WEB APPLICATION GROUP PROJECT

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Project plan - WDS

Description:
Design and develop a social Web Application that allows student clubs to promote themselves, find new members, and keep their existing members updated.

Research:

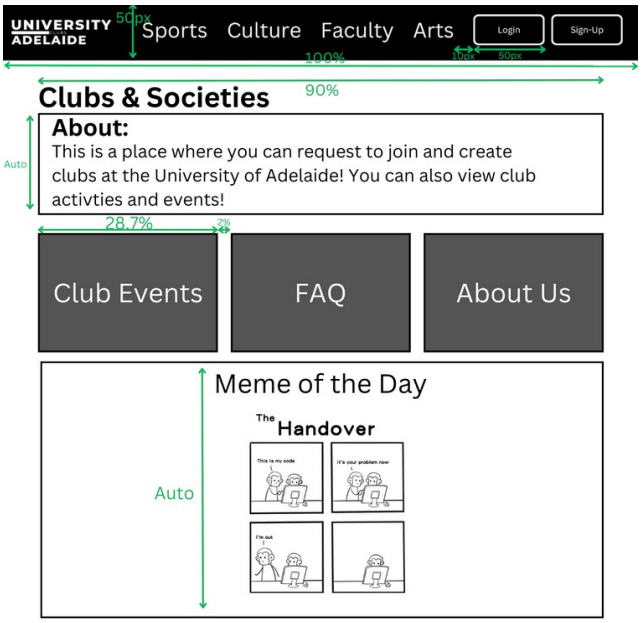
Firstly, our group discussed the basic layout of the homepage of our web application. We decided on having the club categories listed on the top bar, with a log in/ sign up button on the top right, to comply with standard design. Club managers should be able to find their club, view members and post events on a noticeboard. We then conducted research to help with the rest of the website design.

When researching for inspiration for our website design, we visited many websites that fulfilled requirements that were listed as part of the assessment criteria. Among these were the Youx Adelaide website (https://youx.org.au/), University of Sydney clubs website (https://www.sydney.edu.au/students/clubs-and-societies.html), UNISA clubs website, (https://usasa.sa.edu.au/clubs/),Flinders university club website, (https://fusa.edu.au/clubslist/) and University of Melbourne clubs website. (https://umsu.unimelb.edu.au/buddy-up/clubs/clubs-listing/).

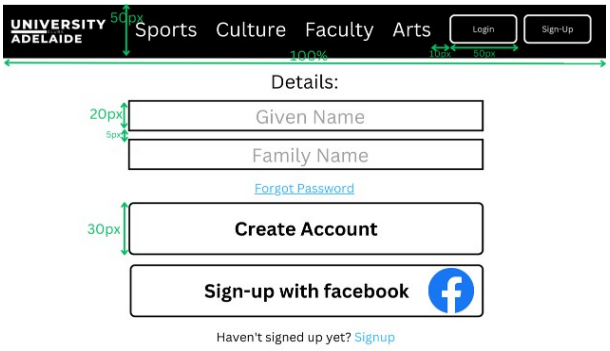
We then analysed each of the selected websites, taking cognitive and kinematic load into consideration, as well as our personal preferences. All websites we researched fulfilled the requirements of a functional club website, but there were parts of certain websites we favoured over others. The Youx website had a very user-friendly layout, but was not exactly what we were looking for in terms of easily being able to find and join clubs from the homepage. However, we took inspiration from the main page's contact section at the bottom and the layout of the main body. The University of Sydney website was more aligned with the requirement of the ability to find and join clubs, but did not seem to have a log-in system, and the layout and design seemed too bland, therefore little inspiration was taken from this example. The UNISA club website had a very user-friendly web design, and was very easy to locate clubs , as well as using big buttons, which helps reduce kinematic load. We took this as inspiration from this site, but decided not to fully copy the layout, as we preferred to have our clubs organised in categories, rather than be all grouped together. The Flinders uni club website was similar in design to the UNISA one, but with the exception of categories. However, this website requires a lot of scrolling to view all clubs, and is something we'll aim to avoid. Lastly, we reviewed the University of Melbourne club page, and was chosen to be our main source of inspiration in terms of website design. This is because of the user-friendly interface, and it essentially possesses each requirement we need, such as a log in/ sign up option, a listing of all clubs by categories, the ability to search for clubs, and the ability to easily join clubs.

