**Website Planning**

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# Website Sitemap

A page to explore items to rent

RentItems.html

The items the user has rented page

MyItemsRented.html

A page for the user to upload new items to rent

UploadItems.html

Login page

loginBasicBuild.html

Sign up page

customerSignUp.html

Login Results

Results.html

Home page

FrackHubMenu.html

The user’s items page

MyItems.html

# Usability features

A brief definition of usability for web applications would be, how easy is the web application to use, how quick the user can learn to use it, how efficient they are while using it, how error prone is it, how memorable is it, and how much users like using it. (Nielsen, 2006)

When designing a website, design patterns should be followed, to improve the user’s experience. The user is already familiar with popular website design layouts and features, therefore, we do not need to redesign new ways in which a website will look and act, however base our websites on these principles, to improve the user’s efficiency and enjoyment of the website. A website should be kept simple, and not overcomplicated, any feature that is not useful should not be included.

**Navigation**

Through my research of looking and comparing popular websites, the most common way for the user to navigate to different pages, is through the use of a navigation bar. A navigation bar is usually situated on the left hand side of the screen or top of the screen. For this FrackHub website, I will be using a fixed top navigation bar, this is because the user reads from the top down, therefore the top of the screen is going to be the first place the user looks improving efficiency for the user. In addition, it will be fixed to the top of the screen so it is always on show for the user, even when they scroll down, this is to stop the user getting lost on the page, and always having quick access to navigate to the page they want to.

**Well Formatted Content That is Easy to Scan**

When the user is using a web application, they are not going to want to read every word, button and link on a page, therefore the page should be formatted in a way the user can easily scan the page and find the area they are looking for quickly. One way to make pages easy to scan is by providing each link with an image, humans can see images a lot quicker than they can read words, therefore if the image corresponds with what the link is doing, then this will make scanning a lot easier. (Singh, 2013)

Furthermore, the use of whitespace can make the web content easier to scan for the user. When there is too much content on a page the application it will be difficult for users to find what they are looking for and will make the application difficult to use, but having too much whitespace will make the page look unprofessional and unformatted. If done correctly whitespace can improve the look and usability of a website, making the layout clearer, easier to read, and make it easier for the user to scan the page. Two types of whitespace that are commonly used to improve a web application’s usability are micro and macro white spacing. Macro is spacing between groups of elements, mainly having spacing around the section content. Micro is having whitespaces within the content, normally being the paddings and margins between groups of elements, for this application I will use a mixture of both. (Green, 2017)

**Colour schemes**

After speaking with the customer, I was told the colour schemes that should be used must be friendly with people who are colour blind, therefore I will do testing to make sure my colours do not affect these individuals. In addition, some users may have poor visibility, so there must be a high contrast on the colours I use which I will ensure using colour contrast tests.

# loginBasicBuild.html Storyboard

Link to web page to create an account

Submit button

Password input box

Email input box

Heading

Background white

Background cork board

**Heading**

Headings are an important feature of a web page, they should be situated at the top of the page, as this is the first place the user will look at as humans read from the top down. The heading should immediately tell the user what this page will be doing, therefore in this case will tell the user this is the customer log in page. Headings should be larger than other fonts on the page so that the heading stands out.

**Email/password input boxes**

After speaking with the business analysist and database administrator, I was told the way the user will login will be through a username and password system, therefore I included an input box for each. The input boxes should be labelled letting the user know what to enter inside each box.

**Submit Button**

The user needs a way to submit the data they have entered which can be done through the use of a button.

**Link to Create an Account**

Not everybody who accesses the web site is going to have an account made, therefore this will provide a way for new users to create an account.

# customerSignUp.html Storyboard

Heading

First name input box

Surname input box

Date of Birth input box

Address input box

Email input box

Password input box

Submit button

Postcode input box

Phone Number input box

Background White

Background cork board

**Heading**

A heading so the user knows this is the page to sign up an account, this is important to the user as a sign up page and log in page looks similar, so it will easily show which page they are on.

**Input Boxes**

After speaking with the business analysist and database administrator, I was told what input we needed from the user, which was their first name, last name, phone number, date of birth, address, postcode, email and a password for the account.

**Submit Button**

The user needs a way to submit the data they have entered which can be done through the use of a button.

# FrackHubMenu.html

Carousel

Text

Heading

Navigation bar

Logo

Link1

Link2

Link3

Link4

**Logo**

The logo will create a link to the homepage, so the user always has access to the homepage, in addition, the use of a logo makes the website and business look more professional.

**Navigation Bar and Links**

The navigation bar is fixed at the top of the screen so the user can always see it, wherever they are on the page, and provides links to all web pages, MyItems.html, MyItemsRented.html, RentItems.html and UploadItems.html.

**Heading**

A heading to let them know, they have now logged in successfully and have entered FrackHub’s menu page

**Text**

In this text area the user will be informed, on what FrackHub is and how to use the application. This is useful for the user so they do not become frustrated or confused with how to use the application or what the application is used for.

