The design of a web application to act as a hub of services for the transgender community in Liverpool

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A person holding a flag

Description automatically generated with medium confidence

Figure A transgender flag being waved at LGBT gay pride march by ‘ink drop’ used under Standard License from Adobe

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# 1. Preparation and planning

## 1.1 Title and scope

### 1.1.1 Title

Same as before

### 1.1.2 Revised description

Specificity about what the finished product will look like and how it can be accessed.

Scope – what is in and out of scope

Make definitive decision on user registration – (maybe based on feedback?)

## 1.2 Resources

Paring back of feedback part – overambitious for this project, but would be appropriate for a full roll out of the app. Should be covered by a future work section.

Development of skills for JS, CSS, SQL

Devices – mobile, PC, laptop, tablet

Visual Studio Code

Cordova & Github

Hosting services

Online backup

Risks for cloud, risk of data loss

## 1.3 Future plan

Restate tasks/subtasks, updated and with feedback from test users

More detail on subtasks

Revisions to plan for TMA01->TMA02

Revisions for TMA02->

# 2. Project work completed

## 2.1 Literature review

### 2.1.1 Requirements

3-4 sources, (include TM354 text book & volaire template??)

### 2.1.2 CSS

3-4 sources

Youtube series?

Textbook?

Look up key dates to account for recent developments

## 2.2 Project Work

### 2.2.1 Requirements elicitation

Explanation of questionnaire and choices for elicitation

Refer to lit review

Analysis of results of elicitation

Volaire template

Needs/requirements matrix

Limits of elicitation and what would be needed for a full release

### 2.2.2 User Interface design

On reflection, since CSS did not feature in TM352 and would therefore involve some learning, the schedule was changed so that some of the CSS would be tackled first to give more time to deal with any issues that might arise. Initially, the YouTube video by FreeCodeCamp (reference) provided a basis for learning some basic CSS and then referencing textbooks as needed such as xxx (reference).

The goal was to gain enough knowledge to produce a simple, but effective layout that would maximise screen space to ensure that information is legible to the user. Previously three types of designs were considered, a design similar to google maps, a design with menus that slide in from the sides and a very simplified design and the conclusion was that a balance would have to be struck between investing time on learning how to produce these designs and spending time on other critical aspects of the project.

The first task was to create a simple menu bar and decided to start by using an unordered list to do this, as shown with the markup in figure x. Initially a horizontal bar was attempted, but on reflection this may have taken up unnecessarily screen real estate. So instead, this adapted into a drop down ‘hamburger’ menu utilizing a hidden checkbox as shown in figure x. While this would be adequate, it seemed relatively simple to change this to have it instead pop in from the side rather than drop down to emulate the ‘sliding menus’ design. This opens and closes by tapping/clicking the ‘hamburger’ icon, though the original concept conceived of it also opening using swipe gestures, this is something that could be added later in the project.

The same technique was used to add an info box that pops out from the other side which would contain the information and contact details about a service selected from the map. Since the scripts to implement the map and pins have not yet been implemented, a visible checkbox was placed in the header to use as a placeholder trigger for it to pop out. As with the navigation menu, the use of gestures to interact with the info box could be added later in the project.

Issues – having menus not overlap the viewport; sizing of info box and flexing of the elements.

HTML template

CSS learning and attempts at different styles

Lots of images of development

Code snippets

# 3. Review and reflection

## 3.1 Ways of working

Things that have gone well/badly

Effective ways of working and factors preventing progress – day planner?

Ask craig – should I discuss personal issues here? To what extent?

## 3.2 Evaluating project management

Project lifecycle

Ask craig – should I address the feedback from TMA01 on lifecycle here?

## 3.3 LSEP and EDI

LSEP in context of questionnaire, anonymity and data handling

EDI considering how the app will be safe for LGBT (also gender/racial bias)

Also consider accessibility issues (ideally look at this while developing UI)

# 4. References

# 5. Appendix