



# My Website App

DESIGN DOCUMENTATION

MICHAL SITARZ

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## App Project Description

“My Website App” is designed as a tool to create very simple website, which usually will be the first website, developed by the user. Fairly simple, but also very easy to make, which will give a satisfaction, as it requires minimum effort from the user and time spent.

It requires minimum input: user’s name and few words of description, then user will be able to pick the background colour (using build-in system colour picker for maximum freedom) and to choose the font colour (just few options available to make the choice easier).

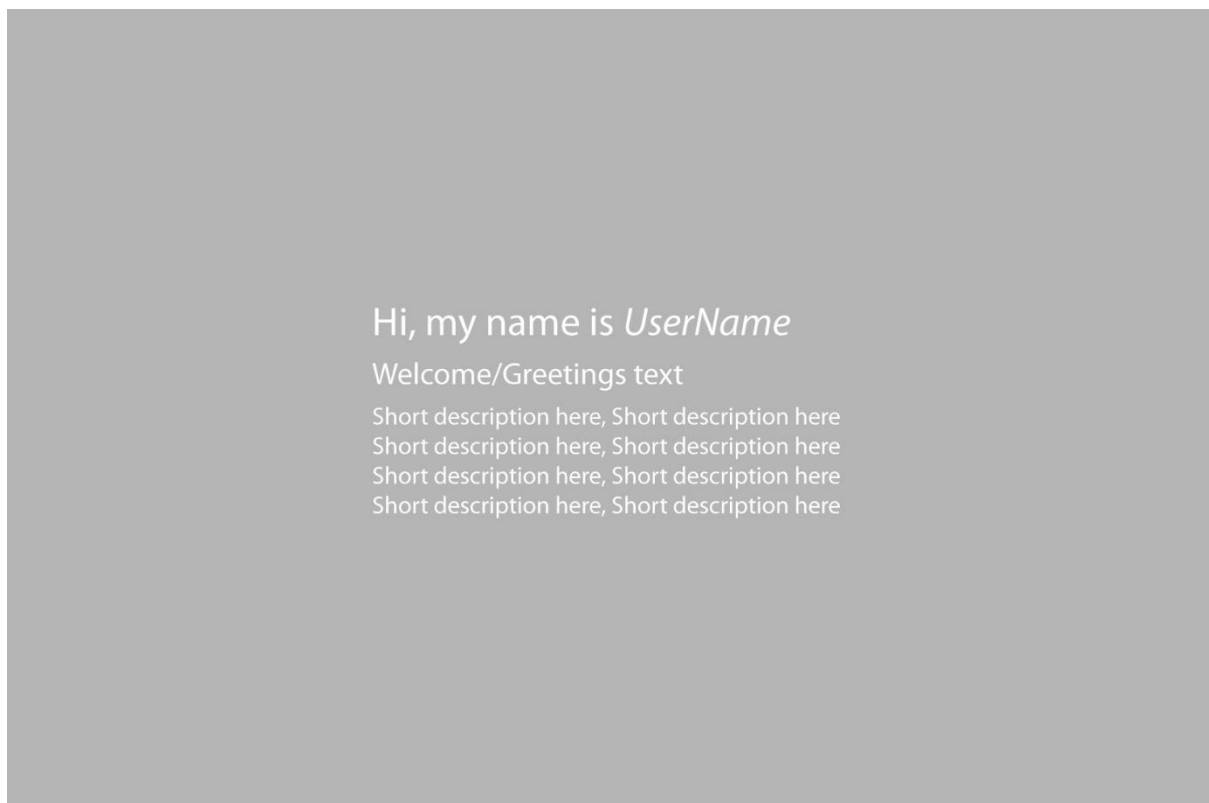
The final product: website – will present user’s name and few words about him/her. It won’t be cutting-edge and breath-taking, but will give some level of satisfaction from creating the first, own and custom-made website, and within just few clicks of mouse.

In the end, it can inspire the user to find and use other open-source tools to make/generate websites, because it will show that it’s very simple, fast and easy process.

