Part 1:

The purpose of the Plan-It website is to help users plan and visualize their tasks in a flexible, dynamic manner. As such, the website communicates information about all the tasks to be completed, what task is currently selected for planning, the time of day, and the days of the week. The website is engaging because of its flexible calendar element and eye-catching neon design. The target audience is anyone who wants to try a new way to organize their tasks.

The homepage of the website gives users a spring board to explore the calculator.

Test on: 750 x 1334 screen (phone) and 1200 x 1080 px screen laptop)

Part 2: User Interactions

- Adding task to page
 - Click on the "add task" button
 - Notice when no more tasks can be added based on built-in limits
- Adding task to week
 - After adding some tasks to the website, click on a task
 - Click anywhere within the empty boxed below the headings with the week day names
 - Notice the color change when each item is clicked, corresponding with the clicked task.
- Adjusting to smaller screens
 - Change screen size to below 1000px in width
 - Reload the code and the new format will be generated
- Visiting the calendar.
 - Click on "click to enter my space" button"

Part 3: Resources Used

I used Dribble to find animations. I chose to use an animation by the designer Tan Nguyun because it fit the theme and purpose of the screen. I used the animation as the background for the landing page to get users accustomed to the feel of the webpage. It adds an engaging element for users when first using the website.

Part 4: Prototype Changes and Process

I scaled back a lot on what I originally intended based on the recommended scope of the project through conversation with Prof. Das and TA Yuyu.

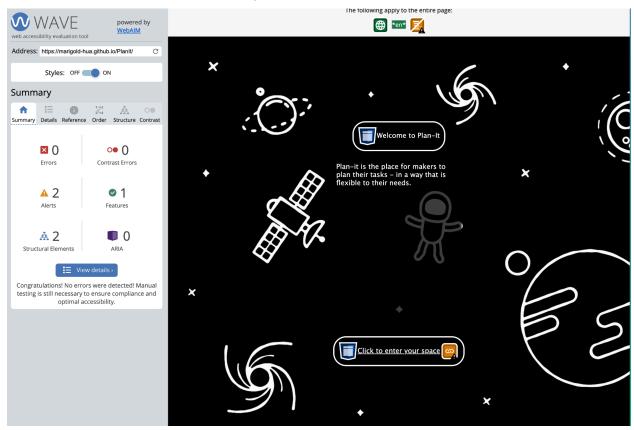
I focused on experimenting with different ways to generate the calendar and implement the gradient. I changed the "project" oriented planning - which was more abstract and contained the sub category of "task" within the project - to simply include "task" for this iteration of the prototype.

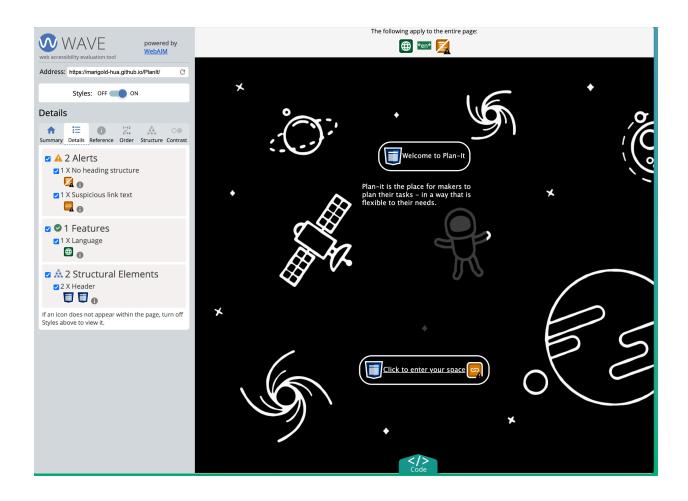
I also decided to add auxiliary UI such as a landing page explaining the purpose of the website rather than leading directly to the website.

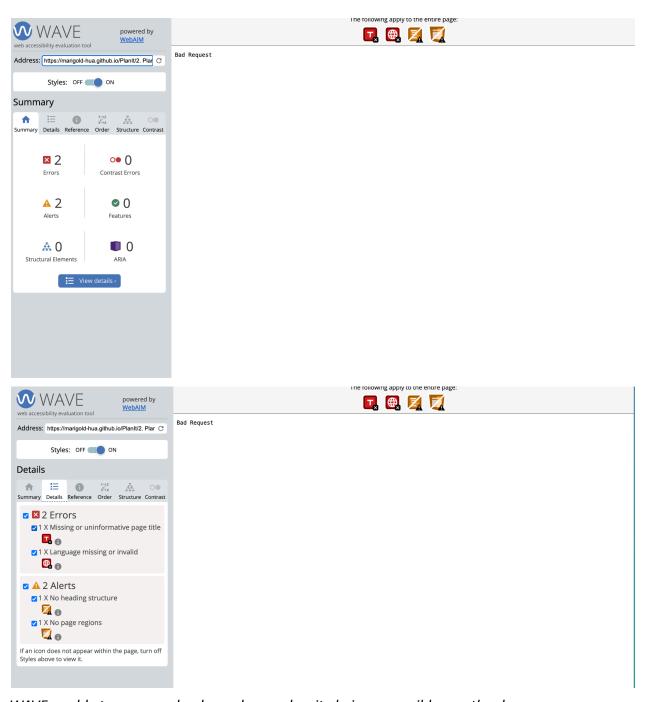
Part 5: Challenges with Implementation

I had trouble generating the gradient correctly, especially when testing edge cases and making sure the colors transitioned well. In the end, I decided to stick to creating a gradient for each quarter, tabling merging gradients because it was too challenging for the scope of time and the capabilities I had. Hopefully, I get to come back to this project!

Appendix: Accessibility Checks from WAVE







WAVE unable to access calendar webpage despite being accessible on other browers.