3/13 Project Check-In

So far, I’ve got the layout of what I want the user interface to look like, and have the containers decently proportioned in a way to where they’ll be easy to work with when I go in to add more content to the pages. My next goal is to incorporate the logic for the event listeners such as the drop down box and the list box containing each of the added systems (which will be buttons). Within the drop down box, I will have pre determined systems the user can choose from, or the option to add a custom named system. If they choose one I’ve put in, an image indicating the system will appear next to the console name in the button within the listbox. If they choose their own, the placeholder image will likely be used.

When one of the buttons are clicked in the console list box, the right light blue box will display the games added to that console. The control to the left of the list box will allow a user to add consoles.

The navigation menu will have a control to be hidden and retrieved to give the user more focus.

After incorporating the logic, I’ll make more passes over the overall design and scheme of the colors and images. The Heading text with the website name will most likely be a custom image, as will the place holder logo in the upper left. I also play to make custom DVD boxes where the placeholders are on the main index page.