**Replit:   
code:** <https://replit.com/@maxleetsunhei/Y12CS-3#index.html>  
**preview:** <https://y12cs-3.maxleetsunhei.repl.co>

**GitHub:** <https://github.com/Max-Lee-1/Y12CS>

**Video + Gantt Chart (google drive):** https://drive.google.com/drive/folders/1vOrcYaL0Z7wIDTPMcQ-O-qy0Aqv8w-Wp?usp=sharing

**Trello:** https://trello.com/invite/b/HADRajL1/ATTI696d3f894c78193c03d851e8a7186ab75E11D73A/planning-prototyping-w1-5

***Introduction***

This is a web-app designed to be used as an event showcasing website for the 2023 Extravaganza happening on 23 Aug in Saint Kentigern College. This project is to aim for showing the attending audience a range of contents included in the event. These contents include exhibits from students who studies in fashion, digital tech, food tech, product design etc., floorplan of the venue, agenda for the events, and detailed pages dedicated to their corresponding subject.

***Purpose***

Target / End User

Since the end users are usually families and friends of the participating students, alongside with teachers and staff from the school, the audience ages from 3 to possibly 70. They usually do not know most of the exhibits and event timetable. This means the outcome must be clear and easy to navigate for people who are not familiar with technology, while being interactive and comprehensive. Under this circumstance, I will focus my outcome on:

1. Including specific informatiosn on work displayed by each student – name, title of artwork, artist statement etc.
2. Having comprehensive schedule and map for the audience.
3. Visuals like images and videos showcasing artworks and products.

Relevant Implications

* **Intellectual Property:**
  + *Formative Feedback*:
    - Only used **online** **creative common licensed resources** for the project. Using copyright free media sources is to obtain allowance and respect ownership of content. Since actual clients have not given up-to-date resources, images and videos used for this project are obtained on **Pexels** – Website/App that provides copyright free photos and videos that allows users to download.  
      For further development and improvement, actual images and videos from different clients are to be requested.
* **Aesthetics**:
  + *Formative Feedback*:
    - **Colour Scheme:** I have considered 2 rules to choose the tonality of colour: cohesive to context and ease to navigate. In this prototype, I have selected the blue from SKC’s OLE page as the primary colour of the project. Other highlighting colours are either shades of that blue or colours corresponding to other resources on the page. Applying this concept ensure the sustainability of the development in aesthetic of project and can be linked to the context of being a part of the school.
* **Usability:** 
  + *Formative Feedback:*
    - **Image Links**: I have made a section on putting links in order and represented by images. With real-life representations, it is clear for users to know what the page they click on is about.  
      For further development, more contexts like descriptions are to be added and check if replit working or not.
* **Social:** 
  + **Future development:** Like and Heart buttons on products/artworks. This allow engagement and direct interaction from users and is suitable in syncing with current trending social media scenes. Back-end can also get like & heart numbers for reflections and charting for students.

***Tools***

For Coding, I used **VSCode** to code the HTML, CSS, (JavaScript) of my project. I choose this IDE as it supplies extensions for React Native, Ionic and more.

For Prototyping, I used **Figma** to generate a general outline of the web-app as in a vertical mobile phone shape and Realtime Colour to generate colour themes.

* Although the outcome is not 100% identical to the prototype, major components were taken out from **Figma** into the actual project. For instance, the CSS code for navigation bar and specific event pages are directly copied from Figma to VSCode. This is the advantage of Figma – direct CSS code that can be used instantly back in the main project.
* **Realtime Colour** is helpful for generating different colour themes with a UI designed home page and a 1 button generator. When one colour hits, it does work well with the outcome.

For Project Management, I used **Trello** as my workspace, **GitHub** as my version control, and an Excel **Gantt Chart** for time managing:

* In **Trello**, I have created multiple whiteboards and included specific cards for different aspects. For example, in the Reference whiteboard, I have put references for the project outcome to follow, no matter if it is just a component or the main structure; In the Planning board, I have put mainly to-do lists and main components of the project to remind myself what to do and what has done. This is a great way to store information along the development way as it shows the progress of the project as it builds up.
* In **GitHub**, I could retrieve different versions of the project code from different times after commit. This allows me to evident development and reuse old code from before.
* As for **Gantt Chart**, it is used to represent the time used on different aspects of the project – whether it is initial planning, testing and trialling, iterative developments etc. This tool is mostly for time management as it shows the time usage span, which helps me reflect and improve of my own time management skills.

For Outline tools, I used **Replit** to first test the outcome in a form of a website. **Ionic** and **React** are used to convert project into mobile app.

***Advanced Techniques*** *(See detailed usage in actual code.)*

Flexbox

This property is widely used in different components of the program. By doing this, it is easy to manipulate the structure of the outcome.

Here are examples of usage of Flexbox:

* Navigation bar
* Parallax

**Formative Feedback:**

Media Query

This property allows the web-app to be responsive in different screen size.

***Trailing & Testing***

Process

To test the program, I used 1. the preview window within VSCode; 2. Search Engines i.e., Chrome & Explorer; 3. On phone using Replit. It is carried out by both me and other people – teacher/classmates.

Formative Feedback **( - = undone)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Problems** | **Devices** | **Relevant Implications** | **Changes** |
| Loading time on phone (especially video) too slow, might related to images and video in code. {Might be WIFI Problem} | Phone | Functionality & Usability | - |
| **Navigation bar options cutout!** | Phone | Functionality & Usability | - |
| Navigation Bar font padding & box shadow | All Devices | Aesthetics | Removed shadows;  Change in CSS Properties. |
| Font on Navigation bar / unclear | All Devices (DARK MODE on Android) | Aesthetics | - |
| Dropdown menu design needs refinement. | All Devices | Aesthetics | - |
| Events section padding needs refinement. | Phone | Aesthetics | - |
| Image font sizes too big when on smaller screens. | Phone | Aesthetics | - |
| Links not working (navigation bar, image links) | **Replit** | Usability | - |
|  |  |  |  |

IOS: Video no autoplay & No glassorphism on navbar.s  


