

# Scouse Daxie

## Wireframes

### Introduction

The site must be responsive across all devices.

Common device sizes are:

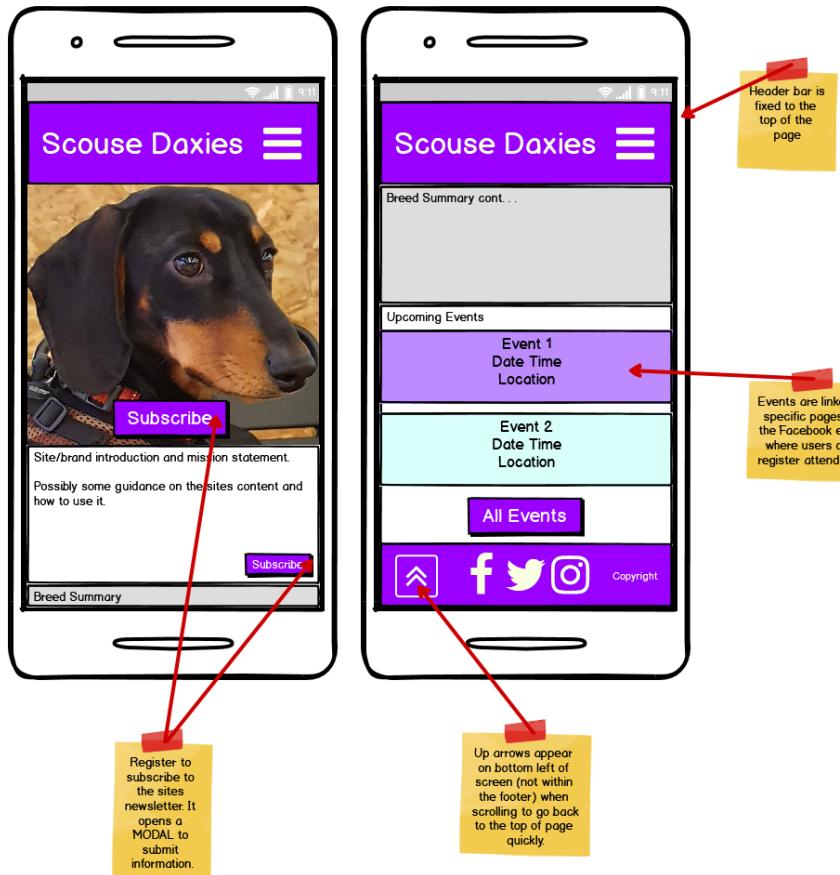
- Mobile Phones (xs-sm Bootstrap sizing)
- Tablets (md Bootstrap sizing)
- Desktops (lg+ Bootstrap sizing)

Wireframes were created on the 6<sup>th</sup> May 2020 during the UX Design planning phase of the project. The wireframes were designed in Balsamiq Wireframes 4 in order to provide a brief for the project and minimise mission creep.

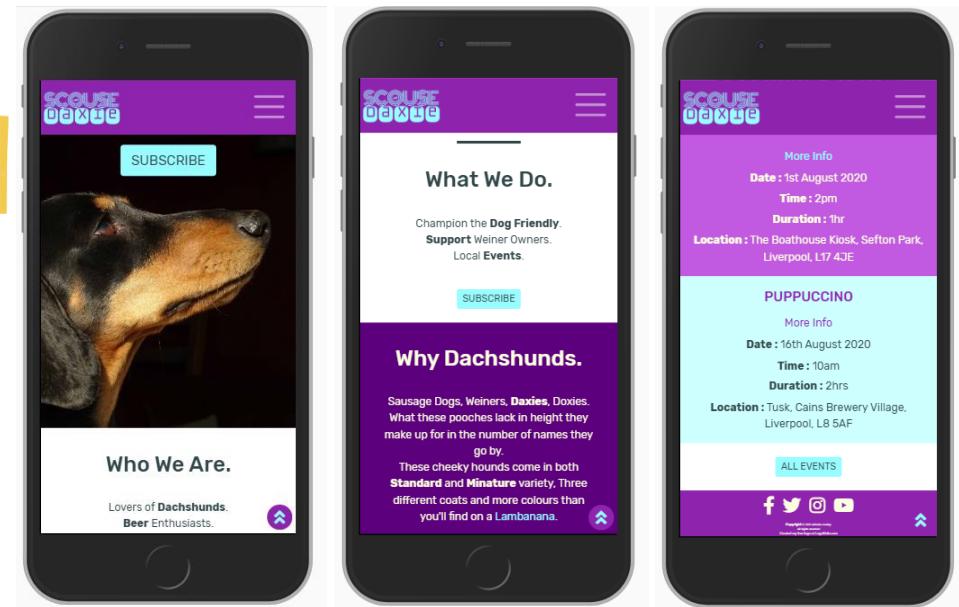
Whilst best efforts were made to adhere to the plans outlined in the Wireframes, some deviation was required. The document below will provide a summary of this deviation and justification for doing so where it has occurred.

## Home Page

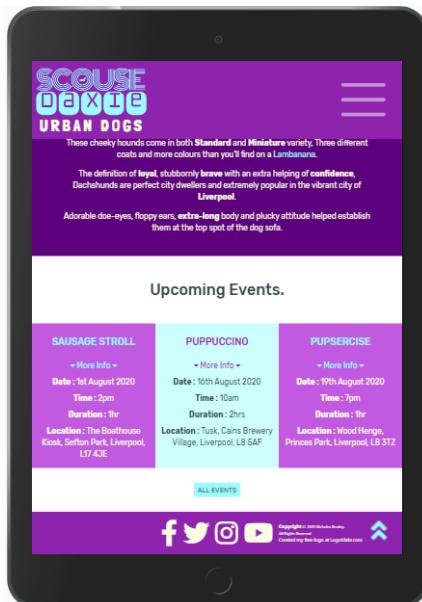
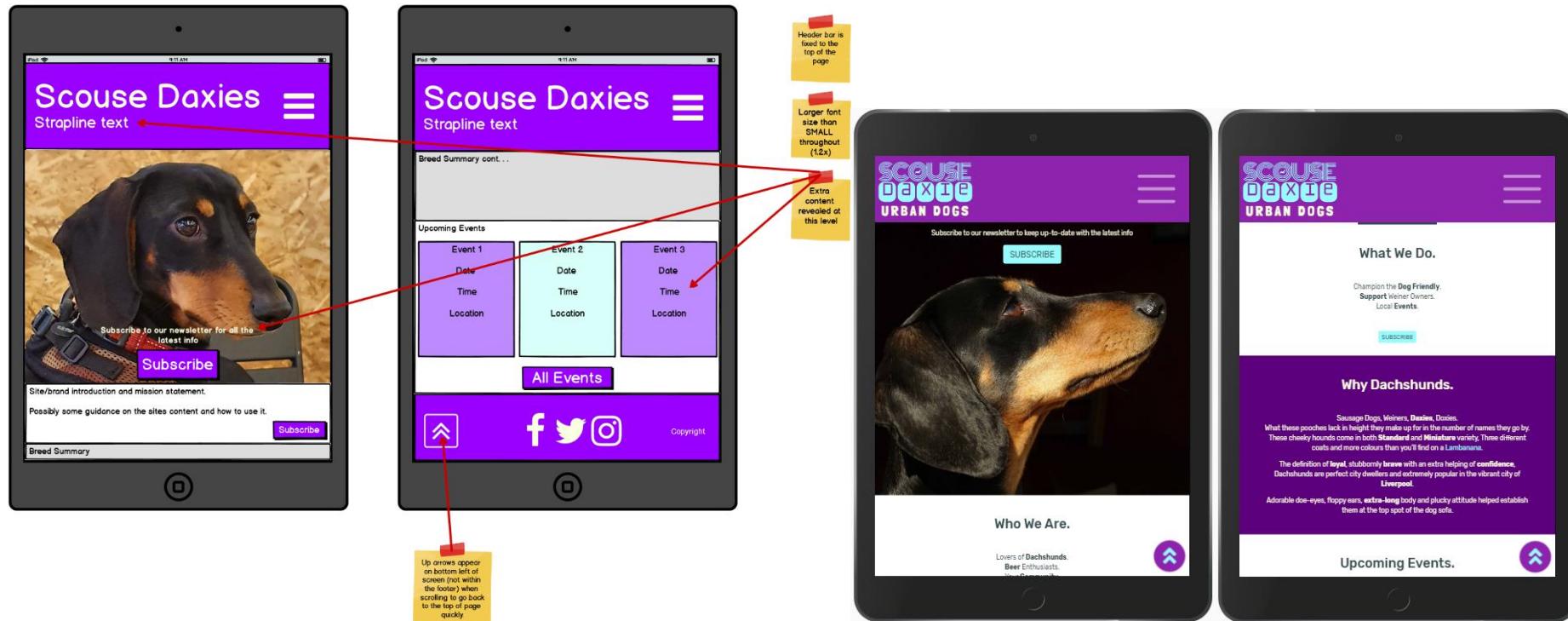
### Mobile



