A picture containing tree, person, outdoor, ground

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Find a Companion.

Design, Evaluation and Development

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# Introduction

# Designing the website.

## Website Brief

The members of the Adopt a Companion are interested in having a website of their own. The following is brief description on the proposed website:

|  |
| --- |
| The Adopt a Grandparent Charity is a “companion style” charity in the Nelson region who offer their companionship for the elderly, or mentorship for youth in the local community.  We need a website for the Nelson region for members of the charity to provide companionship for the elderly and young.  The purpose of the new website is to help match up youths with and elderly person. This can be an elderly person who is looking for a bit of companionship, or to mentor a younger person that does not have grandparents in their life, and vice versa. The website lets members register and specify their availability from days of the week to times of day.  The website lets members of the community (Users) access the service, by providing tokens that can be “spent” in the service. To achieve our goal, we would like to have an online token function on our website that lets a User access a limited number of tokens, for example the system needs a mechanism that verifies that a member of the community is accessing the service and that the token belongs to a particular community member. The website needs some homepage text about general information of our products and services such as: types, characteristics, quality factor, usage, and benefit.  We require the following features on the website:  1.   Charity members and Users can register, log in and administer their own accounts.  2.   Members use the website to register their products and services, and beneficiaries use the system to acquire tokens.  3.   Interactive element(s) that engages the website user.  4.   The system provides an interface that the members can use to [accept](https://ecampus.nmit.ac.nz/moodle/mod/glossary/showentry.php?eid=9771&displayformat=dictionary) a token in a transaction. |

## What are the Website requirements? (using Information Architecture analysis)

### Site Goals

The goal of the site is to match up young people with elderly people in a companionship/mentoring relationship that both parties benefit from.

#### Mission or purpose of the website.

#### Short- and long-term goals.

* Short term goals of the website are to match up compatible users with each other.
* Long term goals are to create long lasting relationships that both parties will benefit from.

#### Intended audiences (a brief overview)

* Elderly people from the age of 60 with no close grandchildren that are looking for a grandparent type roll.
* Elderly people looking to mentor younger people in a variety of activities.
* Preschool aged children to 30s looking for a surrogate grandparent.
* Preschool aged children to 30s looking for a mentor to learn from.

#### Why will people come to the website?

To apply to be matched up with a companion.

### Define the User experience

Upon registering an account, each user will be given a ‘token’. For charities they can use this ‘token’ to register a service. For beneficiaries this ‘token’ will be used to apply for a match.

#### The Audience

* Organizers of the charity group who will match up the users.
* Elderly people from the age of 60 with no close grandchildren that are looking for a grandparent type roll.
* Elderly people looking to mentor younger people in a variety of activities.
* Preschool aged children to 30s looking for a surrogate grandparent.
* Preschool aged children to 30s looking for a mentor to learn from.

#### Scenarios and Personas

* Wilma Campbell:
  + 45 years old.
  + Stay at home mother to 3 children aged 3, 4, 8. All girls.
  + Had a great relationship with her grandparents and would like to recreate that for people who do not have grandparents/grandkids.
  + Founder of ‘Find a Companion’.
* Ethel Beavers:
  + 69-Year-old widow.
  + Lives alone in a four-bedroom house.
  + Likes to knit, crochet, do jigsaw puzzles.
  + Used to be a nurse.
  + Would like to mentor someone in the art of knitting and crochet.
  + Is available every day of the week, except for Thursday evenings when she plays bowls.
* Wallace Wellington:
  + 86-year-old widower.
  + All his siblings and friends have passed away.
  + Has not heard from his grandchildren since his wife passed away and they asked for their inheritance.
  + Currently resides at Summerset Retirement Village, dislikes the food and company provided there.
  + Would like to find a young lad to tell old war stories too and get up to some mischief.
* Charlie Addington:
  + 12-year-old boy.
  + Only child.
  + Lives with single mother.
  + Does not have a father or grandparents.
  + Wants to learn how to do carpentry.
  + Looking for someone to provide mentorship.
* Lizzy Flemming
  + 11-year-old girl.
  + Eldest of 5 children
  + Mother and father work fulltime.
  + Spends time after school helping look after younger siblings.
  + Would like to learn how to do cross stitch.

