

User Experience Design (UX) Documentation for 'Exotic Fruits Quiz'

Five Planes of UX

Strategy

Brief:

“Build a web application game that asks players to guess the answer to a pictorial or text-based riddle, or that of a similar scope.”

Specifications:

- Be able to enter a username and proceed to the game
- Be able to enter an answer when given an image
- Be able to gain or lose points depending on their answer
- Be able to skip a question or restart the quiz
- Be able to view incorrect answers below the game
- Be able to view the highscores once the game is complete and compare scores with other players
- Be able to play the game at the same time as other players on different browsers

Target market are people who like to play pictorial or text-based games for their own entertainment. This could more specifically include students who wish to test their knowledge on a particular topic, teachers who wish to test these students, or people who just enjoy taking random quizzes for their own enjoyment.

Scope

Features to be implemented:

- Input field for users to enter a unique username and a button for them to proceed to the quiz
- Instructions below the username input field to tell the user how to play the quiz
- On the quiz page, images to be presented to the user and an input field for the user to enter their guess on what the image is showing.
- Buttons below the answer input field including 'Submit', 'Skip' and 'Restart Quiz'.
- Scoring system and counter to show how many questions have been completed
- Highscores table when quiz is complete and a button allowing user to play the quiz again

Structure

Base.html:

- Header – 'Exotic Fruits Quiz', 'Home', 'Highscores'
- Footer – author tag

Index.html (extends base.html):

- Question – 'Think you know your exotic fruits?' or 'Can you guess all of these exotic fruits?'
- Enter a username – input field, with button to proceed to quiz
- Instructions for quiz

Quiz.html (extends base.html):

- Hello Player! Can you name this exotic fruit?
- Input field for the answer
- Image of exotic fruit

- Submit, Skip and Restart Quiz buttons
- Score and question count
- Incorrect guesses

Highscores.html (extends base.html):

- Highscores table
- Play Again feature

Skeleton

Interface design:

The web application will need to have multiple pages with a simple, understandable yet eye-catching layout of features which will fulfil the specification points. There will need to be a base page (that the welcoming page, quiz page and final highscores page will extend from) which will set out the header and footer, keeping the layout of each page consistent and tidy. The web application will be taking a mobile-first approach and will therefore need to be responsive on all device screen sizes. Since it is an 'exotic fruits quiz', there should be a background image related to exotic fruits, with colours for the header and footer accentuating this theme.

Navigation design:

The header of each page will include 'Exotic-Fruits-Quiz', 'Home' and 'Highscores' allowing the user to access any page (except for the quiz page if they are already in game unless they enter a new username). The footer includes a link to the project repository on GitHub. On each page there will be a means of navigating to any page without difficulty.

Mockups:

The mockups for Desktop, Tablet and Mobile view can be found in /documentation/mockups. These have been designed with Balsamiq Mockups 3.

Surface

This web application is focused on exotic fruits therefore it is only right that the background image is of exotic fruits or similar, and that the header and footer compliment this background image by being either green or orange. To achieve this, I will use the Bootswatch 'Journal' theme which offers simplistic yet attractive colours. I will also use an off-white colour for the font to improve visibility.

The user-interface will need to be easy to navigate – the page with the most activity will be the main quiz page therefore the user should always feel that they are being redirected to start the quiz or play again if they are not on this page. This means all of the focus should be on the quiz page – to do this I will need to place the majority of the content on this page and keep the home page and highscores page limited in content. Furthermore, to achieve simplicity I will use Bootstrap 4's grid system to keep all features presented clearly and consistently. I will use no more than two fonts for the web application in order to avoid readability becoming complex.