The home page at mobile view conformed to the planned wireframe with minimal variation. The major change was the inclusion of a “back-to-top” button which is always visible at a fixed position on the screen, rather than only present in the footer bar, and that is located in the bottom right of the viewport as this is the conventional location for such an object.

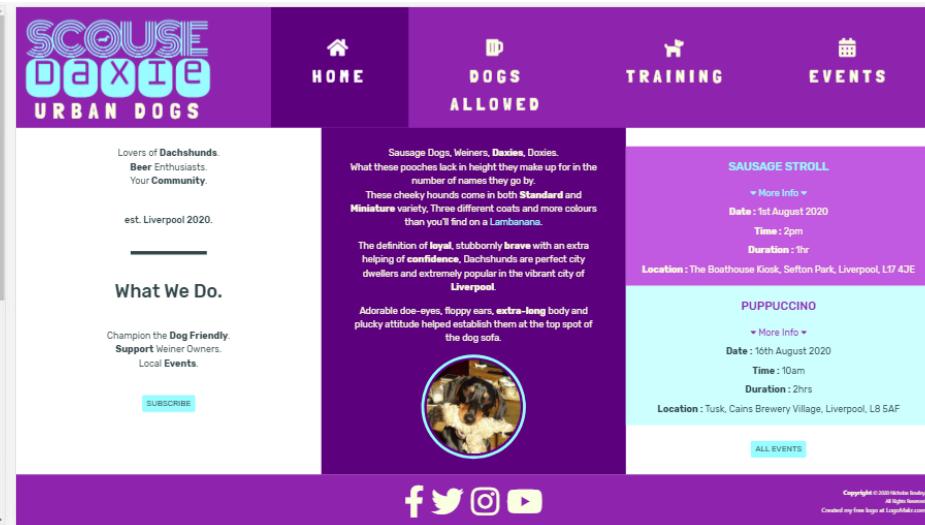
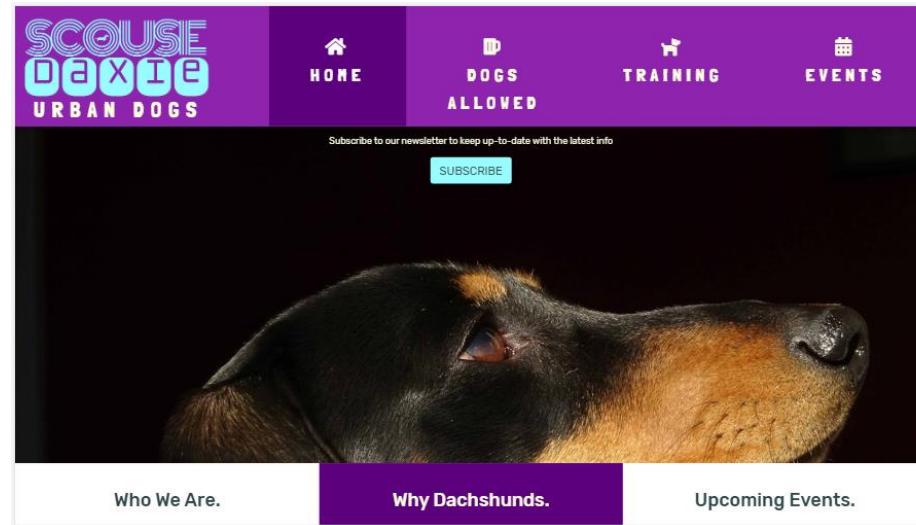
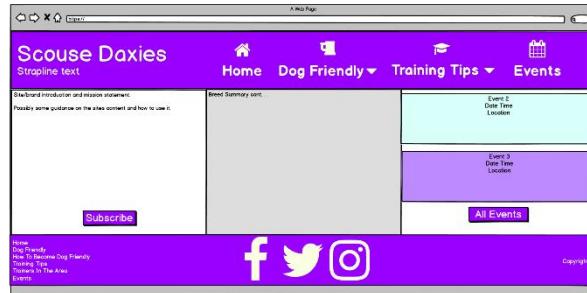
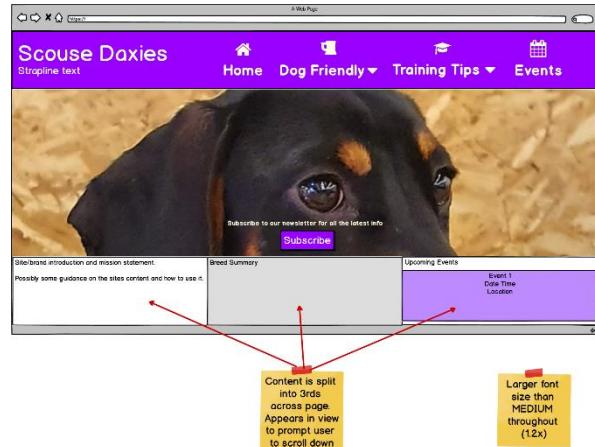


## Tablet



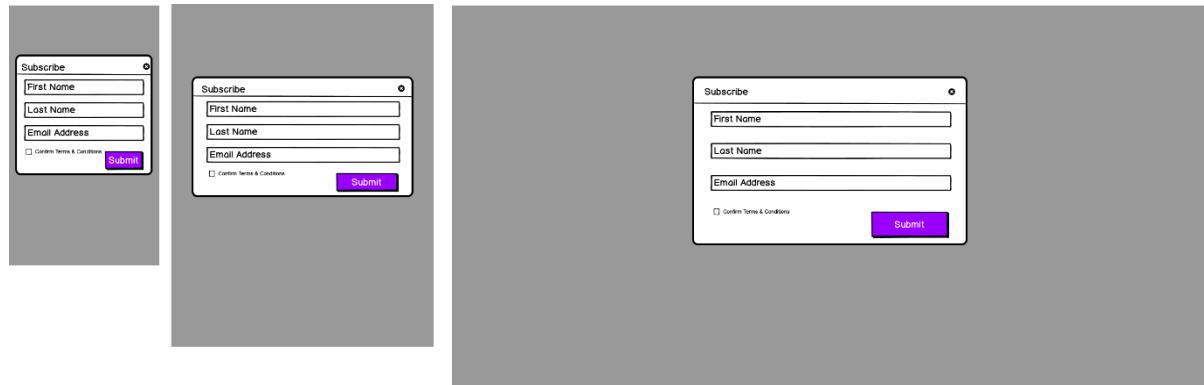
At medium breakpoints the homepage conformed to the planned wireframe closely other than the previously alterations covered in the mobile view.

