# Introduction

This is assignment is Task 2 of Web Application Project. The aim of this assignment is to create a web application for an Esports Company using Full stack development being Node JS, Express JS, HTML, CSS, EJS and MySQL.

My assignment essay will be structured as one part, split into different sections. My first task of the application will be in the application section along with the design of my app. From then I will demonstrate the way I have created my website and give my thoughts and thinking process on why I chose to do it that way.

# Application

## Content

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## Design Process - Wireframe

Graphical user interface

Description automatically generatedThis is one part of my website. This is the Esports Game Dashboard where all the games the user creates will be displayed. You can see further information regarding these games by clicking each button on the cards. I chose to do my games and players the same way as this because it makes sense, and it is very intuitive. Because each card is different from the next so for each card’s buttons the buttons will only alter that one card.

Across the website I tried to use the Gestalt Principles as well as the Babich “7-basic-rules-of-button-design” which discuss the importance of different colours for your buttons, the different shape of the colours, how you create the buttons relative to each other and so forth. So, to fulfil this I have made my buttons look the same, have a similar button name, however I do think I should’ve changed the colour of the buttons to match what they do because this way for someone who can’t read well, they can go off by the colours.

(Gizmodo, 2023)

## Functionality

### Game

#### Adding a Game

##### Design

Background pattern

Description automatically generated

##### Technical Skills

When you click on the ‘add game’ footer it will take you to a different URL which handles the creation of games, this screen can be seen in the “Design” tab of this essay. I chose to create the add game screen like this because it is very intuitive regarding the way it is supposed to be created because there is no filler regarding the empty space also the way it is created makes it easier to read as it is just 3 text boxes and a button on the screen. Also, the text fields have placeholders in to quickly explain where you need to type and what you need to type in them.

##### Evaluation

I think the way I created this part of the website is a pretty good way because everything is laid out nicely and in a way that is understanding also everything that is labelled how they are meant to be used for example, “Game Name” this is where you would input the name of the game.

Another thing which is good about this portion of the website is that it is simplistic and easy to read. Because all you need to do is input information into the displayed fields and send it off by using the submit button, this will redirect the game back to the Esports-Games URL.

#### Removing a Game

##### Design

A screenshot of a computer

Description automatically generated with medium confidence

##### Technical Skills

For removing a game, it’s straight forward. All you need to do is click on the Esports Games Navbar button then once the games have loaded you need to click on the remove game button on the desired game from then it will remove the game from the database and reload the page, so it is updated with the removed game.

##### Evaluation

I think what I should’ve done better is make a confirmation form just in case a user mis-clicks, and it deletes that box. However, on the good side of this what is useful is that it openly displays all the data of the game this way when you are going to alter the game you can make sure you are altering the correct game because I have allowed there to be more than one of the same game because there will be different matches with the game and they will all have different people playing.

#### Altering a Game’s Profile

##### Graphical user interface Description automatically generated with medium confidenceDesign

##### Technical Skills

This is basically the same as the editing form of the player however this has a couple changes for example top left it gives the Game ID of the game you are editing. I did forget to add the place holder values for the games you are editing however I personally prefer the fact that it doesn’t have the place holders because it looks clearer of where you are meant to be changing values.

##### Evaluation

This is a better way of altering a game because it is more intuitive of where your information still needs to go however, I also agree with how I have done players and all the older information is there as place holders. However, for usability the “Player Alter” approach is better because it lets you see what the players values were before you are changing them.

### Players

#### Amending Player Profile

##### Background pattern Description automatically generatedDesign

##### Technical Skills

If you want to alter a player’s information for example their name or email you will go to the players “profile” and click on the edit player button. Once clicked it will redirect the user to the edit player URL and will have the players email and name as the place holders in case you forget which player you are editing. Also, I have chosen that each box contains a label attached to it to explain to the user what certain information goes into which box.

##### Evaluation

I have done it this way because it allows for the user visually remember which player, they are changing just in case they forget. Another reason for me doing this is because you can visually see where the information you are about to change is for example if you want to change the name there is a text box which has a label above it. Also, it has a place holder there so you can see which value you are changing.

I think what I could’ve done better is switch the labels around to “Name” being at the top and “Email Address” being at the bottom because it is a more logical order of altering a player.

## Internal Design

### File Handling

The way I have done my file handling throughout the project is quite different to the way my peers have done theirs. My friend had run into some problems using the ‘router.js’ file handling, the problems were that some of his URLS weren’t being called due to the file’s hierarchy . I opted for a different solution which seems to make the application run smoother and better. The way I did this was by creating my own file handler which reads information inside my controllers and uses that according to what I need for example

Text

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidenceThis is my ‘home’ file where the webpage URL is what’s stored in the URL property and the ‘METHOD’ is how I display the file to the user for example this is a GET method so when the user goes to that address this is what they will see. Another reason why I decided to create a File Handler is because at least this way all the controllers look neat as they are stored in their own folders as well as having their own file. For error handling this is a lot nicer way of doing this because I can clearly see where the error is, which file, and not have to scroll through loads of code to get to my problem.

## Peer Views, Usability

### Peer:

Sam:

### Peer Thoughts

Overall, the website is good however I would change a couple things for example the game and player buttons should be a different colour for example the delete button should be red since you are removing items. And for the submit button I think that should be green as you are wanting to submit something.

The Home page should have some content attached to it because it is currently just an empty space which a navbar.

### How I can use this information

From all the information I got from my peers and outside research I can then add it to my website as they are all very good suggestions on how to make my website better and more user-friendly. For examples something as little as changing the colour of buttons can help people with dyslexia because determining from colours you can just about recognise what each button should be used for. Red = delete, green = add/alter/submit, yellow = misc. This goes quite nicely with a quote about buttons I got from google.

Text

Description automatically generated

Another thing I think I should add is that instead of having writing for the navbar buttons I should have possibly images there as well. In my opinion this is a good idea because it helps dyslexic people be able to work there way around the website.

# Overall Conclusion

Overall, I have an adopted neat, simple and intuitive website. Regarding my personal and peer related research I think adding these all to the website would be a great idea because it does seem to lack user friendliness however straight out of the box it is quite simple to use

Another thing is that the website does work with the gestalt principles being, similarity, continuity and proximity, my website does this because regarding similarity because everything is the same, for example my navbar is the same across the website, listing games and players are similar and they have roughly the same function.

My website handles continuity because just about everything is ordered into a line. Making it easier to read and easier to understand because “your eye naturally follows a line or a curve, making continuation a stronger signal of relatedness than the similarity of colour”.

# Bibliography

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