Design

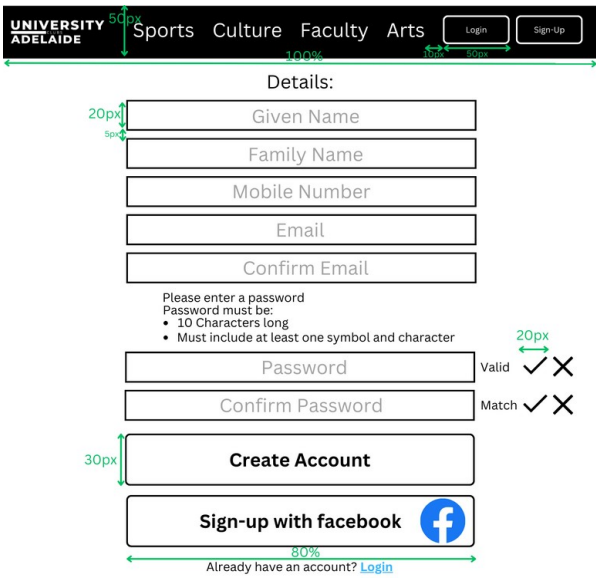
1. Homepage



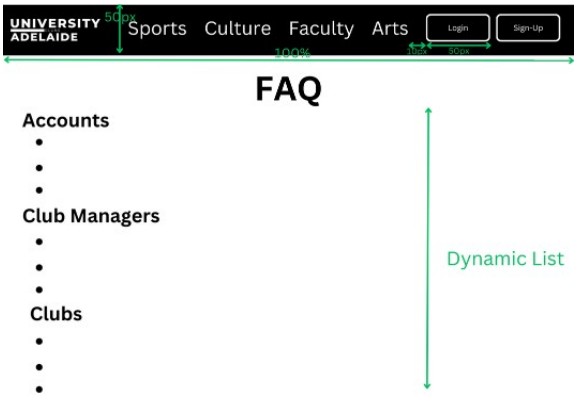
2. Login Page



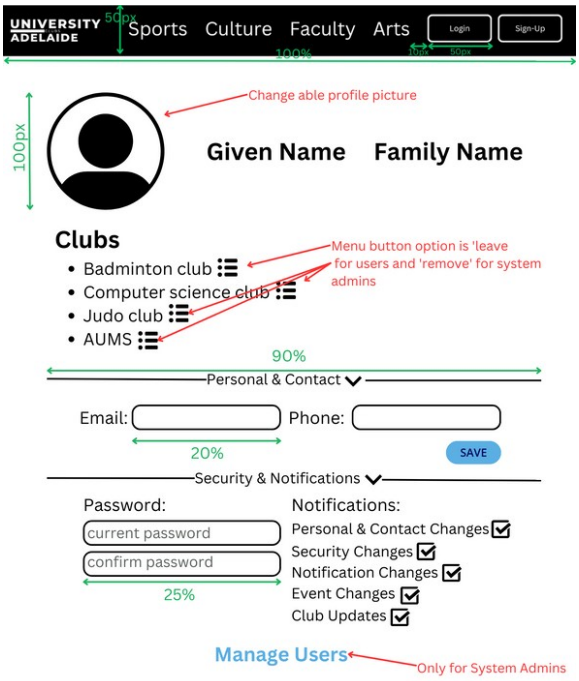
3. Signup Page



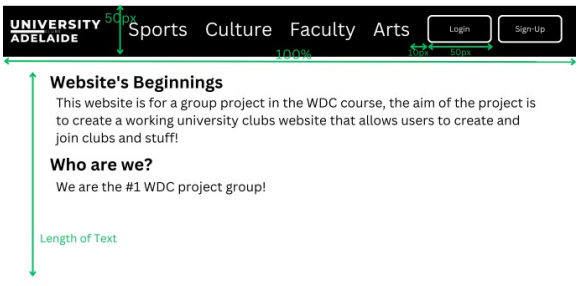
4. FAQ Page



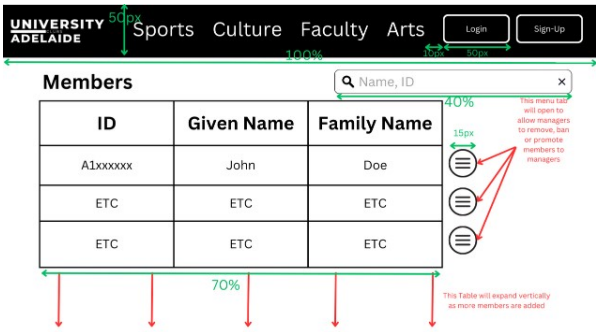
5. MyAccount Page



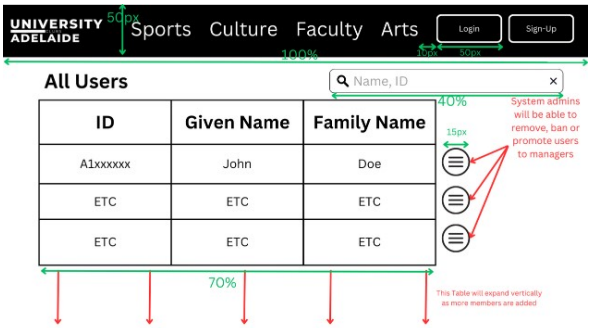
6. About Page



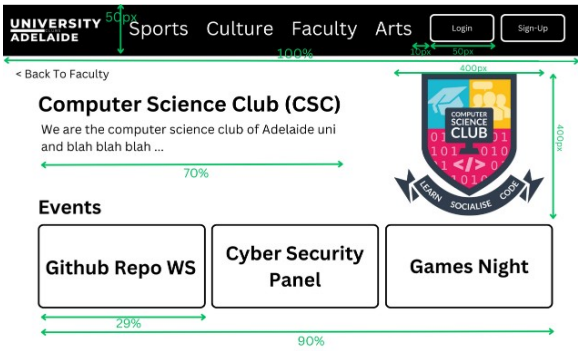
7. Club Members Management Page



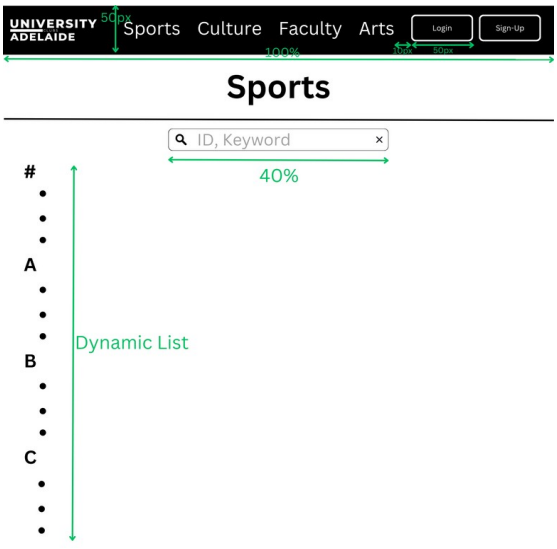
8. Users Management Page



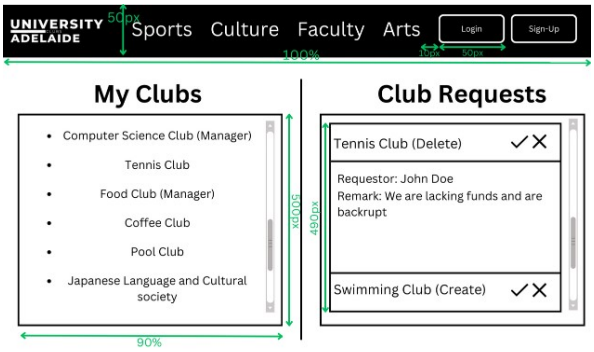
9. Individual Club Page



10. Category Pages



11. MyClubs Page



Above are the 11 web pages that we have designed, drawing inspiration from the previously listed sites in the research section.

Page 1: (Home page) is the default web page loaded in when first accessing the site. This page provides the user with buttons to access the log in/ sign up pages, as well as lists the clubs in different categories. This page overall provides the user with access to most other web pages in the web application. This design choice was selected as the home page of all proficient web applications that must give the user means of access to all important parts of the site. Larger navigation buttons are also used to reduce kinematic load. Conventional names for navigation have been used as well, in order to reduce cognitive load.

Page 2: (Login page) is the page loaded in when the user selects the ‘log in’ button on the home page. It gives the user a method to enter their username and password, as well as a sign up button in the case that the user has not made an account before. The page also provides quick links to the club categories, as well as FAQ, contacts, and about its pages.
If users forget their password, they’ll be able to use the link to a forgot-password page, where an email notification will be sent to them. This will contain a unique key, which they will need to use, in order to be verified before continuing onto resetting their password.