## Desktop

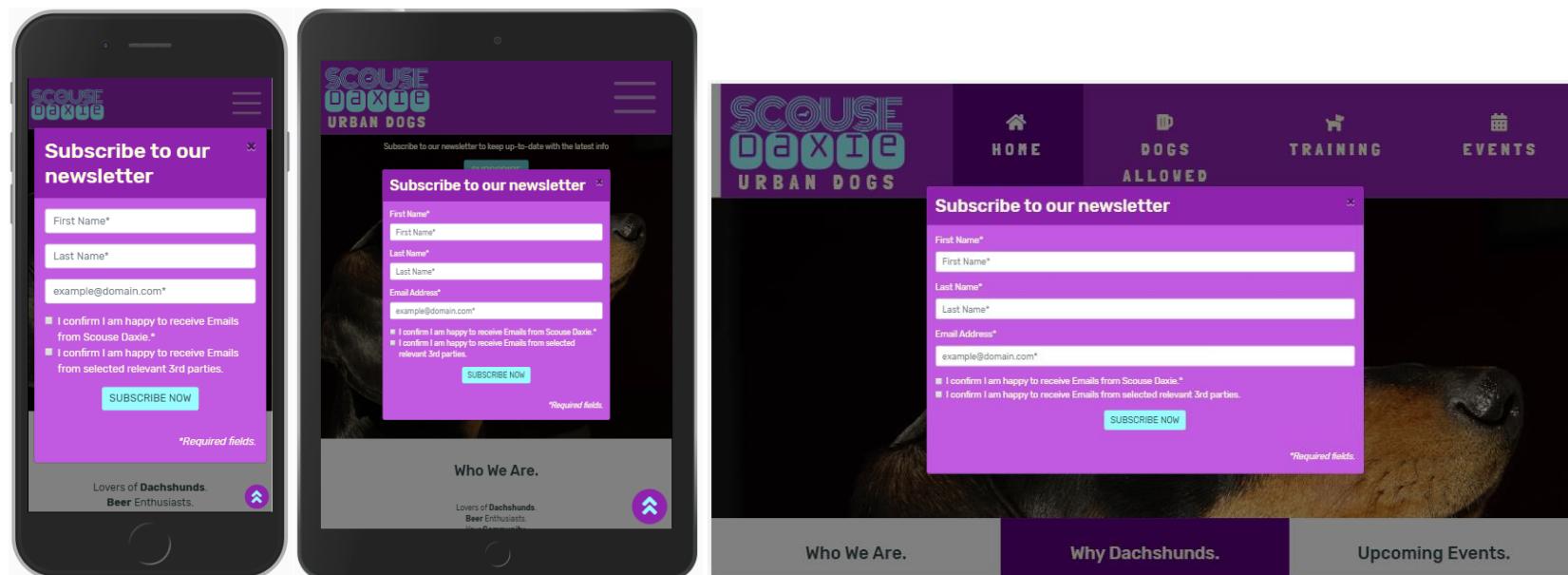


At large breakpoints again the wireframe plan was almost comprehensively adhered to barring some minor design changes. It is worth noting that in some instances the XL breakpoint was required during the production of all site pages in order to work correctly between tablet and desktop devices. This is due to the increased resolution of larger tablet devices such as IPAD Pro's.

## Subscribe Modal on all 3 device sizes

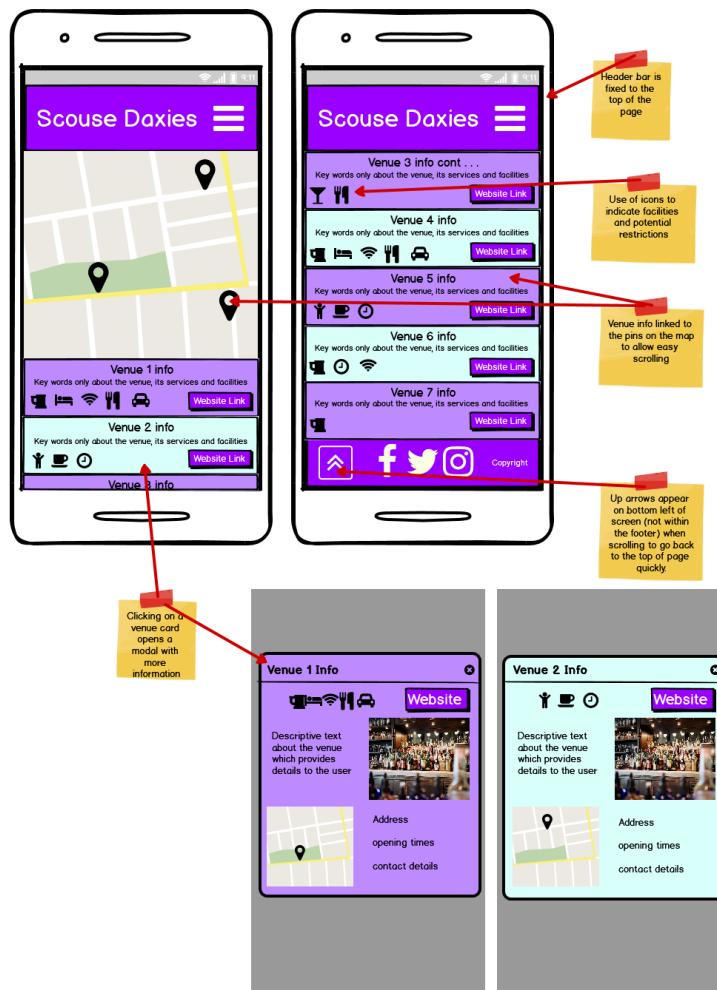


The modal structure deviations include the use of labels at medium and above breakpoints and the inclusion of an extra checkbox. A footnote regarding required fields was also included. Other than this the structure remains the same, although the styling is quite different.