#### Competitive Analysis

* GrandFriends: <https://www.grandfriends.nz/>
  + Front page:
    - Has a nice colour scheme, heading, subheading and slogan.
    - Nav bar with; Home, About Us, News, Meet & Match, Get Involved, Contact Us(highlighted).
    - At top of page there is a link to donate to the charity.
    - Scroll down to a welcome title and introduction to what the charity is about.
    - Video introducing some of the participants and their experience with the charity.
    - Explanation on how GrandFriends works.
    - Testament from participant.
  + Contact Us Page:
    - Title: Ways to Contact Us
    - Phone number, email address, ‘message form’ and subtitle
    - Message form with first and last name, email address, and message inputs as well as ‘send’ and ‘reset’ buttons.
  + Join Us page:
    - Has steps on how to apply to join.
    - Informs of vetting processes that need to occur before someone is accepted.
  + Meet & Match Page:
    - Displays a map of NZ with locations of locations of meet up locations and locations of other participants (needs a key showing difference between the two though).
    - Option to search by region.
  + Get Involved Page:
    - Details on how to donate.
    - Links for signing up to volunteer.
  + Cons:
    - One of the only cons about this website is the need to scroll all the way to the top of the age to get to the navigation bar.

Graphical user interface, text

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* Surrogate Grandparents: <https://www.meetup.com/Surrogate-Grandparents-NZ/>
  + Main Page:
    - Very bland, lots of white space.
    - Dull grey colours for title and icon.
    - Nav bar with tbs; About, Events, Members, and Photos.
    - Two small paragraphs on what the site is about.
    - Link to a Facebook page for the group.
    - Past Events and Photos cards.
    - Right side bar with Members and Organizers cards.
  + Events Page:
    - Two upcoming events with time, date, location, description of event.
  + Members Page:
    - Option to sign up and login through Facebook.
    - Shows list of member’s names and when they joined the group.
  + Photos Page:
    - Background changes to a dark purple with white card over top.
    - No photos, only logo.
  + Discussion page:
    - Empty.
  + Clean and concise site that is straight to the point with good information. Does not seem to have much activity or traffic coming through though.

Graphical user interface, text, application

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* CHD Living Adopt a Grandparent: <https://chdliving.co.uk/aag-faqs>
  + A long-term care facility that offers an Adopt a Grandparent scheme.
  + All in one view
  + Nice banner with icon, logo, slogan, as well as charity logo.
  + ‘About Adopt a Grandparent’ heading:
    - Small, concise explanation on what the scheme/program is about.
  + ‘What’s Involved’ heading:
    - Explains how to get involved/participate.
    - Ways to contacts and interact with matches e.g., letter writing, phone calls.
  + Link to FAQ page.
  + Form to fill out and submit to apply to join.
  + A nice clean and brief page that is straight to the point while offering lots of information.

Graphical user interface, application

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Graphical user interface, text, application

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Graphical user interface, text, application, email