Page 3: (Signup page) is the page loaded in when the user selects the ‘sign up’ button on the home page. It gives the user the method to create a new account, and methods to input their information such as a mobile number, email, and names (Manual entry/Social Signup). This is all required as the information that the user enters will be passed to the server, to be stored and used for key functionality of the website. This page also gives the user the option to redirect to the login page, in the event they already have an account.

Page 4: (FAQ page) The FAQ page will list frequently asked questions concerning accounts, club management, and clubs themselves. Similar to the contacts page, this page is only displaying information for the user to view, and not interact with. The only user interaction is navigating to other pages using the quick links. Here, common questions will be answered, such as typical usage instructions for the website.

Page 5: (My account page) The my account page is the page loaded in after a user logs in, and a button directing the user to this page replaces the log in/signup button on the top right corner of the screen. The my account page gives users the option to edit their profile details,

including functionality such as uploading and changing a profile picture. This page also lists the user's clubs, giving options to leave in the event the logged in account is just a common user, and the option to remove the club if the logged in user has admin privileges. Users will also have the option to set new emails and passwords, as well as options to receive notifications for club events, posts etc. Admins will also have a button that allows them to manage other users, such as remove them from the database. All previously mentioned functionalities are present in all of the researched club websites, as well as rubric requirements, so ensuring they are added is a priority. Like other pages, the my account page also provides quick links to efficiently navigate to other pages.

Page 6: (About page). The about page simply describes the purpose of the web application, also with the top menu providing links to other pages. All users will be able to view this page.

Page 7: (Club Members management page). This page is strictly available to only club managers, and access will be denied if the user is not logged in with manager or admin privileges. This page gives managers the ability to view all members of their club, as well as buttons that will be able to remove, ban or promote club members. This functionality is implemented as it is required to give the managers this ability. The manager will also be able to view a user's profile in more detail by clicking on their ID, and have the ability to input text in a search bar to search for users, either by names or IDs.

Page 8: (User management page). Similar to the last, this page is strictly available for admins only and access will be denied if a non-admin attempts to access it. This page will give the admin information of every user on the site, and the options to remove them from the system. Admins will also be able to view all users profiles, and be able to use a search bar to search users by either name or ID.

Page 9: (Club pages). Club pages contain a brief description of the club, and will list upcoming and past club events, as well as posts made by managers, who will have the ability to make posts by inputting text, as well as using a similar method to create club events. Users who are members of the club will be able to RSVP to a club''s event and be added to the event's list of attendees. The amount of RSVP's to an event will be public for all users to see. These functionalities are implemented as it is similar to what we have seen in our research, and users need a way to see important updates, in the form of posts, and events held by their clubs, and a way to let managers know they will be attending.

Page 10: (Category pages). Category pages will list each club that belongs to a certain category that has been selected to view, in alphabetical order. Users will be able to input text into a search bar to search for the desired club, and will be provided with a link to that club's page. Each category will be accessible from the main page, in the top bar menu.

Page 11: (MyClubs page). The MyClubs page is implemented so admins can have a dashboard of all the clubs in the database, and choose to approve creation requests made by users. They can also view all other clubs and choose to delete them if they so please. For users and managers, it displays the clubs that they are a part of, or if they are a manager of the given club. Users can also launch club creation requests from this page.

Feature Plan

All

- Responsive application design (can work on all devices)
- Email notifications (Notifications for club posts/events)
- Users Information stored in database (Implemented through SQL)
- Everyone can use social login to sign in

User

- Sign up, login, logout (User will use login/signup buttons to navigate to the pages) below is information required in the process:
    - Unique ID
    - Given Name
    - Family Name
    - email
    - Phone no.
    - Manage their own user information
    - Information will be stored in a SQL database
    - Edit name
    - Edit email
    - Edit password
- Join a club (user can join a club from a join button in the clubs respective page)
- View updates from clubs they are in (view event made by club manager in the event sections)
- RSVP (Thumbs up button, first click to indicate they are going, increase count, record user's name, and second click to remove indication that they are going. It would decrease count, and remove the user's name and unique ID.)
- Request a club's creation (user request would go straight to admin)

Club Manager

- View members of clubs they are managing
- Post updates in the clubs they are managing (publicly or privately)
- Create and update club events
- See who RSVP'd for events
- Clubs are initialised with at least one manager, have their account pre-made.
- New managers will sign up like other users, then have existing managers assign them permissions.
- Create Post

