Introduction

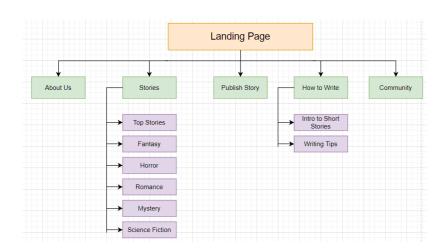
LogTome is a forum containing short stories where the user can read, rate and post freely. It also serves as a learning ground for new and amateur writers to both learn and gain feedback from other users on the web.

This website contains 7 total pages:

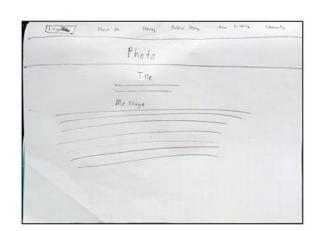
- Landing Page (simple introductory page)
- About Us (contains information about me, my goals and my contact details)
- Stories (provides a collection of stories categorised by topics and relevancy)
- Publish Story (a guide to publish one's story, and a submission box)
- How to write (tips and tricks to writing a short story)
- Community (contains external links to social media, discord, email)
- Login (Offers Users a way to become a member of my website)

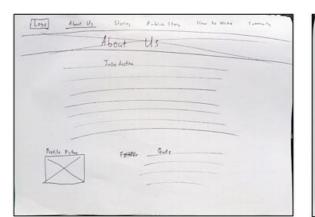
Design Prototypes

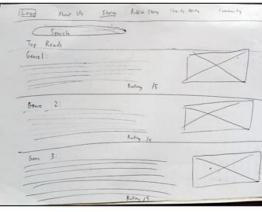
Prototype Sitemap

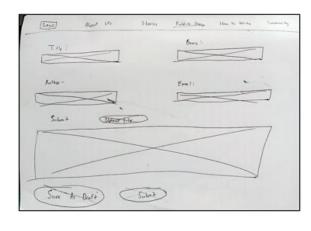


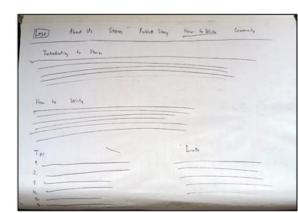
Low-Fidelity Sketches

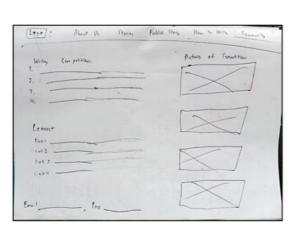












High-Fidelity prototypes



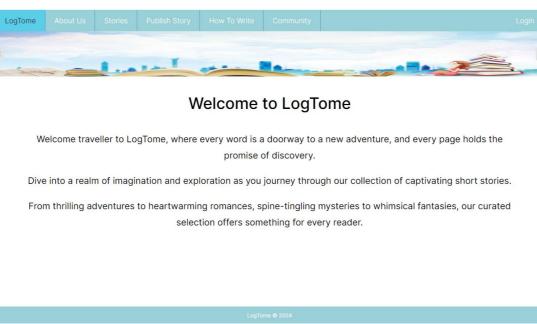


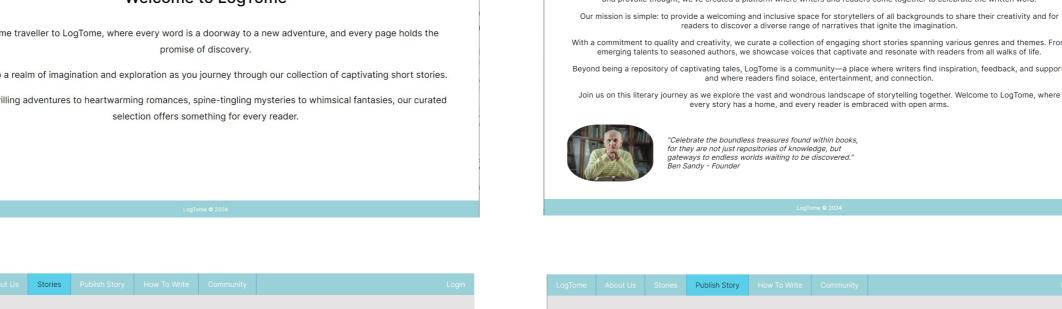


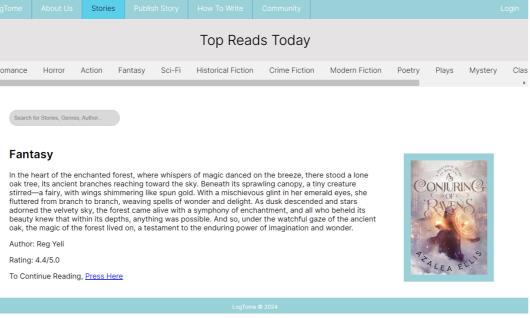


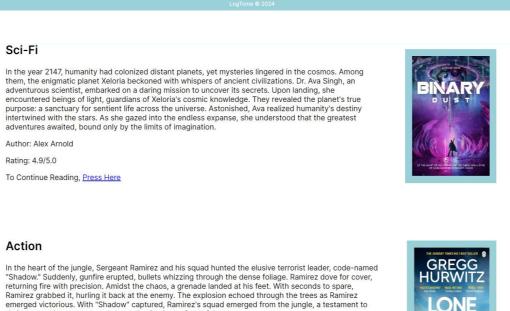


Screenshots

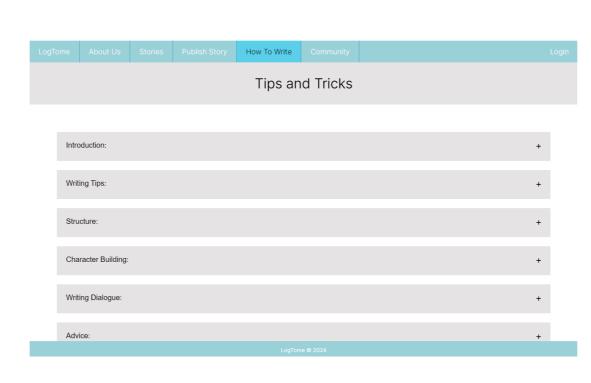








their unwavering courage and determination in the face of danger.





Connect With Us

WhatsApp: wa.me/1234567890

Telegram: t.me/logtome

Email: contact@logtome.co

Phone: <u>+123-456-7890</u>

Upcoming Writing Competitions

1. Enigma Ink Awards - Deadline: May 15th,

2. TaleCraft Challenge - Submission Deadline

3. Quill Quest Literary Prize - Entry Deadline

Submission Deadline: October 10th, 2024

6. Phoenix Prose Prize - Deadline: October 31s

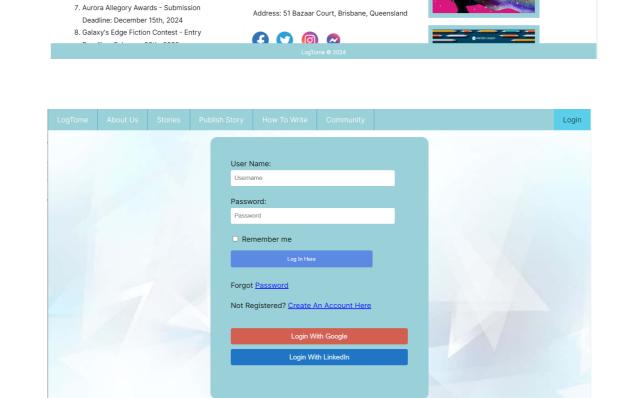
5. Inkwell Imagination Awards - Deadline:

July 31st, 2024

September 20th, 2024 4. Whispering Pages Short Story Contest

November 30th, 2024

Our Message



Future Work

Future Work:

The first thing that should be improved would be to add functionality to all features. Features such as the login, submission or file uploads currently do not work and is merely decoration.