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* Adopt a Grandparent: <https://adoptgrandparent.org/#page-content>
  + Main Page:
    - Nice big banner with slideshow of photos.
    - Nav bar at top right of banner.
    - Logo with icon and slogan located at top left of banner.
    - Banner contains ‘Get Involved’ and ‘Become a Volunteer’ buttons centre of banner.
    - ‘Let’s combat Loneliness’ title with small brief paragraphs stating what the site is about/for.
    - A righthand side bar containing two videos that are not in English (I am guessing these are user testimonials).
    - Small title ‘Ways you can help’ with bullet pointed list of suggestions.
    - ‘How to adopt a Grandparent’ title with register form underneath.
    - Ways to contact group with phone number, email address, and Facebook page.
    - Bottom banner with logos and links to other sites that are not in English.
  + Adopt Page:
    - Just scrolls down to register form at the bottom of the main page.
  + Volunteer/Contact Page:
    - Scrolls down to ‘Join Team’ and ‘Contact Us’ area of main pages.
  + Lots of white/empty space. Nav bar leads me to think there are more pages/information contained on the website when there is not.
  + Group does not say very much about themselves or elaborate on how successful, they are or have been. No mention of how many members they have. No readable testimonials from participants.
  + Graphical user interface, website

    Description automatically generatedNot much of a colour scheme.

Graphical user interface, website

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Graphical user interface, application, Teams

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Graphical user interface, application

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### Site Content

#### Content and Functional requirements

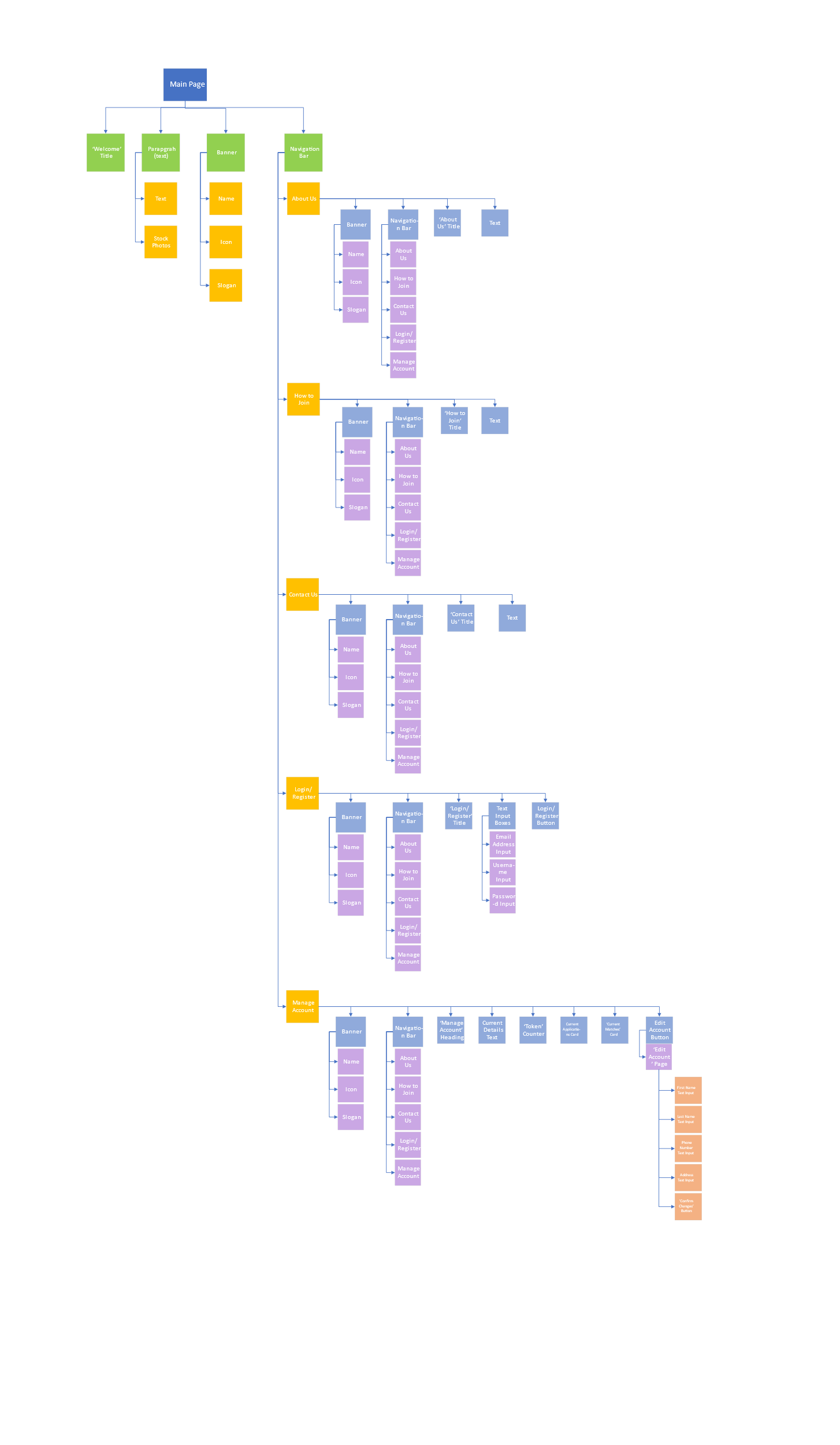
Write a summary of the required content of the website and list the Functional requirements.