**Carousel**

This carousel will contain 4 images which will correspond to the area they link with, and each image will have a link to the 4 remaining html pages the user has not seen yet, MyItems.html, MyItemsRented.html, RentItems.html and UploadItems.html

# MyItems.html Storyboard

Navigation bar

Logo

Link1

Link2

Link3

Link4

Heading

Item card

Item card

Item card

Item card

Offers

Offers

Offers

Offers

**Heading**

A heading to let the user know, they are on their own profile page, containing their own items they would like to rent out.

**Navigation Bar and Links**

The navigation bar is fixed at the top of the screen so the user can always see it, wherever they are on the page, and provides links to all web pages, MyItems.html, MyItemsRented.html, RentItems.html and UploadItems.html.

**Item Card**

These cards, will show the user their own items they on the website. This card will say what the item is, and show an image of the item.

**Offers**

This will be a dropdown tab, which will tell the user all of the offers that have and their details. Or the details of the person they have rented to depending on if the item is rented out or not

# MyItemsRented.html Storyboard

Navigation bar

Logo

Link1

Link2

Link3

Link4

Heading

Item card

Item card

Item card

Item card

Rented

Rented

Rented

Rented

**Heading**

A heading to let the user know, they are on their own profile page, containing the items that they have rented from other user.

**Navigation Bar and Links**

The navigation bar is fixed at the top of the screen so the user can always see it, wherever they are on the page, and provides links to all web pages, MyItems.html, MyItemsRented.html, RentItems.html and UploadItems.html.

**Item Card**

These cards, will show the user their own items that are currently being rented out on the website. This card will say what the item is, and show an image of the item.

**Rented**

This will be a dropdown tab, which will tell the user who they have rented from.

# RentItems.html Storyboard

Navigation bar

Logo

Link1

Link2

Link3

Link4

Heading

Item card

Item card

Item card

Item card

Rent Item

Rent Item

Rent Item

Rent Item

**Heading**

A heading to let the user know, they are on the explore page, looking at all items that they can rent.

**Navigation Bar and Links**

The navigation bar is fixed at the top of the screen so the user can always see it, wherever they are on the page, and provides links to all web pages, MyItems.html, MyItemsRented.html, RentItems.html and UploadItems.html.

**Item Card**

These cards, will show all the items on the website that are available to be rented out.

**Rent Item**

This will let the user make an offer to rent the item, when the button is pressed.

# UploadItems.html

Heading

Navigation bar

Logo

Link1

Link2

Link3

Link4

Item name input

Description

Price

Image file input

Submit button

**Heading**

A heading to let the user know, that this is the page to upload items to the website.

**Navigation Bar and Links**

The navigation bar is fixed at the top of the screen so the user can always see it, wherever they are on the page, and provides links to all web pages, MyItems.html, MyItemsRented.html, RentItems.html and UploadItems.html.

**Input boxes**

After speaking with the business analysist and database administrator I was told users need to input the items name, a description of the item, the price of the item, and an image file.

**Submit Button**

The user needs a way to submit the data they have entered which can be done through the use of a button.

# loginBasicBuild.html Testing

**Colour Contrast Test**

In order to pass, the colour contrast test, it needs to match the Web Content Accessibility Guidelines. I will be testing for the following:

* WCAG 2.0 minimum contrast for fonts bellow 18 points
* WCAG 2.0 enhanced contrast for fonts bellow 18 points
* WCAG 2.0 minimum contrast for fonts over 18 points
* WCAG 2.0 enhanced contrast for fonts over 18 points
* Test based on brightness and colour difference
* If the text is readable for people with colour blindness.

A pass indicates none of these tests have failed.

|  |  |  |  |
| --- | --- | --- | --- |
| Object | Background | Foreground | Pass/fail |
| Heading | #FFFFFF (White) | #2B2529 (Black) | Pass |
| Input Label | #FFFFFF (White) | #44494C (Black) | Pass |
| Submit Button | #FFFFFF (White) | #0D6EFD (Blue) | Fail |
| Submit Button | #000000 (Black) | #FFFFFF (White) | pass |
| Link to create account | #FFFFFF (White) | #337BFD (Blue) | Fail |
| Link to create account | #FFFFFF (White) | #0001FF (Blue) | Pass |

# customerSignUp.html Testing

**Colour Contrast Test**

In order to pass, the colour contrast test, it needs to match the Web Content Accessibility Guidelines. I will be testing for the following:

* WCAG 2.0 minimum contrast for fonts bellow 18 points
* WCAG 2.0 enhanced contrast for fonts bellow 18 points
* WCAG 2.0 minimum contrast for fonts over 18 points
* WCAG 2.0 enhanced contrast for fonts over 18 points
* Test based on brightness and colour difference
* If the text is readable for people with colour blindness.

A pass indicates none of these tests have failed.

|  |  |  |  |
| --- | --- | --- | --- |
| Object | Background | Foreground | Pass/fail |
| Heading | #FFFFFF (White) | #2B2529 (Black) | Pass |
| input Labels | #FFFFFF (White) | #44494C (Black) | Pass |
| Submit Button | #FFFFFF (White) | #0D6EFD (Blue) | Fail |
| Submit Button | #000000 (Black) | #FFFFFF (White) | pass |

# References

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