Accessibility to all users can also be accounted for. Some ideas are, image alt text, font size adjustment and customisable theme colours.

Another potential improvement is to include a google maps API in my community page. This would provide a much more dynamic approach for users to find my website's location.

Adding a comment section would provide users a much more well-rounded experience with my forum. Writers can receive feedback and users can share feedback.

Website Evaluation

Although my website may have not implemented all 10 heuristic principles. The following rules have been explored thoroughly:

- Visibility of System Status
- Match Between the System and the Real World:
- Consistency and Standards:
- **Error Prevention:**
- Aesthetic and Minimalist Design
- Help Users Recognize, Diagnose, and Recover from Errors

Future work can focus on implementing all heuristics.

Website Functionality

1. Word Counter

In the 'Publish Story' page, if the user types into the story textbox, LogTome provides a real-time word count.

2. Slideshow Carousel

In the 'Landing Page' header, the banner automatically switches between 3 different images every 4 seconds. The user has the choice to swap between images via the arrow buttons placed on the sides.

3. Email Validator

In the 'Publish Story' page, given that the user provides a invalid email address. LogTome alerts the user with red text stating "Invalid Email Address"

4. Local Storage

In 'Publish Story', given the user presses 'Save As Draft', all information in the page is saved, and is remembered.

5. Accordions

In "How To Write", tips are written in accordions for better visuals and organisation.

Lessons Learned

There were several lessons I learned on the way; some include:

- Think about the structure of the website before programming anything
- Try to keep code clean i.e. html code is properly indented and CSS is separated into individual sections and not all the place
- Keep all images into a folder and name them appropriately
- 4. Using pseudo-classes is a great way to keep things clean and less cluttered
- Asking other's opinion on your design and layout is both effective and time-saving