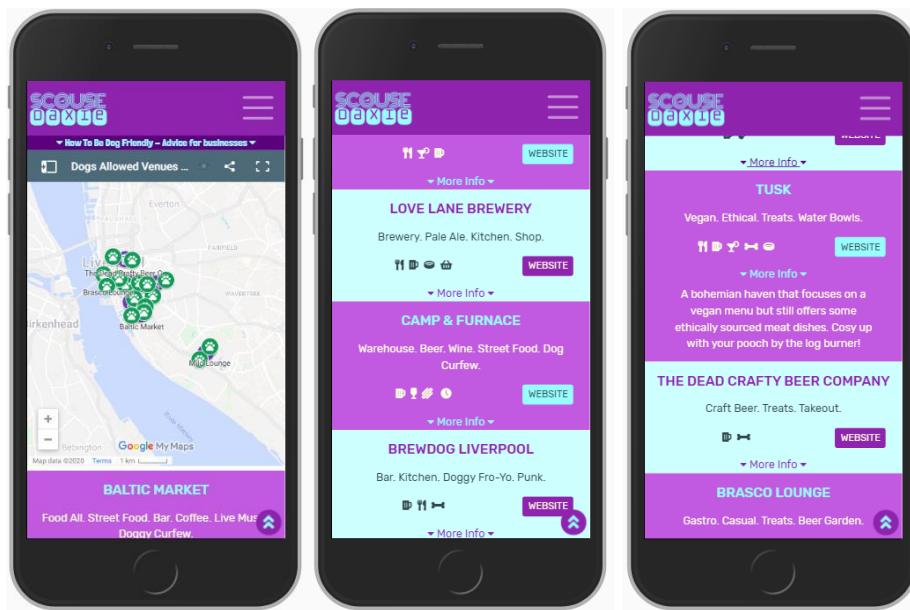


## Dog Friendly Page

### Mobile

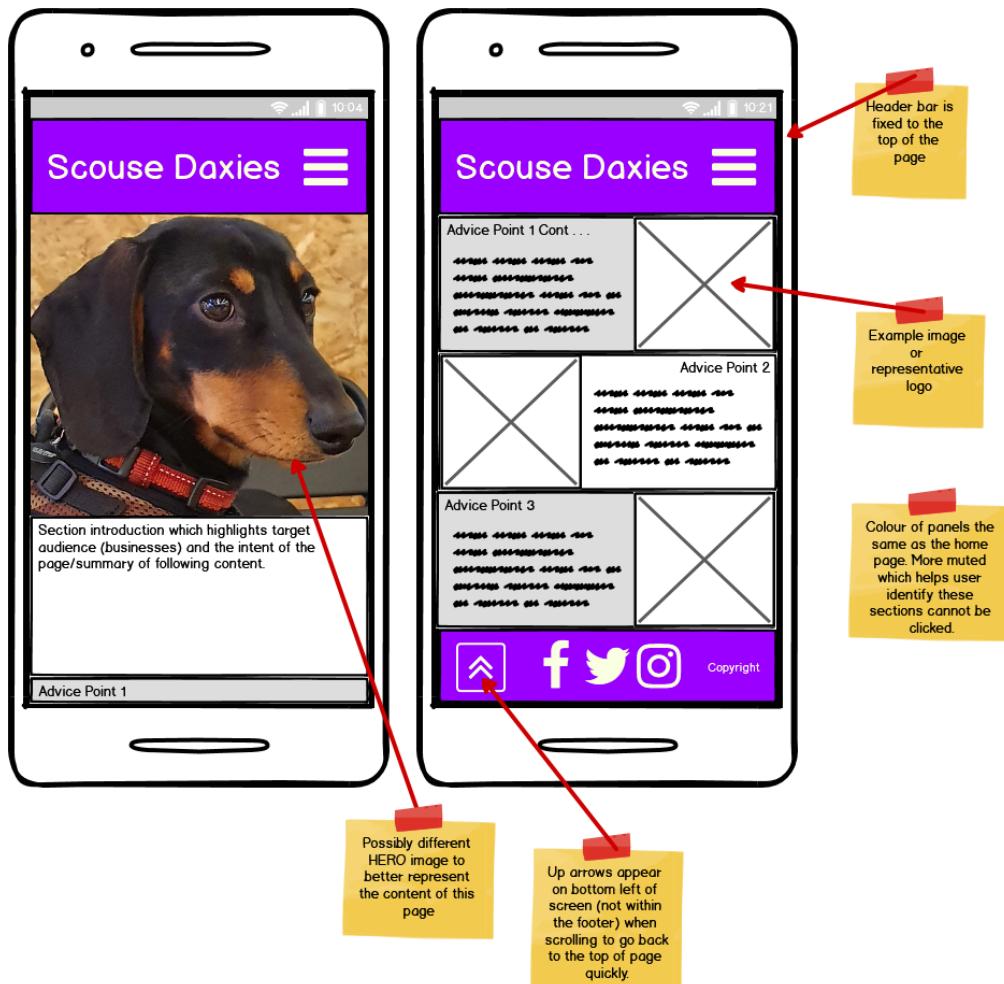


The map was given a greater proportion of the pages real-estate whilst retaining the lead on to the top venue card as this was a more visually appealing finish. The venue cards were slightly taller than first planned but this provided a less cramped finish, and the modal was substituted for a collapsible section as it provided a less intrusive, interruptive experience for the user.



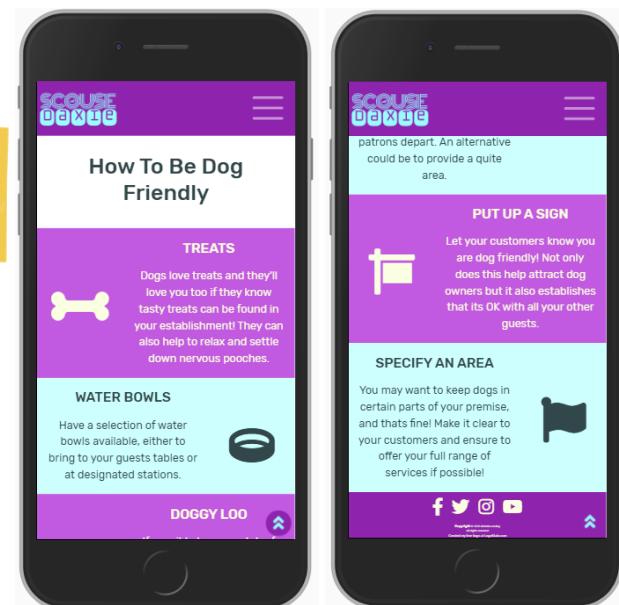
## How To Become Dog Friendly Page

### Mobile

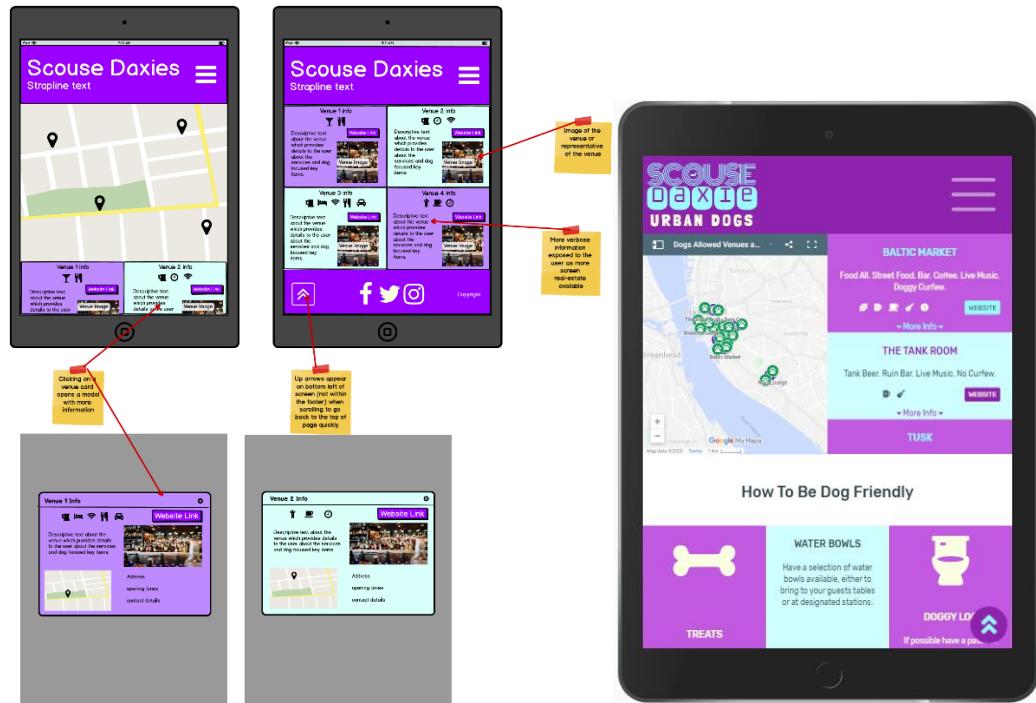


This sub-page was included below the venue card and map content of the dog friendly page. As such a hero image was not used. However the card items were laid out in the intended format.

