### **Design Documentation**

#### Link to Github Pages

https://georgia01.github.io/dictionaryProject/dictionary/web/index.html

Please note that due to the IDE that was being used certain files and folders needed to copied into Github. To find the files used for the coursework please see the dictionary/web directory and ignore files outside of that directory.

#### External technologies used

There were two external API's used in this project. An icon from Font Awesome was used to represent a magnifying glass and the Google Maps API was used to display a location detailing where a word originated from. Two external fonts from Google were also used. Please see the links below showing what these technologies are and where they were found.

Google Maps API: https://developers.google.com/maps/

Font Awesome 4.7.0 API: http://fontawesome.io/

Google Fonts: https://fonts.google.com/

#### **Issues Resolved**

Throughout the project there were various issues that were encountered and solved including:

- Fixing accessibility issues pointed out by the Chrome Accessibility Developer Tool extension.
- Fixing issues that were browser related. The main browser this application was developed on was Chrome and so there were elements that needed to be fixed for Firefox to use the application correctly including adding event parameters into methods.
- Getting the application to store and load a word from a button was difficult to manage at first but now works correctly and populates the main view.
- The JavaScript animation for moving sections had to be coded for different views so that issue has been removed as relevant breakpoints have their own animation implementation

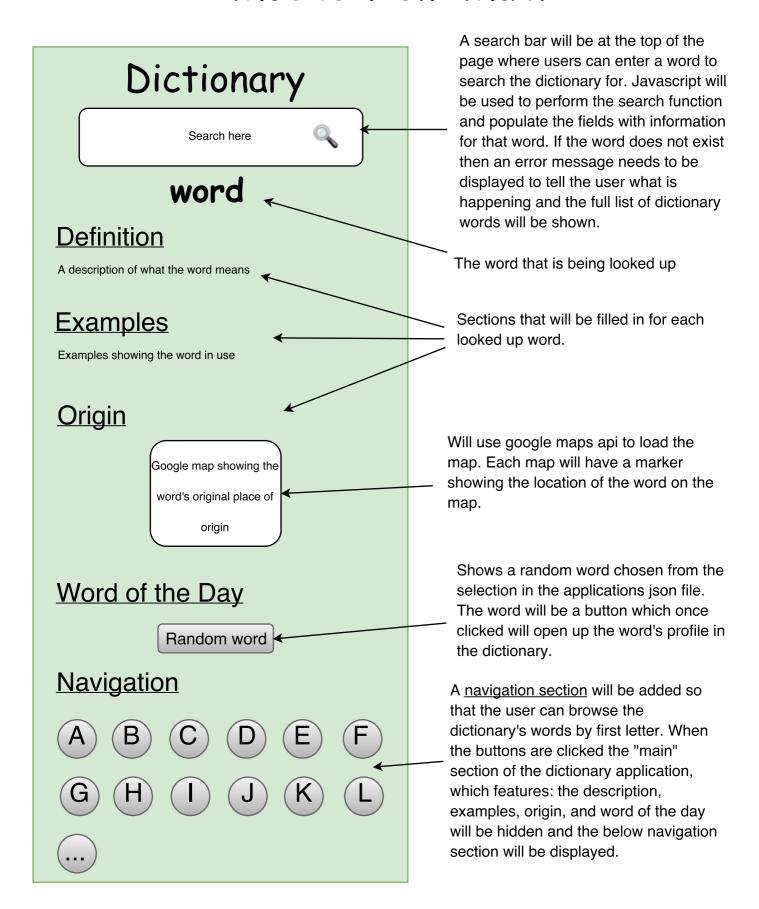
#### **Testing**

User testing was carried out verballyto see how people thought the application would work and to find any difficulties they had with it. As a result of this testing the various changes were implemented:

- Bigger buttons for mobile and tablet views
- Error messages to help the user understand what is happening if a word does not exist
- Cursor and style elements change upon hover so that users know if an element id clickable

The designs below were created using the idea of mobile first. The designs show the multiple views of the single page web application in its various stages. There are two views to the application: the "main" view which displays a word and its properties along with a random word generator and a list of navigational buttons and a "navigational" view which will show the words that the dictionary can currently describe. The main view provides the basic functionality of the application whilst the navigation view aides users in using the application.

