will have a progress bar that fills when he/she visited all the places. When all the places are visited, they will move under the “visited places” section and a pop up will show that displays a congratulations message that the user received a reward. The reward will appear in the “rewards” section of the page. The user will get a reward every time the progress bar is filled with all visited locations.

This is the link to the website that we created:

<https://i531933.hera.fontysict.net/development-project/index.html>

These are some WhatsApp conversations from when we were discussing about our ideas:



- Development (learning outcome 2)

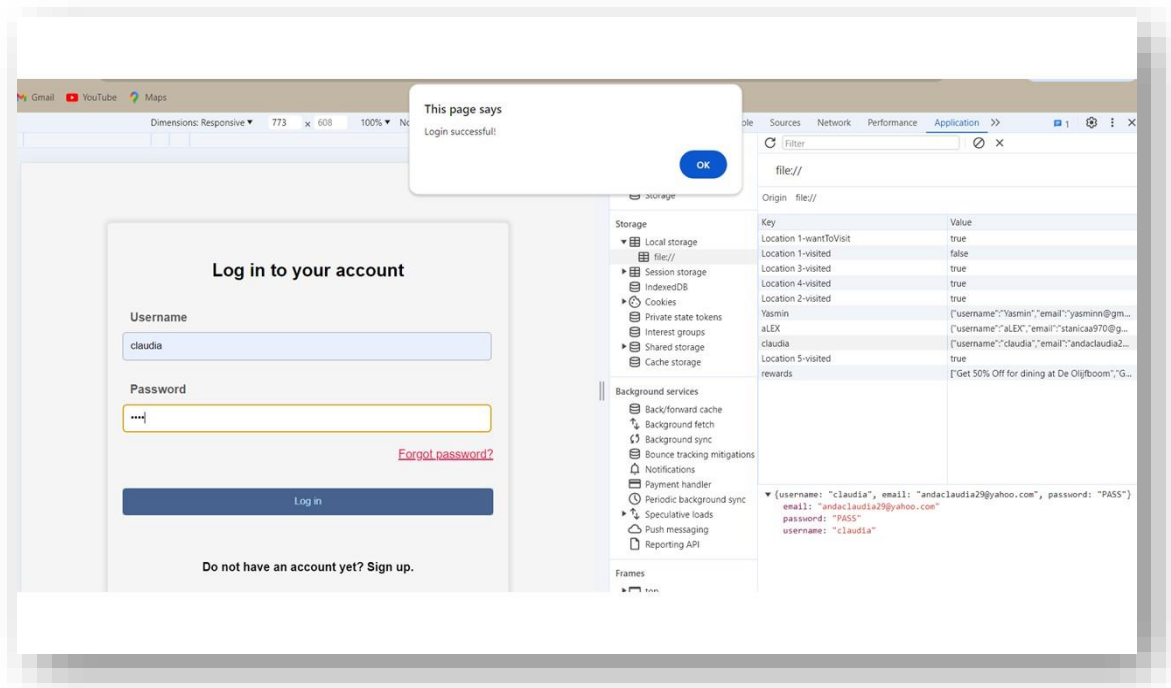
My part for the development was to create the log in, sign up and account static pages. I created the pages using HTML and CSS. The design was chosen and created by one of my peers and I followed her ideas. After that my task was to store the data from creating an account in the local storage so the user can log in after and to implement the pop up when the progress bar was fully filled and to display the rewards in their section.

For the log in and sign-up part, I created a JavaScript file where I implemented functions that will store the data in the local storage and remember it. I also implemented the feature that when the email is entered it must have the email structure and the user can not create an account with the same credential multiple times. Also, if the user tries to log in with data that is not in the local storage it will not work.