As the mobile view necessitated a long scroll length a shortcut link was added immediately below the main navigation bar to scroll directly to this part of the page to promote a positive user experience for 3<sup>rd</sup> Party Businesses.



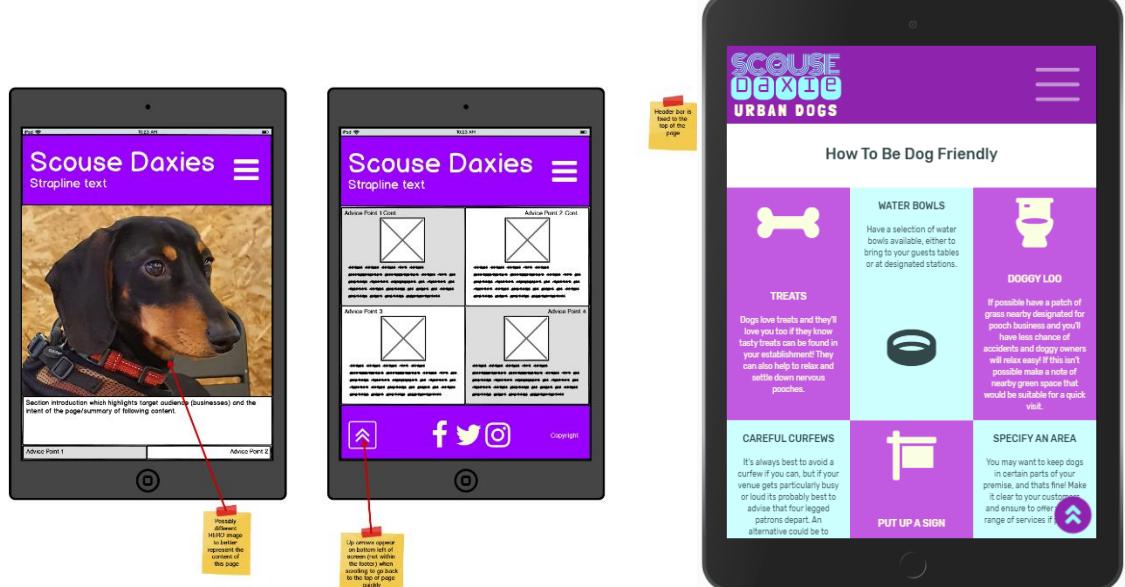
## Tablet



The medium breakpoint for the dog friendly page deviated significantly from the planned wireframe. The map only occupies half the viewport width and the venue cards are arranged in an internally scrolling container next to the map. This mimics the desktop layout and was chosen at this breakpoint due to the scroll length that the page created when following the original design.

As the collapse function was chosen over the modal the use an image on the main card was removed. This makes this card list consistent across all devices.

Again the how to be dog friendly sub page is now at the bottom of the main dog friendly page. The card items were arranged in 2 rows of 3 rather than 3 rows of 2 as this kept the page scroll length down and better distributed the content of each card, which was less than envisaged.

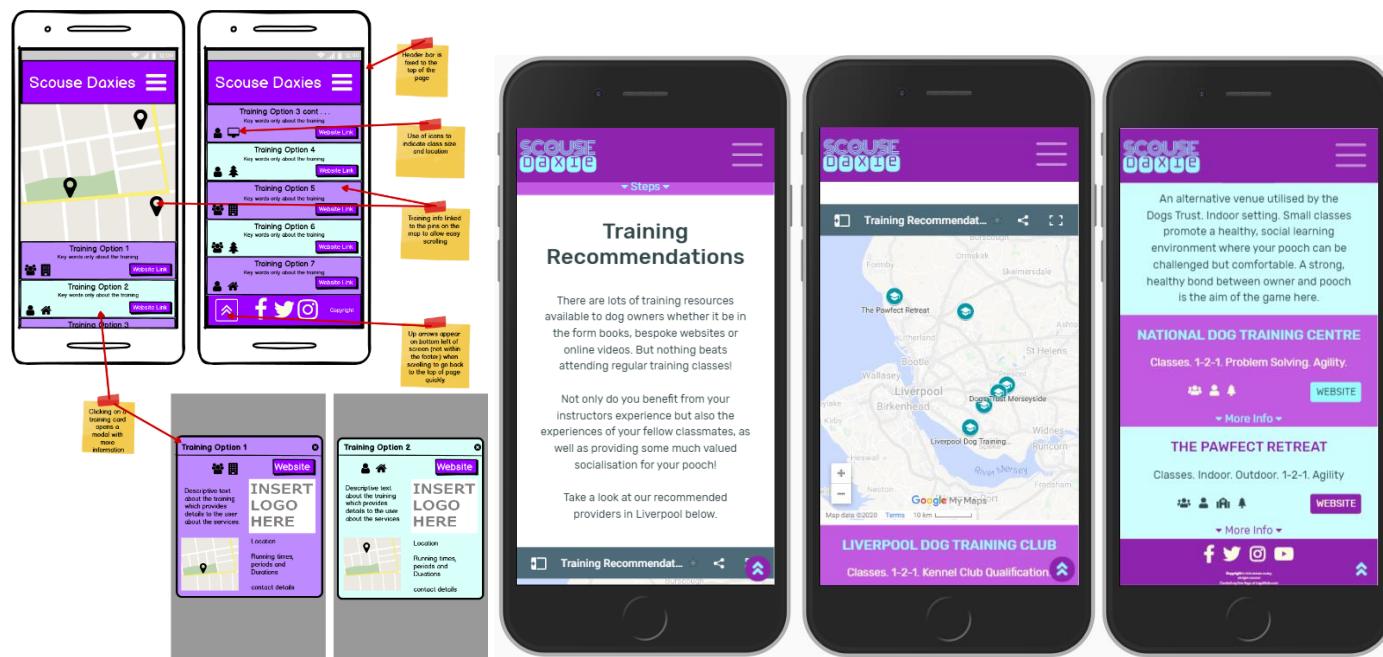
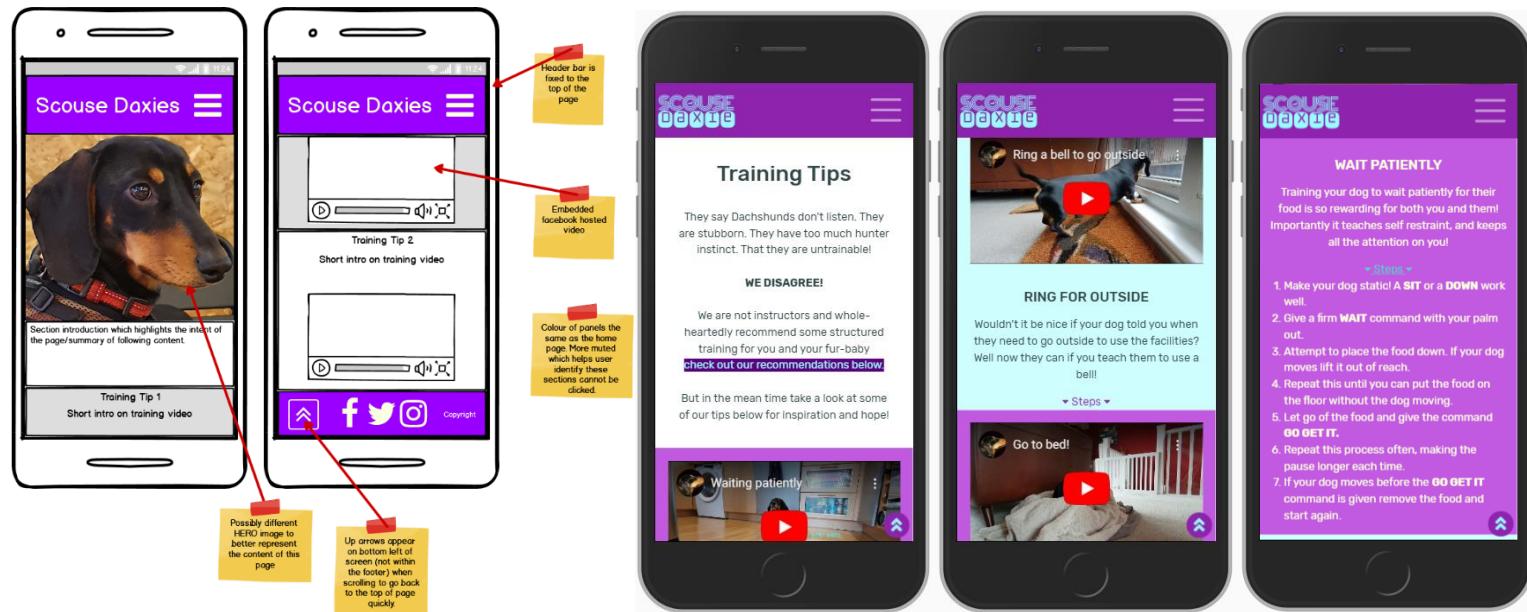


