Braindead
Vert. Grid Mockup (pre-dev)

Title/Menu Bar/Chrome: is high enough to accompany the Mac-related close-min-max buttons

Braindead

+ **Add**

Explain

Overlay

Problems

Python

JS JavaScript

Swift

Compose your pseudocode here, or alternatively click the 'Add...' button to visually generate your program.

`# Go on, write something!`

I described the functionality of these buttons on the other design; they function the exact same here. The only difference is that there is no 'help' button; this is merged into the operating system menu.

Regular-styled buttons that function as radio buttons. These possess the appearance of 'tabs' and allow the user to select which language output is visible in the below section.

The input text area/field. This features bold colouring to encourage attention. Line spacing is fairly generous to make the pseudocode-esque input more readable.

This section is composed of a bunch of text fields, with one being created for every line of code that is output for the currently-selected language. On first launch a placeholder is shown that reads 'Go on, write something' as a comment.
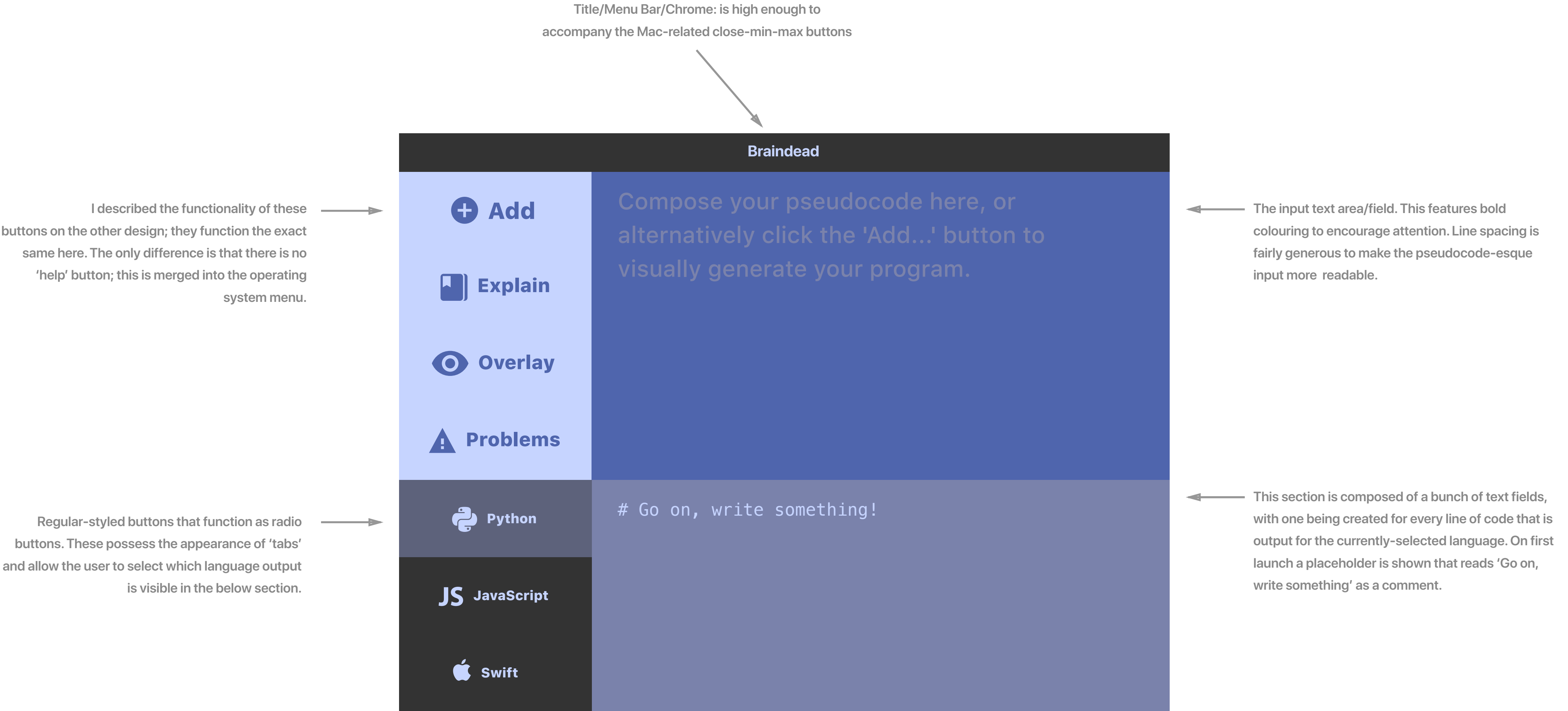
Brainstorming
– Whilst I don't really like this style of design, but I think I'd like to make it an option in Braindead if time permits.
   * Why don't I like these? Despite the fact that they share a very similar layout to the previous mockup (code-wise) and share the exact same functionality the design appears significantly more convoluted, oversized and ugly. At first thought two out of three of these issues (business/size) can be completely resolved by resizing the sidebar on the left, but the issue is that the buttons now look far too small and are hard to press on touch-enabled devices. I would also have to make a new colour palette to permit for some extra shades, and I will pass on that.
- I will move the help button to the OS menu bar to increase the focus on more relevant content, eg. the 'Add', 'Explain', etc buttons. This isn't a problem in the Horizontal Grid design because there is much more room to work with when it comes to button placement.

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