

# WT Final Project Report

**Mathijs Afman**

s4765079

m.afman.2@student.rug.nl

## Abstract

In this report, I document the process of writing a news website aimed at gamers. I will describe how I planned the project using a to-do list, what problems I encountered while writing the code for the website and how I solved them, and how I tested the usability of the page with my brother and a heuristic evaluation form.

## 1 Introduction

For my final project for Web Technology, I wrote a news-page for games, which has six main pages:

- Home - Where you can find popular articles and videos.
- Articles - Where you can find a listing of articles.
- Videos - Which contains a listing of videos.
- Weather - A page that shows the weather forecast.
- About - A page with info about the page.
- Contact - A page with a form for contacting the page.

The theme of the page is gaming. With the page I aim to provide gamers of any age with the latest news in gaming and surrounding topics, like game related media. The page is a central place where all gaming news gets collected to be easily accessible to gamers all around the world.

## 2 Target Audience

I will describe my target audience using the questions from the slides:

1. What is the age of your target audience? - My page is aimed at everyone who plays video games, so people of any age might find something interesting.
2. Will your site appeal to more women or men? What is the mix? - I aim to make my page as neutral as possible as I don't want to exclude anyone.
3. Which country do your visitors live in? - I will write my page in English so that it is accessible for the most amount of people all around the world.
4. Do they live in urban or rural areas? - This does not matter.
5. What is the average income of visitors? - This does not matter.
6. What level of education do they have? - This does not matter.
7. What is their marital or family status? - This does not matter.
8. What is their occupation? - This does not matter.
9. How many hours do they work per week? - This does not matter.
10. How often do they use the web? - This does not matter, the page will always be up to date with the latest news.
11. What kind of device do they use to access the web? - This does not matter, the page will be optimized to work on mobile devices as well as mid size tables and full size desktops.

### 3 Site Map

This is the site map that I made in advance, I realized later that it didn't completely meet requirements so I didn't follow it exactly:

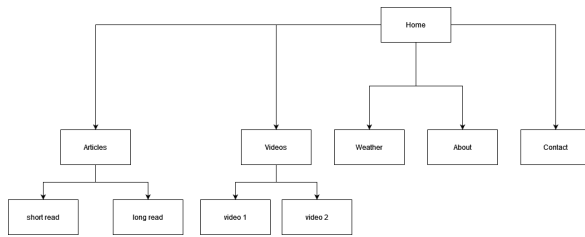


Figure 1: Sitemap

### 4 Wireframes

I will only show the wireframe of the home page here because the paper would get too cluttered otherwise, the rest of the wireframes can be found in my [GitHub repository](#) and is directly accessible [here](#).



Figure 2: Homepage wireframe

Again, I did this in advance and the final website looks quite a bit different.

### 5 Heuristic Evaluation

The heuristic evaluation is done in a separate PDF file which can be found in my [GitHub repository](#) and is also directly accessible [here](#)

### 6 Discussion

For this project I took the approach of laying out everything that needed to be done. I made a wrote a list of all the requirements and made a to-do list of all things I needed to do to meet those requirements. This helped me plan where I wanted the project to go and it also massively sped up the

whole process. On top of that, being able to physically cross to-do items and requirements out was incredibly satisfying and rewarding. Overall I'm very proud of my website but there are some things that do still need work.

I did some usability testing with my brother (18yo) and he was not able to comfortably navigate the website without having to ask me where to go. Also, the website scales fine (meaning that everything is accessible and visible) but the navigation bar becomes really ugly on smaller devices since it isn't aligned properly. This can be improved by adding some alignment element to the media-query part of the CSS. Some difficulties I faced were the alignment of certain elements and padding and margins were really confusing to me.

One thing I learned is that it is better to do semantic markup immediately when you make divs instead of doing it after you finished coding because it makes the code a lot more readable and easier to navigate.

### 7 Conclusion

I wrote a website that aims to provide the latest gaming news to gamers all around the globe. The website accomplishes this by having a page for news articles and videos. Not only does it have news, but it also provides gamers with weather information (which they probably will not use) and a contact page where users can ask questions. In the process of writing this page I decided on a target audience and made a site map and wireframe to plan how I wanted the website to look. After I wrote the website I did usability heuristic evaluation to critically evaluate the page on its usability. I did some usability testing and found out that the page is not that easy to navigate so that should be addressed in the future. Overall I found that the website accomplished the goals I set for it and meets the requirements.