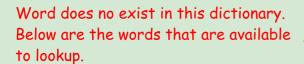
### Mobile View: Main



## Mobile View: Navigation

## Dictionary

Search here



#### **Navigation**

































Aa

Ab

Be

Ca

Hi

Zz

If no word is searched or a word that does not exist in the dictionary is searched then an error message will be displayed and this navigational view will be shown

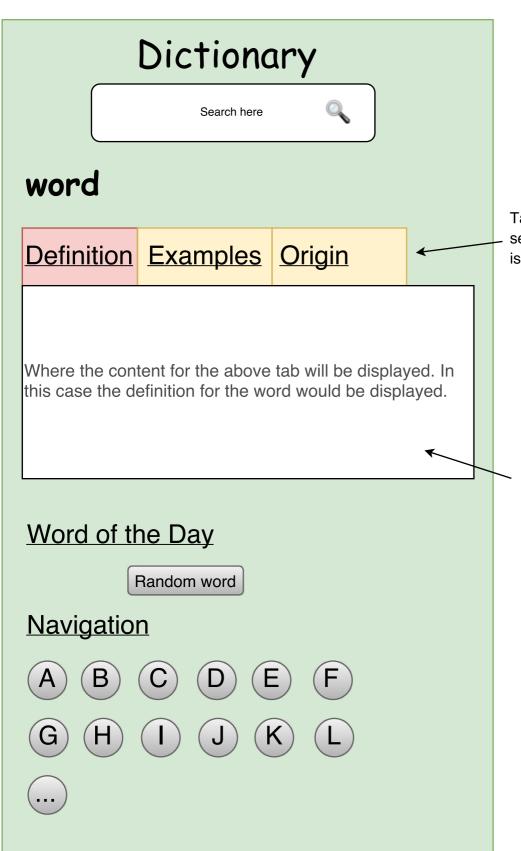
Error message to help the user understand what is going on. Will be in red so that it stands out and is noticeable. Only shown if searched word not found.

Navigational links that will load up the words in the dictionary. All of the words are shown upon an error when looking in the search box but if a button from above is chosen then only words beginning with that letter will be displayed.

Only one column will be shown on the mobile view and the size of these links will be slightly bigger that wider views so that users will find it easier to press the intended links.

The different views have been roughly modelled to try and fit different device types. There are 3 device types that this application aims to cover: mobiles, tablets and desktops. The mobile view is quite static whilst the desktop and tablet views have some additional effects to make the application more visually appealing and interactive. The main features being added for these will be that upon loading a word the view will slide up from the bottom and elements will get additional styling so they change upon a mouse hover.

