

CA 2 – website

Week 7 – 06th December 2024

Elixius Site   
  


December 6, 2024

Games development

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I Confirm that this work is my own and that all sources used have been appropriately referenced.  
Cole Cumiskey  
December 06, 2024

Instructor comments

# Website Design Document (WDD)

## Project Name: Elixius Site Author: Cole Cumiskey Date: 05/12/2024

## 1. Overview

**Objective**:  
In this project I was asked to update my website from CA1, this was found to be difficult as I didn’t know what to add to the site, we had been told we needed to implement Jave Script to the site to add additional functionality.

**Outline**:  
This site was updated and made to reach the required goals of the CA I had planned on adding in Java script so there was a lot of the html tags and parts of the html that I needed for what I wanted to add already in the code.

## 2. Target Audience

**Demographics and Interests**:  
The target audience is young people around the ages of 10 – 21with an interest in Minecraft and multiplayer on the platform of pc playing the java edition of the Minecrtaft game. The people I expect to be interested in the server would be people who enjoin exploring open worlds and building with their friends.

**Needs and Expectations**:

Users would expect to find information about the different gamemodes offered by the server as to make the decision on if they wanted to play or not and to see if they like the style of which we design our lobby and spawn areas of the gamemodes.

We also look for ways to improve the UX(User Experience) on our site to increase the useability of the site and help our users navigate more intuitively.

## 3. Site Structure and Layout

**Site Map**:

* Home Page: Main area with info on basics.
* About Us Page (News): This would be where we would put info about recent updates and announcements along with some information about staff or volunteers who work with the server.
* Gamemodes Page (Game Details): some information about the gamemodes that the server has to offer

**Navigation and Page Layouts**:

* The site will use one navigation bar at the top of the page that will be present across all pages of the site this will be used to change the page as well as to return to the top of the page faster.
* Each page has a small Java Script in the head of the html that will handle detecting if the website is running on a mobile device or not and will change the navigation bar to the mobile navigation bar if the script finds that the side is on a mobile device.
* Each page will have a similar structure build-up of different sections with different backgrounds to break up the screen making it easier to read and navigate this was important to me as I find it very hard to read information when it’s all on one page with the same background I see this as a opportunity to reduce the strain on the user as they look for info on our site. I will use imagers in the footer such as the Logo of the community and use screen shots in some of the pages to give the user an idea of what they may see in the game.

## 4. Key User Requirements

**Functionality**:  
At the bottom of each page there will be a clickable like that will take the user to the Community discord server where they can ask questions and be informed about updates faster than the site. I will also us links to change the page from the navigation bar.

**Usability and Accessibility**:  
for all the images I have put alterity text so that if the images can’t be loaded the used will know what the image was going to show this also allows a user who used text to speech to understand what the images might have been about. These pages are broken up with different colours and image to make the reading experience easier for those with dyslexia like me where long areas of text may be daunting.

**Readability**:  
I used a basic font that is for most easy to read and made sure to keep all text to be contrasting their background colours used so that users may see the text easier.

## 5. Visual Theme and Styling

**Colour Scheme**:  
for the colours I chose to use I decided that blue, grey and white where the most appropriate as it fits the logo of the community and sets a cool mood for a user reading

**Images and Graphics**:  
I used only images that were made by or taken in the community server as it brings the brand to life in the page and makes it feel more welcoming and unique.

## 6. User Feedback and Testing

**User Evaluation Findings**:  
Users that I have gotten to test the site have said it was easy to use and understand but have also said that the pages feel too short and may need to be lengthened with more information.

**Cross-Browser Testing**:  
I tested the site with Chrome, Fire Fox, Opera, Sadari and Microsoft Edge across all tested sites the images and site seemed to work with no visual issues.

## 7. Known Bugs and Issues

**Glitches**:  
There aren’t a lot of bus that I can find but the few I have is that on the navigation bar the options seem to not be aligned correctly but it seems to be an issue with how the css treats different sized words, another bug is on the about us page the text that refers to each member of staff doesn’t align with the images of the staff members this again seems to be an issue with my css.

**Usability and Accessibility Limitations**:  
Some images seem to take a little longer to load and I believe this is due to the size that the image is, so the site takes a moment to load it, but it doesn’t seem to be that noticeable.  
  
**Glitches Fixed**:  
All known Bugs where fixed as for the text of the about us page would overlap with the starting text in the news and announcements area of the start of the page making the page unreadable. This issue was caused and fixed using some small changes in the CSS.   
In the CSS we have used class called an-img and an-h these affect the first section of this page in these classes is a variable called height for this bug the height on an-img and an-h where not the same value this created the overlap make these the same value fixes the issues.

# 8. References

This is where I will put the references to my code for anything I used to assist myself while writing the code

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