## Desktop

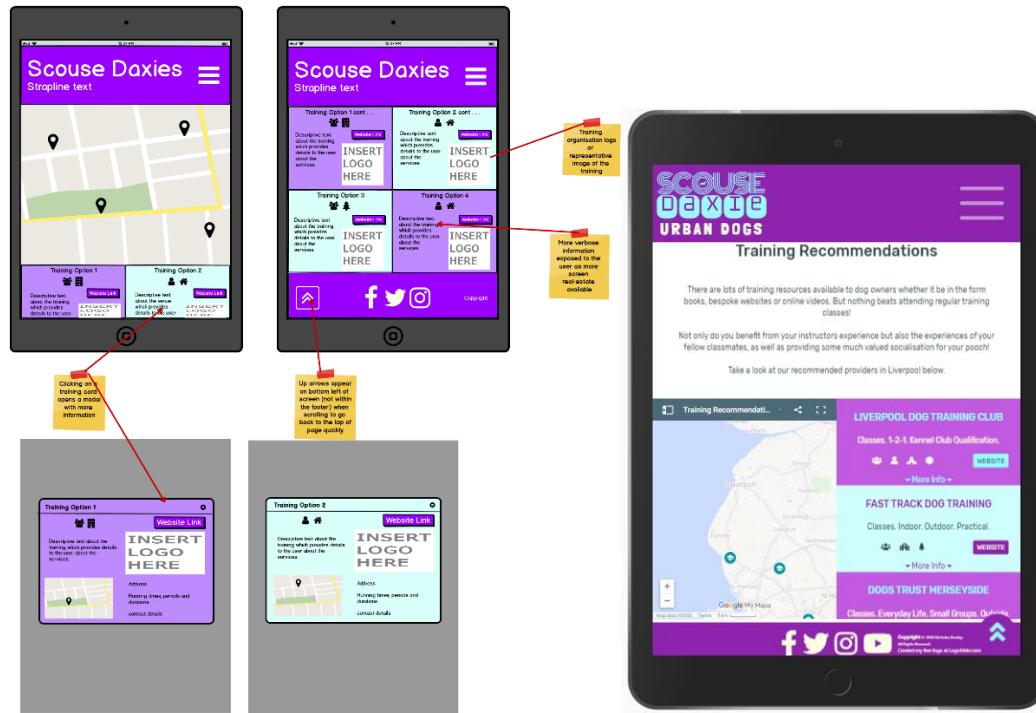
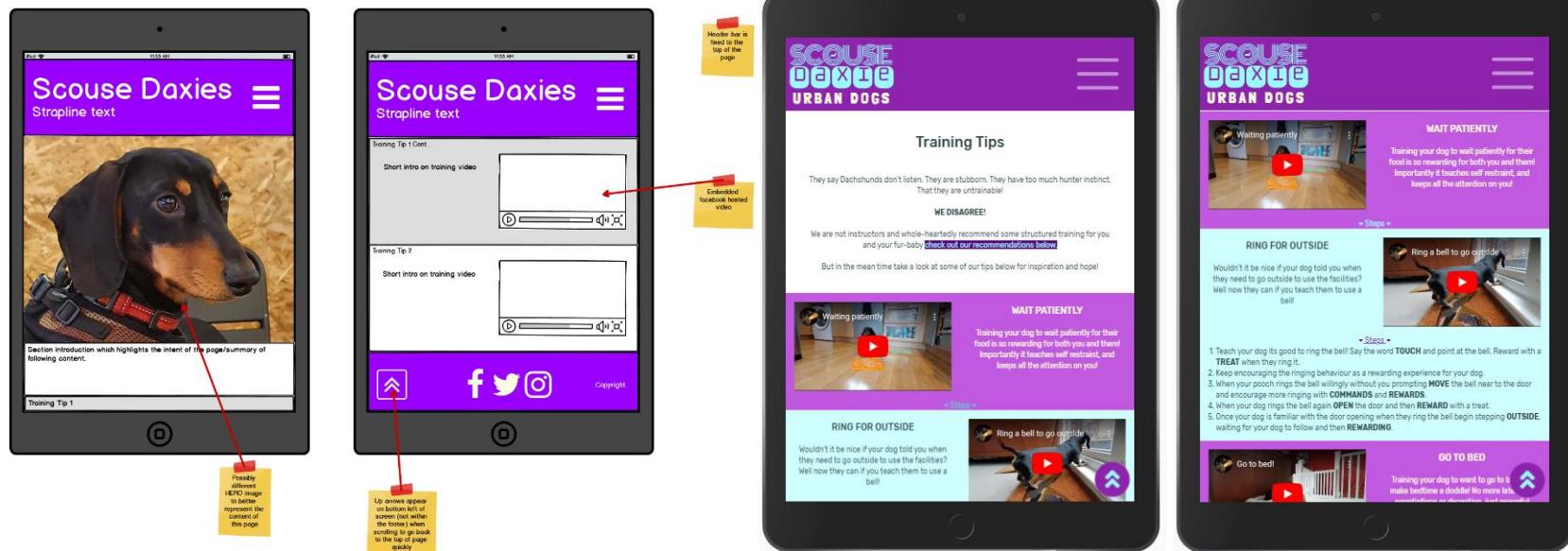
At desktop level the map and venue card layout was closely adhered to. As the medium breakpoint had proven that narrower columns were appropriate for the how to be dog friendly card items these were rearranged into a single row across the bottom of the page.