System Admin

- Manage Users (admin can delete user from database)
- Manage Clubs (admin can delete club from manager's request)

- Assign other admins (authorise another user and give them admin role, from a button on the user profile)
- Approve a club's creation (register new club on database)

Review

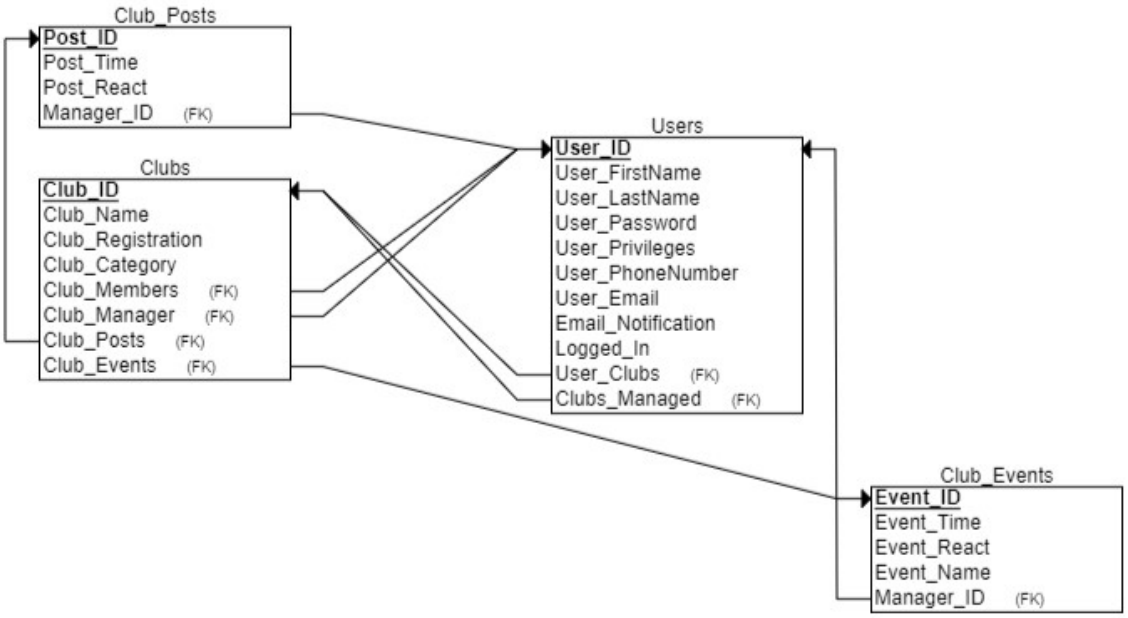
Upon review, we decided to remove the footer, each of the quick links, (contacts, about us, terms and conditions), and the general club events page, because they were all deemed unnecessary.

It was also suggested that the list of club members should just be a collapsible box that only club managers and admins will be able to view on the club's page, rather than a separate page. Other suggestions include making a page for admin management specifically.

We have decided to incorporate a page for managers and admins to manage clubs in future revisions. The page will handle managing of all clubs, creation & deletion requests.

Also, the page for managing all users will be kept separate from the clubs management dashboard. This is because we believe separation of tasks, instead of jamming different task types together, would have lower cognitive load on managers and admins when conducting these tasks.

Database Schema



UNIVERSITY CLUBS ADELAIDE

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Timeline:

Week	Member-Task	Start date	End Date	Duration
Holidays wk1	All-Zoom Call	10/04	10/04	2-3hrs
	All-Site design	6/04	15/05	10 days
	All-Research plan	6/04	10/04	5 days
Holidays wk2	Justin/Ian-HTML code (first draft)	16/04	07/05	21 days
	Justin/IanCSS code (First-Draft)	16/04	07/05	21 days
	Kyle/Greg-JS code(first draft)	27/04	09/05	12 days
Wk7	Kyle/Greg-Data plan	27/04	09/05	12 days
	Kyle/Greg-Schema diagram	27/04	09/05	12 days
Wk8	-	-	-	-
Wk9	All client side finalised for Milestone 1	09/05	09/05	1 day
	Milestone 1 draft complete	09/05	09/05	1 day
	Get Other Group's Feedback on Design	11/05	11/05	1 day
Wk10	Pending review changes	-	-	-
Wk11	Pending review changes	-	-	-
Wk12	Pending review changes	-	-	-
Wk13	Final Submission	-	-	-