**PROJECT # 1**

PSL MANANGEMENT SYSTEM

* Interface mockups:

1)



2)



3)



4)



5)



6)



7)



8)



9) FINAL HOME PAGE WITH FOOTER



Following are the components that will be used in our website:

* Menus:

Navigation bar will be fixed at top of web-page when the user scrolls. They are useful when the content is dynamic. The background of navigation bar will be white or black is not decided yet.

Icons can help to add a creative touch to your website. Icons can communicate an idea in seconds and can transcend language barriers. Icons of Home and login admin symbols will be used in our website. Icon colors will be same as hyperlink color.

The hyperlinks will be are accessible through navigation bar. The font will 20px color will be white or black and will easily be understand for all. User can access a place with one click of a button.

In the first mockup on the navigation bar all the buttons are disable except Home button.

* Theme:

Theme will be black color because it is bright color that will be easily visible to every person, also the black color is the symbol of our country. Background Images will be high quality image that will attracts the people.

* Login Page:

Forms will be design for authentication of the user.  It gives user a simple, fast, and secure way for authorization.  No need for them to remember username/password combination once if first time logged in. The design will be good and person have to fill all the field if the person not full fill all the input box then the small dialogue box show that “this field is required”. The user can log in quickly after authentication.

* Players and Teams in Table:

Table layouts are more flexible, take shorter time to create, and are very easy to update and maintain. This is why we will use table for players and teams selection to display tabular data which will retrieve from database.

* Buttons for login and Bidding:

We will use buttons for login and bidding. This helpful because if the sponsors want to login or bids on the players then they will finally click on the button when all process has done.

* Input Box:

We will use input box because they are highly flexible and can be used for entry of any type of information and can be used for entering large amounts of information.

* Layouts:

The layout will be responsive because responsive web design sites are fluid, meaning the content moves freely across all screen resolutions and all devices. Both the grids and the images are fluid. Just as a liquid spreads out or draws in to allow its content to fill an allotted space and retain its appearance, responsive web design’s fluidity achieves the same result with website content on a device screen. Our website will contain multiple pages website require visitors to browse through information in a linear fashion as opposed to clicking and exploring around pages. Multiple page sites are often designed to be aesthetically complex and engage visitors in a unique way. Multiple page website layout is great for sites that only need to share a little bit of information on each topic.

* EFFECTIVENESS AND USABILITY:
* A simplistic layout with minimal text but so organized that it is easy to follow and has all the right components in easily found places.
* Both the design and development process will be focused around the prospective user. The goals, mental models, and requirements to build products will be efficient and easy to use.
* The color combinations will be very effective. So, this will attract the visitor’s eyes.
* Site can handle different screen sizes and slow connections.
* Simplicity: Focus on what is important. Visitors will be more likely to do what they want them to do.
* Good information architecture: We know that how visitors would expect the structure and the content on site. So, the design will be good.
* An entire content section will cover all information.

Summary of Interfaces

In interface 1: Before the selection of sponsors and players user can view the website, but cannot be able to view the other functionalities like sponsors, teams and players.

In interface 2: Footer will attach to every page of website and there will be black background color and green text color that will be feasible to see for every person.

In interface 3: Admin will be login to go the admin panel if their email/password exists on database.

In interface 4: There will be three buttons on the admin panel. Sponsors button for access the user to register as a sponsor. Players button for record of players and access to all button is used after the overall work. First admin will click the sponsor button, then the registration form will appear on the Home Page. So that user can register and bids the team.

In interface 5: The user will be registered by giving their information in input boxes and can become a sponsor after the selection.

In interface 6: User first fill the requirements for buying the team, after the information of all users will be save on admin’s page where admin can selects and rejects the sponsors.

In interface 7: The sponsors list will be displayed on homepage after it has been selected by admin, then they can access their account by email/password to make bids on players.

In interface 8: Sponsors can view the player list where they can select the players according to their budget and if the sponsor will bought the player then this player’s record will not be visible to other sponsors.

In interface 9: This is the final Interface access for all visitors.