## Training Tips page

### Mobile

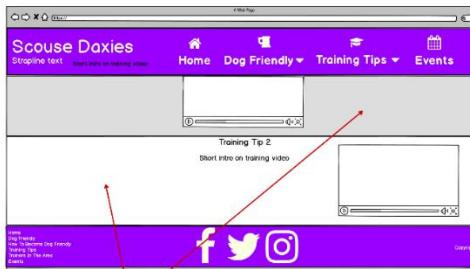
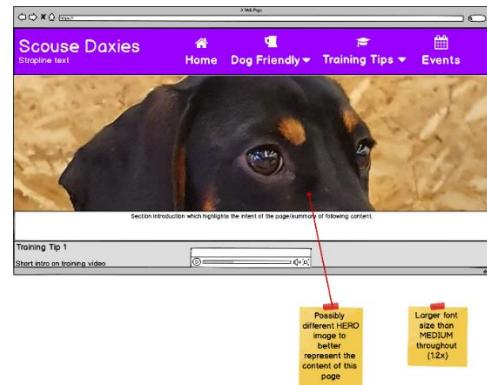


## Tablet



At medium breakpoint the only major deviation from the wireframe was the horizontal staggering of the videos and accompanying text and the omission of the hero image. The map and card item combo followed the same design decisions as the dog friendly page.

## Desktop



**SCOUSE DAXIE URBAN DOGS**

- [HOME](#)
- [DOGS ALLOWED](#)
- [TRAINING](#)
- [EVENTS](#)

### Training Tips

They say Dachshunds don't listen. They are stubborn. They have too much hunter instinct. That they are untrainable!

**WE DISAGREE!**

We are not instructors and whole-heartedly recommend some structured training for you and your fur-baby. [Check out our recommendations below.](#)

But in the mean time take a look at some of our tips below for inspiration and hope!

WAIT PATIENTLY

RING FOR OUTSIDE

GO TO BED

**SCOUSE DAXIE URBAN DOGS**

- [HOME](#)
- [DOGS ALLOWED](#)
- [TRAINING](#)
- [EVENTS](#)

**WAIT PATIENTLY**

Training your dog to wait patiently for their food is so rewarding for both you and them! Importantly it teaches self restraint, and keeps all the attention on you!

▼ Steps ▼

1. Make your dog static! A **SIT** or a **DOWN** work well.
2. Give a firm **WAIT** command with your palm out.
3. Attempt to place the food down. If your dog moves lift it out of reach.
4. Repeat this until you can put the food on the floor without the dog moving.
5. Let go of the food and give the command **GO GET IT**.
6. Repeat this process often, making the pause longer each time.
7. If your dog moves before the **GO GET IT** command is given remove the food and start again.

**RING FOR OUTSIDE**

Wouldn't it be nice if your dog told you when they need to go outside to use the facilities? Well now they can if you teach them to use a bell!

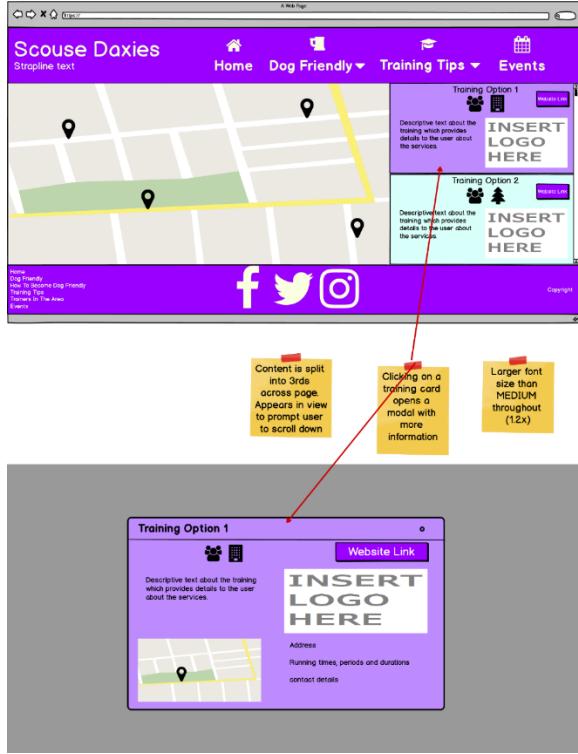
▼ Steps ▼

**GO TO BED**

Training your dog to want to go to bed can make bedtime a doddle! No more late night negotiations or deception, just peaceful dreams.

▼ Steps ▼

The exclusion of the hero image persists and the video content was laid out across 3 columns on 1x row to provided minimal scrolling down the page, and accommodate the included training recommendations section.



**Header AND Footer bar are fixed to the top and bottom of the page respectively**

**The map takes up 2/3rds across and the entire remaining height of the window. It is in a fixed position on the page.**

**Training Recommendations**

There are lots of training resources available to dog owners whether it be in the form books, bespoke websites or online videos. But nothing beats attending regular training classes!

Not only do you benefit from your instructors experience but also the experiences of your fellow classmates, as well as providing some much valued socialisation for your pooch!

Take a look at our recommended providers in Liverpool below.

**LIVERPOOL DOG TRAINING CLUB**  
Classes: 1-2-1, Kennel Club Qualification.  
[WEBSITE](#)

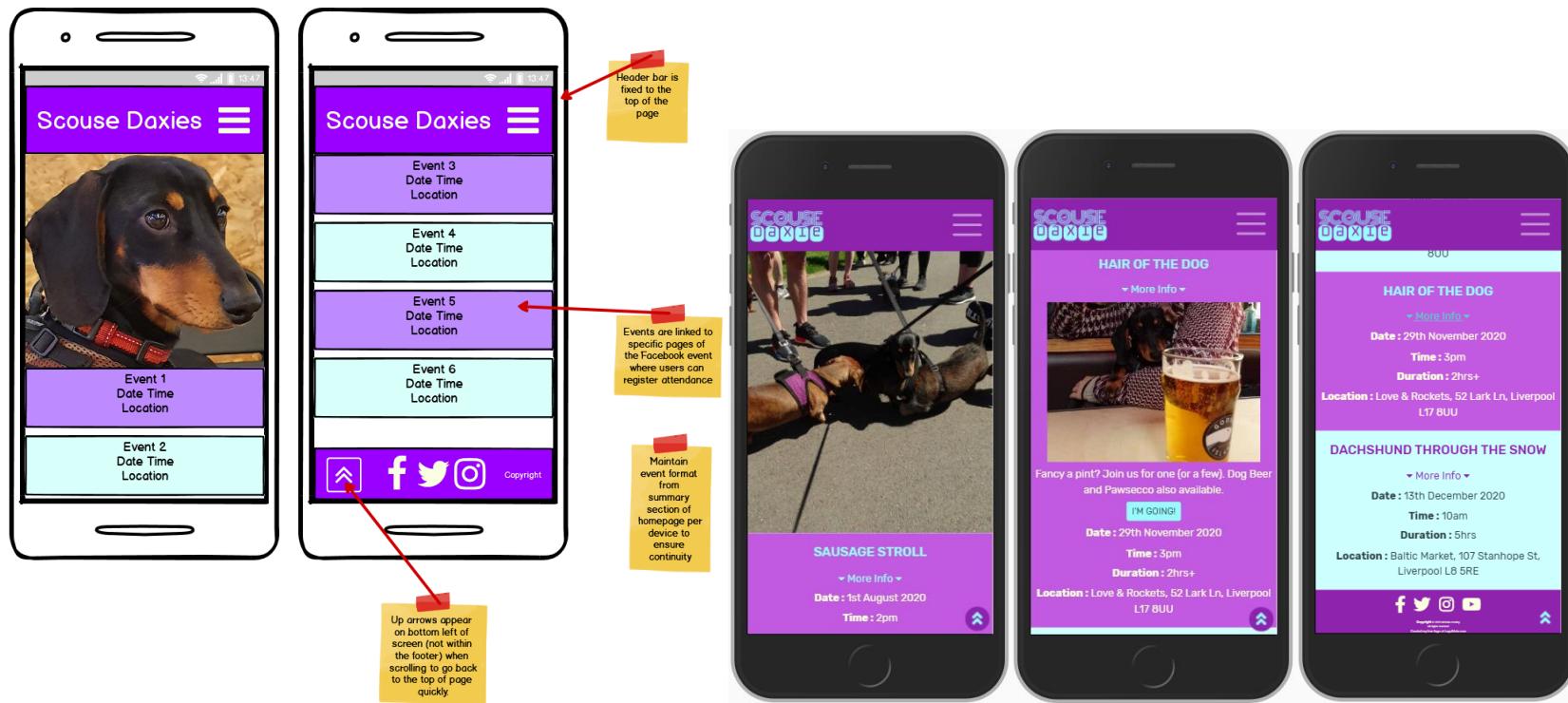
**FAST TRACK DOG TRAINING**  
Classes: Indoor, Outdoor, Practical.  
[WEBSITE](#)