### Tablet View: Main

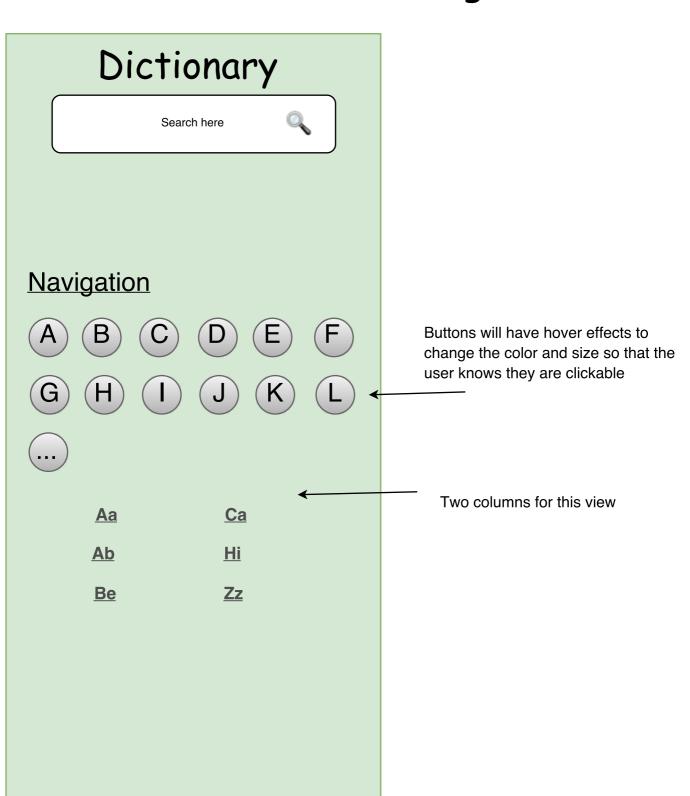


Tabs will change color once selected and when the element is hovered over

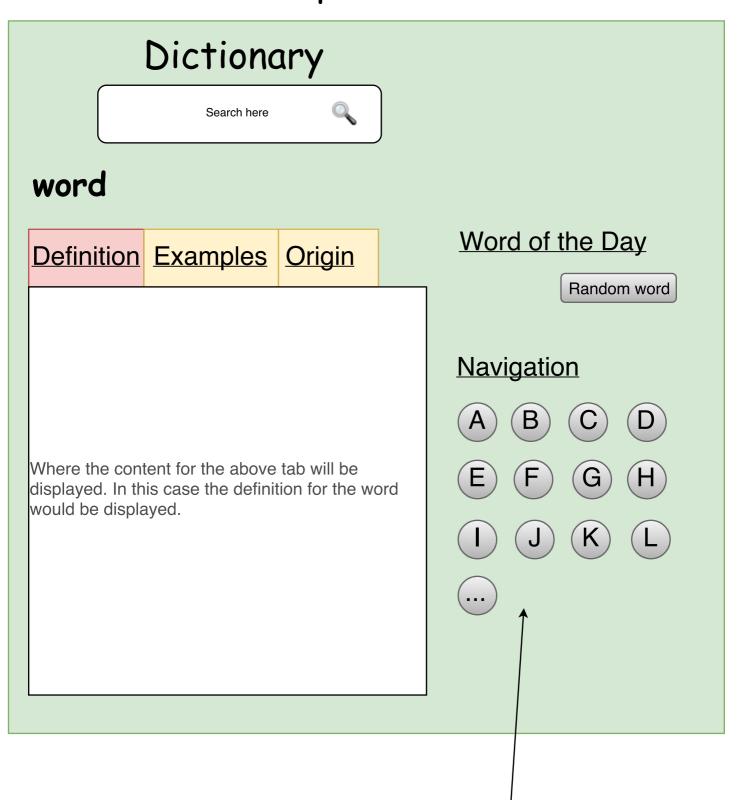
Majority of the page will stay the same.

Only difference will be that the definition, origin and example sections will be moved into a menu with their conent hidden. Only the selected tabs content will displayed in the box below it

# Tablet View: Navigation



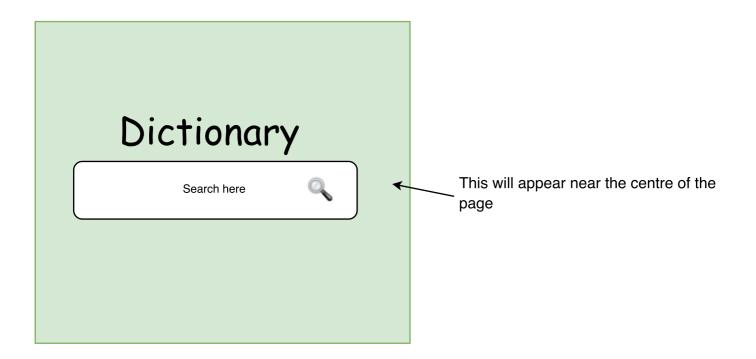
# Desktop View: Main



A side section will be created and the navigation and word of the day sections will be moved to the side so the user does not have to scroll.

### Start Screen

This will be the screen that will appear when the application is first loaded



## Design change



To show quickly some evidence of design decisions made these two images have been added. The first design which was being created did not seem very visually appealing so was changed with the below blue design that is being used.

bug	Q
Bug (noun)	
Definition Examples Origin	
An unexpected or incorrect result that is created by an error, failure or fault in a computer program	Random Word
An unexpected or incorrect result that is created by an error, failure or fault in a computer program	Random Word  Hardware