

Design Documentation

Purpose of my Website

The purpose of this website is to showcase to users, "hot laps" that I have created on F1 2015 on PS4. The videos used in the website will be taken from a YouTube channel that I own. The website will also feature information about each track (including a track map), to provide better context to the hot lap videos, and will also include information about the equipment I used when creating my hot lap videos. The final feature of the website will allow users to contact me, in case they have any questions or opinions they have to offer.

Defining the User

Below are a couple of personas that provide details of what type of people may use the website.

Persona 1

Name: Andy

Age: 17

Education: Currently studying in high school

Hobbies: Playing racing games and occasionally watches motorsport. Loves new technology. Up to date with gaming. Perhaps looking to invest in relatively cheap racing equipment.

Persona 2

Name: Dan

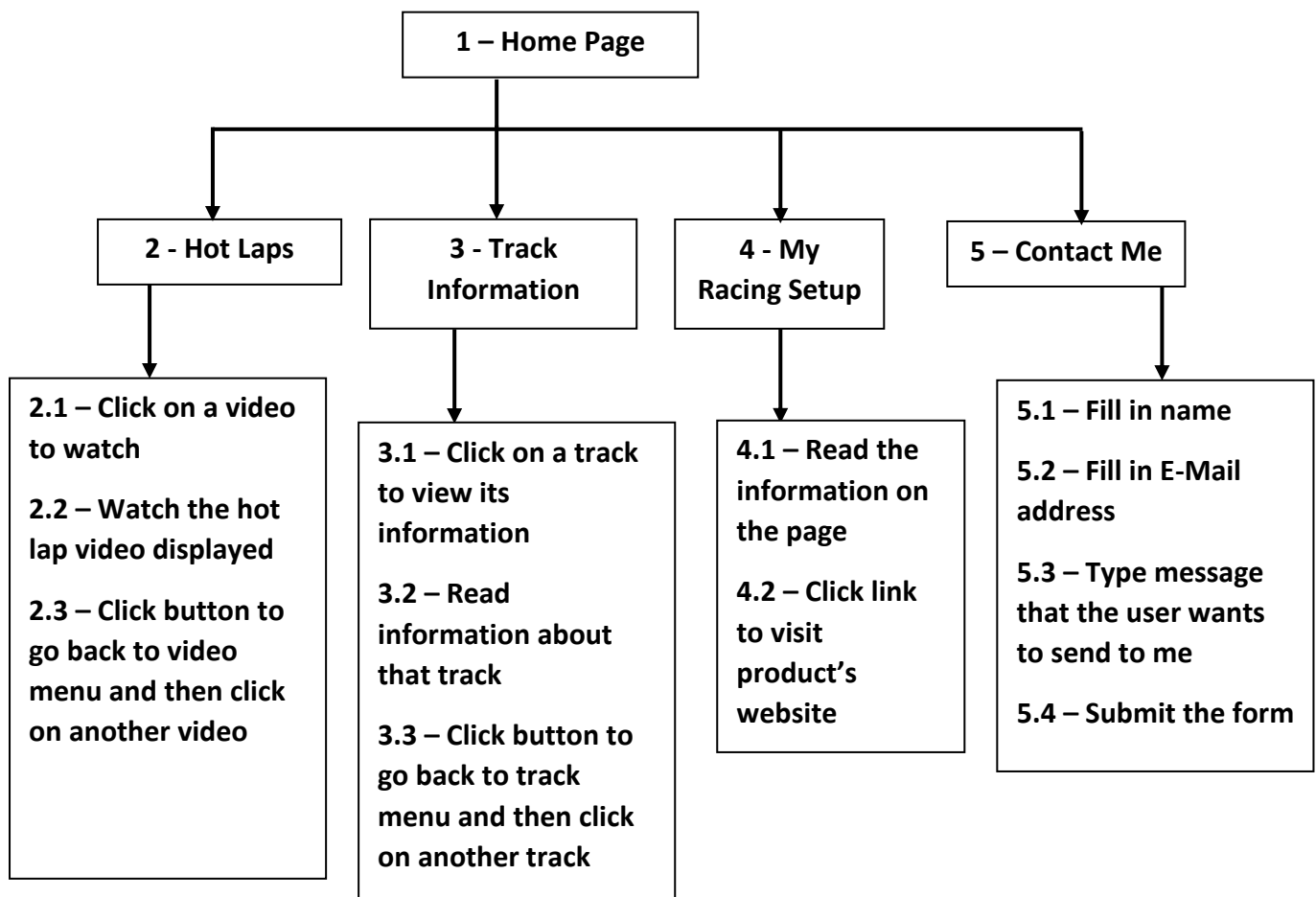
Age: 29

Occupation: Website Developer

Hobbies: Likes racing games, hard core gamer. Loves watching motorsport. Recently started playing racing games and really likes it. Is definitely looking to invest in their first wheel.

Website Specification

Hierarchal Task Analysis (HTA)



Functional Requirements (FR)

FR 1: Home (HTA - 1) -

- What: Introduces to the user what the website is about and makes website's layout familiar to the user.
- Why: To attract the user and make them want to continue using the website. Also it advertises the main points of the website along with images and a short overall description about the website.

FR 2: Hot Laps (HTA - 2) -

- What: Allows the user to watch a hot lap. The user will be able to click on a track of their choice. A video will then appear, based on what track the user selected. The video will show a hot lap video from a linked YouTube channel.
- Why: To showcase a hot lap made on F1 2015 that will help users complete their own hot laps.

FR 3: Track Information (HTA – 3) -

- What: Provides the user with information on the tracks from the F1 2015 race calendar and gives the user a brief analysis of the track.
- Why: To provide better context to the hot lap videos, and to help the user understand the characteristics of the track.