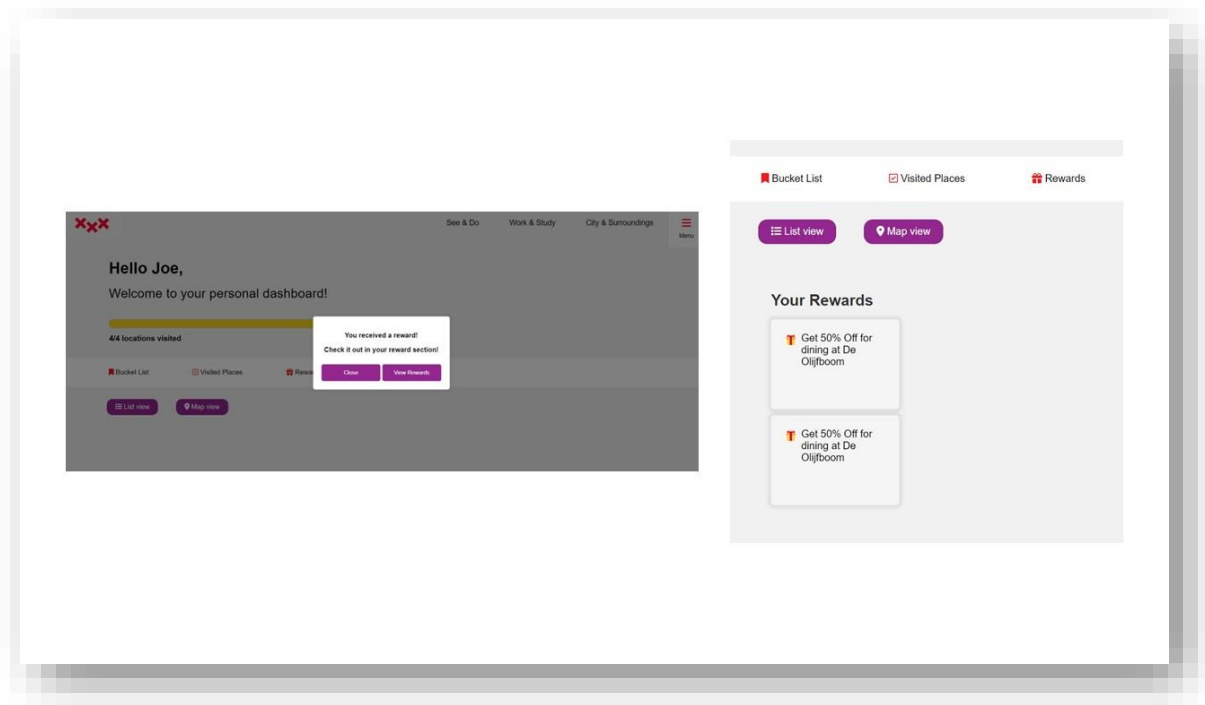
For the reward system, I waited until my colleague finished the function for the progress bar and implemented an "if" statement that will show the "Congrats" pop up when the progress bar is filled. Then I send the reward in the "rewards" section of the page with a button on the pop up that says, "See your rewards".

This development exercise was challenging because working four people on the same page the code changed a few times and I had to remake some parts and adjust them on my peer's code. I managed to do this and learned how to work with local storage, improved my knowledge in "if statements" use and practiced more with CSS styling.

Here you can see that I logged in with data that was in the local storage and the features works, displaying a "Log in successfully" message.



Here you can see the progress bar filled with all locations visited and the pop up that will display the reward, and then the rewards in their sections also saved in the local storage.



- User test at the final presentation (Learning outcome 1,3)

At the final presentation after presenting the product to the teachers we got useful feedback such as:

- Keep in mind how we chose the colors for a website to fit with everything and be consistent.
- The log in and sign in feature can be annoying for people, but it is mandatory for saving the personalized data, and it is a bit old (nowadays the fingerprint and face recognition are in trend) but it is more secure.
- Good concept and nice work between team members and individually.
- The personalization of the website for each user is a very good idea and in trend.

After the presentation we tested the website on our class colleagues. What did we get from the user test:

- The easter egg was easily found (the personalized quiz) and the users liked the colors and idea very much. The users were excited to take the quiz.
- The log in feature was found annoying but the users admitted that it is necessary.
- The users liked the location filter and the reward system.

- Overall, the idea was nice, and the users showed interest to the website and quiz and when they were asked if they would come back to the website the answer was yes.