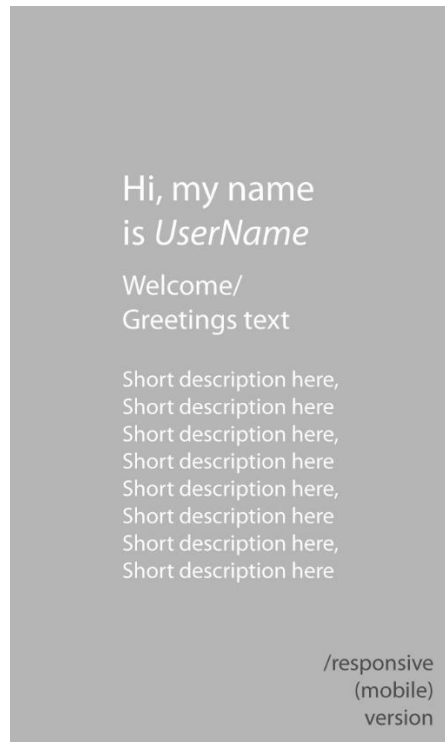
## App Goal

The goal of this app is to create user-customised website, which means that the output will be single-page website, saved locally on the hard drive and opened by default web browser to present it to the user.

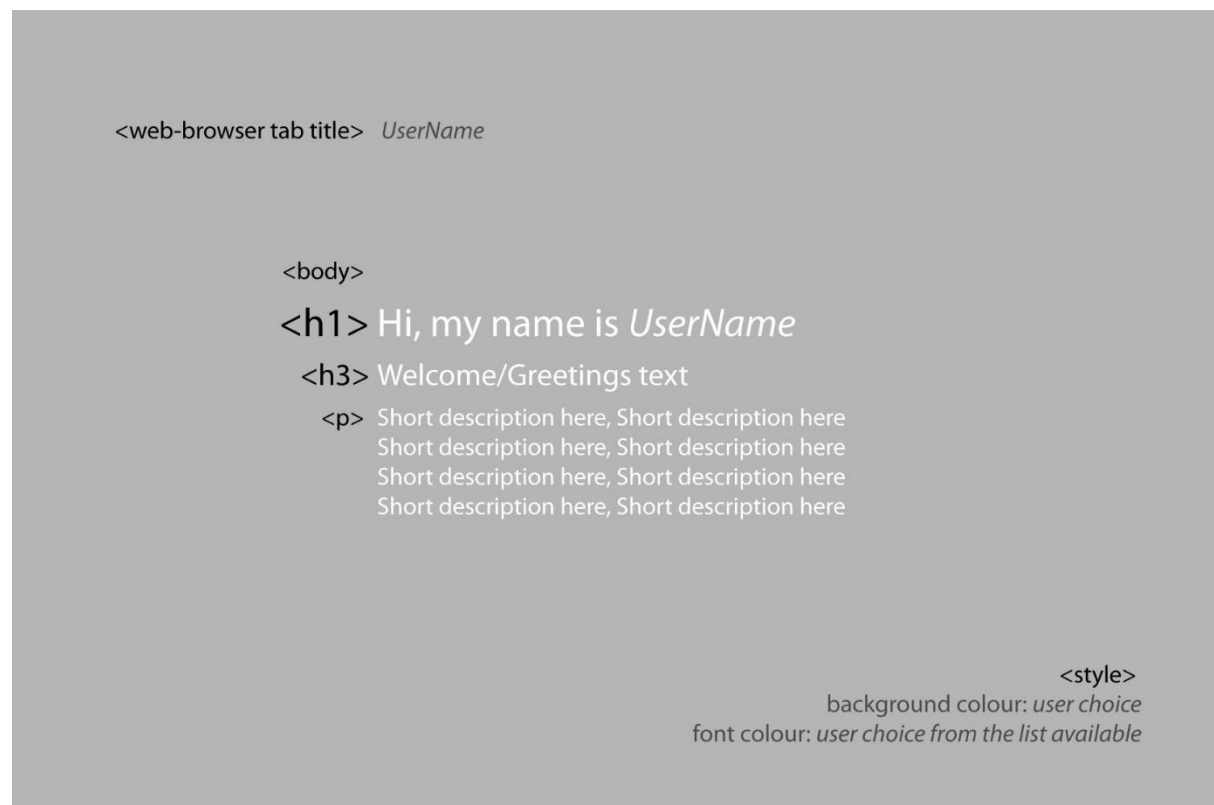
Design layout of the output website:



Created website will be responsive, so if the user want to view it on the tablet or smartphone, the content will adjust to the different proportions of the screen, like that:



The html code inside, generated by the application, will be organized in this order:



## App: User Interface – Brief

The UI of the application is designed to be compatible with mobile devices, but can also be run on the desktop/laptop PCs with no problems.

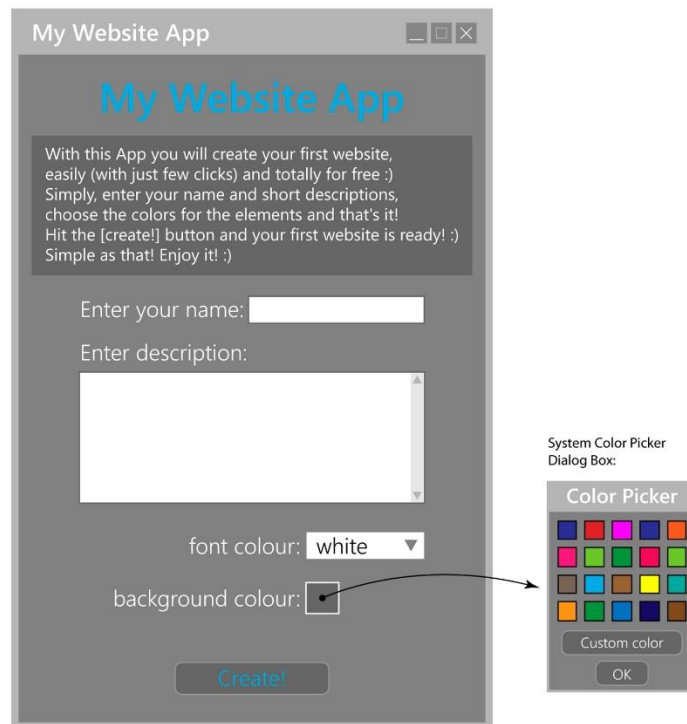
However, the first produced prototype will run only on PC-class computers, because of the technology stack used: Visual Studio and C#. It is worth mentioning again that the User Interface design itself is universal between mobile and other platforms, same like the logic of the program behind the interface, which both can be easily transferred to other technologies, like: Android Studio or Swift.

## App: User Interface Design

UI Design as follows:



The image shows a mockup of a web application window titled "My Website App". The window has a standard Windows-style title bar with minimize, maximize, and close buttons. The main content area has a dark gray background. At the top, the title "My Website App" is displayed in a large, bold, blue font. Below the title, there is a text block with white text explaining the app's purpose: "With this App you will create your first website, easily (with just few clicks) and totally for free :) Simply, enter your name and short descriptions, choose the colors for the elements and that's it! Hit the [create!] button and your first website is ready! :) Simple as that! Enjoy it! :)". Below this text, there are two input fields: "Enter your name:" followed by a single-line text input, and "Enter description:" followed by a multi-line text area. Below the text area, there are two color selection controls: "font colour:" with a dropdown menu showing "white", and "background colour:" with a small square color picker. At the bottom of the form, there is a blue button with the text "Create!" in white.



## Summary

The app is quite simple, so the development of the prototype app shouldn't take much time.

Testing it by the real users will be significant stage, however. It is important to build the very first prototype and give it to the real users for testing. And then build upon it, including user's new requirements, redesigning some parts of the interface – making it more user-friendly in general, adding value by implementing new functionality.

This scheme is dictated by limited resources:

- short time allocated for this project
- one-man development team
- limited group of internal testers

// End of documentation.