Team 009’s Report

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| |  |  | | --- | --- | | Link to Demo Video | Link to Source Code | | [Web Design Demo Video.mov](https://heriotwatt-my.sharepoint.com/:v:/g/personal/mgf2001_hw_ac_uk/EUzkuNMK5WJJgVHapJIDcHUBejlQ4T7iWKsnsjkydBRYEg?e=uDeLLz) | [Source Code Link](https://heriotwatt-my.sharepoint.com/personal/mgf2001_hw_ac_uk/_layouts/15/onedrive.aspx?FolderCTID=0x012000692D6EC19F5C034AB517CFEA4361AB54&id=%2Fpersonal%2Fmgf2001%5Fhw%5Fac%5Fuk%2FDocuments%2FGroup%209%20%2D%20Web%20%2D%20Coursework%201%2FCode%2Funfinished%20stuff%2FSearch%20Bar%20Working) | |
| Table 1: Assignments of Individual Tasks and Marks   |  |  | | --- | --- | | Lucca Marcondes Browning | Writer, tester, reporter | | Matthew Forsyth | Graphic Communicator | | CJ Pell | Information Architect | | Jamie Mcintosh | CSS Front-end Developer | | James Stewart | JS Front-end Developer | |
| URL of the Original Website: <https://www.arngren.net/> |
| URL of the Redesigned Website: www2.macs.hw.ac.uk/~cp2020/Arngren/home.html |
| How we met the marking criteria...  Rubric criteria:  Three or more evidences of IA implementation (1 each)  • Purpose, User and Information clearly identifiable—Well achieved. This is shown in the simple act of the home page. The purpose is shown as soon as the user loads in and sees the featured items for sale, as well as their prices. The user knows that it’s a shopping website. The user is a mobility device shopper. Those who aren’t looking to shop MDs will look at ARNGREN’s home page and decide to click off as they know they’re not the target audience for the website. Those who are shopping will see that the page is what they are looking for and shop. Information is clearly identifiable through the product categories on the left.  • Menus, navigation and breadcrumbs features—Well achieved. This is shown in the fully functional navigation bar, product category menus on the left and their breadcrumb functionality to lead users of the website down a path to find their choice of vehicle.  • Browsing and searching features—Well achieved. The exemplary product category list with fully functional buttons that lead straight to where you want them to, making browsing for general items, as well as a specific type of item, seamless. The primary searching feature, the search query at the top of any page of ARNGREN, is easily accessible and gives clear and accurate responses to any looking for a specific product. • Well-structured and well-distributed content—Well achieved. The content isn’t entirely lying on one part of the page. It’s well distributed across the page with plenty of white space to keep the reader focused on what matters: the items to purchase. It’s also well-structured as each tile is easy to reach, equidistant from any other tile and looks visually aesthetic to the human eye. It’s also well-structured in the sense that the sub-pages with all the database’s content are extremely easy to reach.  Two or more UX features (1.5 each)  • UX – Accessibility—Well achieved. This is shown in the very clean layout that was designed with intent for disabled and elderly people to use it seamlessly.  • UX – Usability—Well achieved. The degree in which the website can be used to shop is extremely high. • UX - Reliability—Well achieved. The website does exactly what it’s supposed to (be a shopping website). It doesn’t crash and is fully functional. • UX - Efficiency—Well achieved. The expertly laid out website leads users to be able to complete any task they want seamlessly. The user will not get bogged down in bad design choices that lead to their task being completed any slower than otherwise intended. • UX - Attractiveness(a)—Well achieved. The website has an exceptionally clean colour palette and incorporates spacing and symmetry to make an attractive experience. • UX - Meaningfulness(b) —Well achieved. There is not one bit of information on the website that will not be used by some user to complete their goal. From the navigation bar to the searching function, everything has a specific purpose linked to the service that ARNGREN.net provides.  Observing user interaction with the new design (0.5 each)  • Times user got stuck or faced errors (0) Well Achieved. • Number of steps to achieve main purpose (1) Well Achieved. • Amount of explanation given to user (0) Well Achieved. • Number of questions asked by user (0) Well Achieved.  Website has implemented three or more WI principles (0.5 each)  • Good use of cards or a focal point—Well achieved. The items to buy are front and center on the front page, an immediate focal point as the users load into the page because of their spacing and symmetry. Elements that also stand as focal points are the navigation bar and the product categories due to their contrast in colour.  • Simple and unobtrusive—Well achieved. The only visual information shown and options available are useful to the user. The website’s clean layout makes it simple to understand and doesn’t get in the way of the user trying to perform a task.  • Amount of feedback given to user (1+)--Well achieved. A prime example of this is when the user enters their card information, they get a message saying the purchase was a success and the products in the basket will be delivered in 3-5 business days.  • Consistent use of standard reusable elements—Well achieved. The navigation bar and product categories are available on every page on the website, providing a feeling of familiarity to the user. • Good use of shortcuts or/and tolerance. Achieved.  Mobile-first design using RWD and/or AWD techniques—Well Achieved. (SHOW EVIDENCE) HTML code is well-formed and valid with no errors.--Well Achieved  HTML code makes good use of new HTML5 tags.--Well Achieved  CSS code is original and makes good use of new CSS3 features.--Well Achieved  JavaScript is used to dynamically change content JavaScript is used to dynamically change style/presentation.--Well Achieved |
| Reflections...   |  |  |  |  | | --- | --- | --- | --- | |  | Lessons Learnt | What I did well | What I would do next time | | Lucca | The most important thing I learned during this project was to trust my team to be able to take care of their parts of the project and focus on my part. | The thing I did best during this whole project was how I did as much of the project as early as I could, eliminating the need to rush at the end of the project. I’m incredibly happy with how I organised the time I spent. | I would probably spend more time involved with the coding process, as I felt a bit left behind with what was going on the site at points. | | Matthew | I have discovered different methods of doing things through checking up on the code on the website. I have also learned that finding appropriate colour schemes is more difficult than it seems. Furthermore, I’ve learned that there are different way to collaborate on tasks rather than the traditional methods. | The design of the website vastly improves its basic usability as well as making it look more clean and professional compared to its original design, where the navigation elements were either non-existent or hard to locate. I think the final colour scheme we decided on is good enough, although simple, as it goes well with the website and the look we were going for. | I’d try to get the simpler tasks done sooner, as it would have made this project go smoother. | | CJ | I learned how to cooperate on a website as a team by communicating and ensuring everyone is on the same page. I also learnt how to trust and rely on others to do their bit, rather than assuming I had to do everything as usual. | I communicated ideas and listened to others. I communicated any progress I made and responded to others doing the same. I sent polite feedback if I had an issue or question about someone’s work. | I would take on more work since it felt that others were doing more. This was mainly due to our roles and not lack of effort on my part, but nevertheless I felt I could help elsewhere. | | James | I learnt about cookies and how to use them. | I’m really proud of how I used JavaScript to make the basket system and the main CSS (which includes the grids and navbars). | I wish I spent more time improving the media queries so that they were more responsive and there were more of them. I would also implement a database so that there could be a proper log-in system on the website. | | Jamie | The main lesson I learnt was how to work on a proper group project, with having to delegate roles and share ideas. I have also learnt about how many different things need to come together to make the final project work.  The second lesson I learnt was how to set up external JavaScript and link it to the HTML and CSS.  The third lesson I learned was how to combine detailed designs with colour schemes. | I think I have communicated well with the group throughout the project. We all attended the canvas meetings, had our own group meetings, and kept up in text. I’m happy with how the website turned out. Although it needs finishing touches, it’s looking very professional. | We should have met up in person to discuss options – especially at the start. I should have been more clear about my ideas at the start, so the others understood them more. However, I did improve this over time. Lastly, I should have mentioned when I uploaded each change as soon as I made it, which would have made the others’ work easier. | |