Content includes written text, images, forms, navigation within the website. Functional requirements are identified in the brief.

Site Content:

* Main Page:
  + Navigation bar with ‘About’, ‘How to Join’, ‘Login/Register’, ‘Manage Account’, ‘contact Us’ buttons.
  + Banner with name, icon, and slogan.
  + ‘Welcome’ title with paragraph underneath saying what site is about.
  + Stock photos.
* About Page:
  + Navigation bar and banner as on main page.
  + ‘About Us’ Heading.
  + Paragraph or two on what the charity is about and how it works.
* ‘How to Join’ Page:
  + Navigation bar and banner.
  + ‘How to Join’ heading.
  + Paragraph or two on how the application process works.
* ‘Contact Us’ Page:
  + Navigation bar and banner.
  + ‘Contact Us’ heading.
  + Phone Number.
  + Email address.
* ‘Login/Register’ Page:
  + Navigation bar and banner.
  + ‘Login/Register’ heading.
  + Input boxes for email address, username, password.
  + Login/Register Button
* ‘Manage Account’ Page:
  + Navigation bar and banner.
  + ‘Manage Account’ heading.
  + ‘Edit Account’ Button – leads to pop up view with form with first and last name, address, phone number inputs.
  + Number of Tokens counter.
  + ‘Current Applications’ card with active or pending applications for a match.
  + ‘Current Matches’ card showing current matches that a user has.

#### Group and Label your Content.



#### User Stories – Designing to build

1. Ethel Would like to create an account on ‘Find a Companion’ so she can use the services of the charity group.
2. Wilma would like to create an account on ‘Find a Companion’ so that she can list services and events on the website.
3. Ethel would like to log into her account on ‘Find a Companion’ so that she can update her details.
4. Wilma would like to lo into her account on ‘Find a Companion’ so that she can update her details.
5. Ethel would like to update her phone number so that she can be contacted by the charity if they find her a match.
6. Wilma would like to update her email address and phone number so that beneficiaries can contact her if they have any questions or problems.
7. Wilma would like to add an event to the main page of the website.
8. On creation of account, Ethel gains one token to use for applying for a match. Ethel can see how many tokens she has on the ‘Manage Account’ page.
9. Ethel fills out the application form with her first and last names, age, location, phone number, times available.
10. On pushing the ‘Apply’ button once filling out the application form, Ethel uses her token.
11. Ethel would like to know how to get in contact with someone who is apart of the charity. She clicks on the ‘Contact Us’ tab in the navigation bar to get to the ‘Contact Us’ page to find the information that she needs.

#### Features list:

* Navigation bar
* Photos
* Text
* Multiple pages
* Buttons
* Forms
* User accounts

#### Back log List:

* Build API.
* Create database for accounts.
* Create pages(views).
* Enable account creation.
* Enable account login.
* Enable account editing by users.
* Create content for pages (text, images, buttons, links, forms).
* Host website.

### CRUD analysis – API prototype