FR 4: My Racing Setup (HTA – 4) -

- What: Allows the user read about what equipment was used for the creation of the hot lap on F1 2015. My own opinion of the equipment will also be given.
- Why: To show the user what equipment was used when creating the hot laps, and to show how easy it is to get in to this type of gaming. My own opinion about the racing equipment will also encourage the user to buy racing equipment, because it will be unbiased.

FR 5: Contact Me (HTA – 5) -

- What: Gives the user an opportunity to contact me via E-Mail. They can ask questions, or give their opinions on the hot lap videos
- Why: Comments made about the contents of the website can help to improve the website and the user can say what they would like to see in the future.

Data Requirements

Input: The user will be able to input data and information in the contact form, which when submitted, will send that information in the form of an E-Mail address, to be read by me later.

Output: The user will be informed that their e-mail has been sent when they submit their completed form. If the form hasn't been filled in correctly when they try and submit their form, they will be told what they did incorrectly, and what they need to do.

Environmental Requirements

There will not be any unusual environment requirements. The website will be publically available to anyone who has access to the internet, and on any device (E.g. P.C, tablet, mobile).

User Requirements

The users of the website will be fairly specific. Those who like playing racing games will be the only people using it. No specific knowledge of F1 will be needed to use the website. Users of the website won't need any help when navigating, because the website will have a consistent layout. The website will be zoom compatible. This means that the text on the website can increase in size when the user zooms in, and the website will scale accordingly. This feature will help those with poor eye sight.

Usability Requirements (UR)

- **UR 1: Help users find what they need** – The website will have a consistent layout on each page, ensuring that users do not get lost when trying to navigate to their desired page. Also, the most important features of the website will be easily accessible (e.g. Main menu, indicating what the user can do on the website from the homepage with the use of simple images). **Helping the user** is talked about in Nielsen's guidelines for homepage usability (Nielsen 2002).
- **UR 2: System Status** – The website will inform the user of its current status. E.g. when the user hovers over something clickable, that object will respond to that action, letting them know it is clickable. Also, a web page loader will inform the user that the page is still loading. This is useful because it gives the user some context as to what they are doing and where they are on the website. (Nielsen 1995) lists **system status** as one of his 10 usability heuristics for UI design.
- **UR 3: Aesthetics and minimalist design** – Nielsen (1995) talks about how unimportant information makes the important information, less visible. The website will incorporate this heuristic throughout, as it will help to simplify the website's design and therefore help the user achieve their end goal more quickly.
- **UR 4: Making the design invisible** – According to Spool (2009), great designs should be invisible to the user. He also says that the experience a user has is what is most memorable to the user when a design is good, which is what designers aim for. The website will therefore have a design that causes very little problems for the user. If UR 3 is executed properly in the design and implementation of the website, UR 4 will be a lot easier to meet.
- **UR 5: - Helping the user to recover from errors** – Nielsen (1995) talks about how problems along with solutions should be communicated to the user. The website will incorporate this heuristic on the **Contact** page to help the user through the form submission process, by adding relevant text in the form's place holders.

Accessibility Requirements (AR)

- **AR 1: Creating for small devices** - Bustos (2012) talks about creating a website for mobile that caters for those with large fingers. She says that touch target areas should be usable by users with various finger sizes. The website will therefore be designed so that when it scales down for small devices, it is usable on touch screen devices. (E.g. The main menu will collapse and a **hamburger menu** will be used to show the main menu in a different format on small devices.
- **AR 2: Font Size** - Bustos (2012) also talks about setting a minimum font size of 14px, as this is the most appropriate size text for reading on mobile devices. Using media queries, the website content will be set to this size for small screen devices.
- **AR 3: Alternative Text** – Some users may not be able to see images on the website. Alternative text allows users to read a description of what the image was, if they are unable to see the image.

- **AR 4: Poor Eyesight** – Some users may not be able to see images properly due to poor eyesight or colour blindness. The title attribute, allows users to hover over objects and see what they are, to help them understand what the image is.

Design Requirements (DR)

DR 1: Website Dimensions

- Width = 100%. The website will fill the whole width of the browser and scale to fit all widths.
- Height = Auto. The height will be able to scale automatically because the various widths that the website will be viewed at, will force the webpage to be taller.

DR 2: Font

- Headers = Arial, bold and bigger text than the main body of text.
- Main body text = Arial, smaller text than the headings. (14px high = minimum size)

DR 3: Colour Scheme

- Primary colours: #FFFFFF and #000000
- Secondary colour: #cc0000
- Static text colour: (Headings = #FFFFFF) (Paragraphs = #000000)
- Main body colour = #F0F0F0
- Border colours = #cc0000 and #000000

Below is a wireframe of what the home page might look like when it has been implemented. The layout is relatively simple and minimal, and the user should be able to navigate through the website without any help.

Logo		Page Title	
Main Menu			
Image		Description of website	
Image that links to hot laps	Image that links to Track Information	Image that links to Racing Setup	Image that links to Contact Me
Footer site map		YouTube link	

Website Report

Change Notes

- My initial design, had content spread across the whole width of the screen. Although it was a minimal design, the use of white space, greatly improved the spread of content across each page. This refers back to **Usability Requirement 3** which talks about a minimalist design and the aesthetics of a user interface. The actual website forces content to be taller, as it is less wide, meaning that the user can't see as much content and is less overwhelmed.
- Initially, the main menu was going to collapse in to a **hamburger menu**. This idea was dropped for a drop down menu which activated with the use of a full screen width menu. This new design tells the user what the button is, instead of assuming that users know what the menu drop down button is. This relates back to **Usability Requirement 1**, which talks about helping the user find what they need. The menu button is now self-explanatory.

Website bugs

No bugs can be found on this website after thorough testing completed by several other website developers, and also by a couple of members of the public.

References

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