**DOGS TRUST MERSEYSIDE**  
Classes: Everyday Life, Social Classes, Outside  
[WEBSITE](#)

Introductory text is the main inclusion on this part of the page, but otherwise this part remains close to the original drawings.

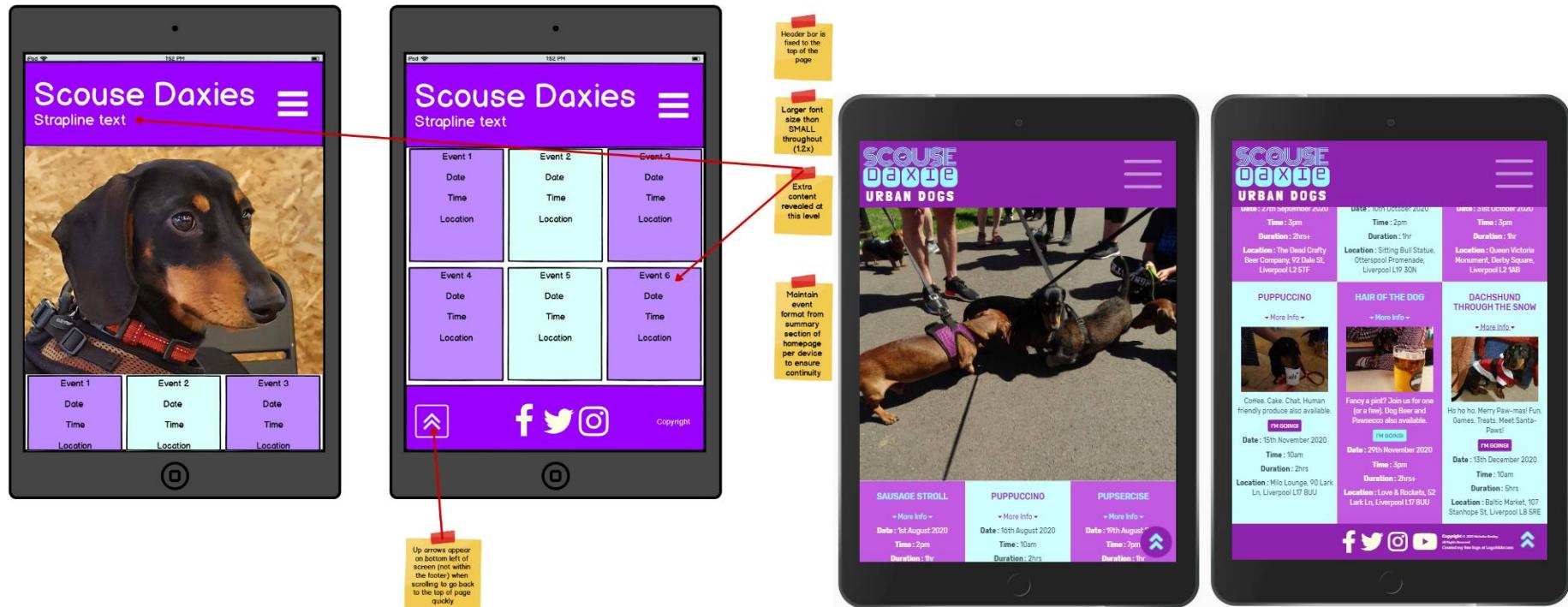
## Events Schedule

### Mobile



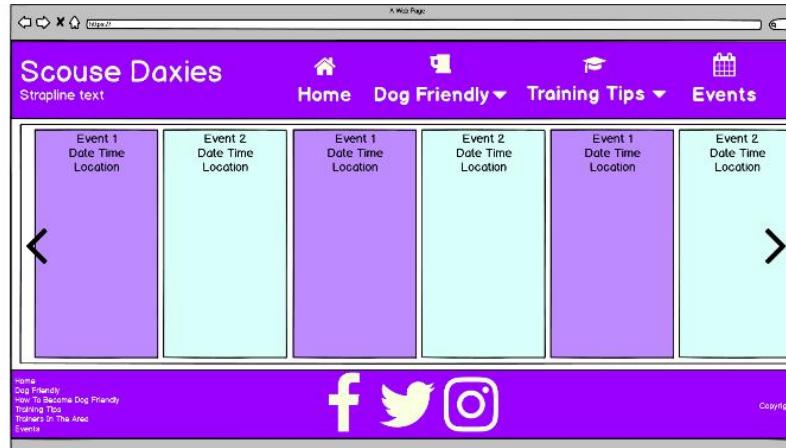
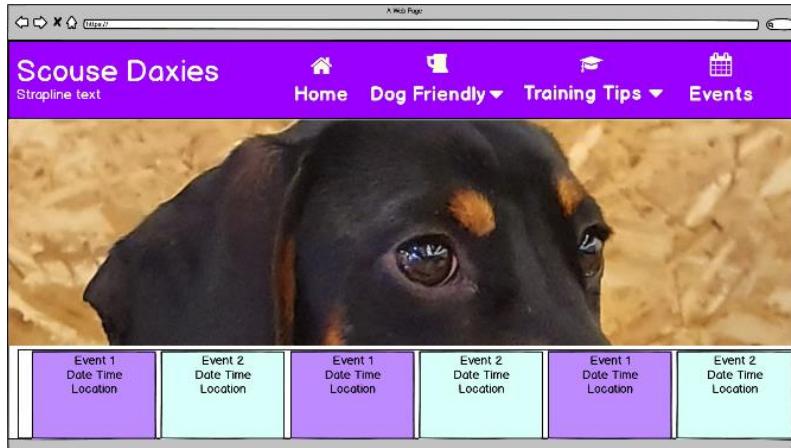
The events page conformed to the planned structure with the inclusion of collapsed sections providing extra information in each event

## Tablet



At medium breakpoints, the events page aligned with planned wireframes closely.

Desktop



Larger font size than MEDIUM throughout (1.2x)

Header bar is fixed to the top of the page

In desktop the events will span 1/6 page and be organised in a Carousel via Bootstrap.

At large breakpoints, the events page aligned with planned wireframes closely.

