COM1008 design document:

The general idea behind the design was to create a friendly and engaging website, while ensuring it is easy to navigate and understand for both children and adults. To achieve this, i chose bright simple colours with clearly labelled and easy to operate navigation buttons (i.e. the navigation does not require a huge number of button presses/dropdown menus to complete). The game also has very simple instructions, and is very easy to follow, so is suitable for a child.
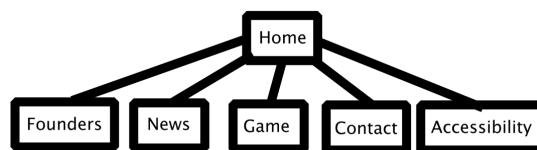
Site map:

Figure 1: Site map of the website

The structure of the site is very simple, where every page is accessible primarily through the home page. This is because it is a website designed to be intuitive for children, and hiding pages embedded only within other pages would make it too difficult for a child to navigate the website effectively, and could undermine the whole purpose of the website.

Accessibility:

In order to make the site fully accessible for all users, the text will be clearly legible with a distinct difference between the text in the foreground and colours in the background. Additionally, images will have alt-text included within them that allows screen readers to describe the images to those with vision impairments. The website does not include any sound, so there is no need to substitute sound for those that are hard of hearing.

Legal issues:

In order to avoid legal issues, I will ensure any content used that i do not own will have the permission of the content creator and will contact those necessary to gain this permission, should i need to. Furthermore, I will use only my own unique design and not attempt to re-use a theme that someone else has produced, as well as avoid using a company name that is currently in use (including changing the name slightly so that it is obvious who I am copying - i.e. Microsoft -> Bicrosoft).
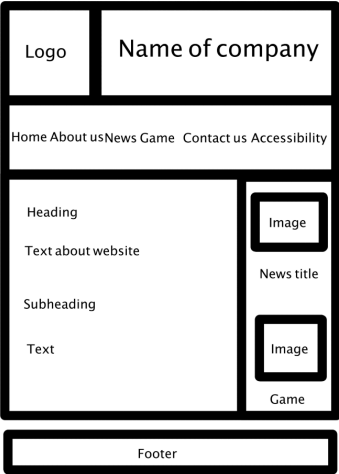
Wireframes:

Home page:

Desktop:

Mobile:
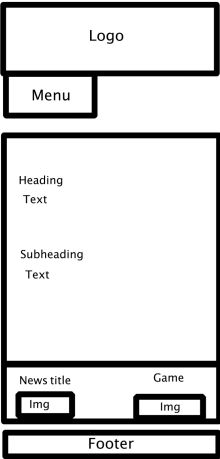

Figure 2: Home page on desktop

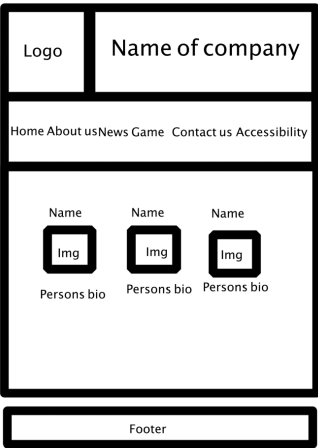Figure 3: Home page on mobile

About us page:

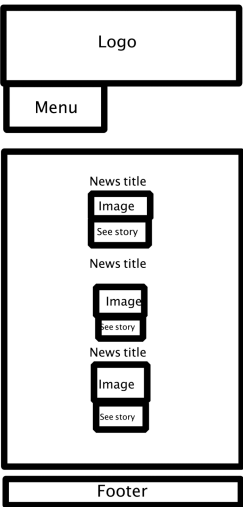Desktop:

Mobile:

Figure 4: About us page on desktop
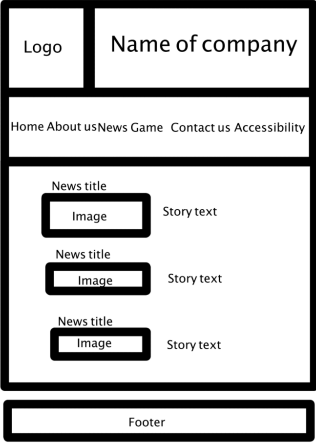

Figure 5: About us page on mobile

News:
Desktop:

Logo | Name of company

Home About us News Game Contact us Accessibility

News title
Image | Story text

News title
Image | Story text

News title
Image | Story text

Footer

Figure 6: News page on desktop

Mobile:

Logo

Menu

Heading

Name
Image
Persons bio

Name
Image
Persons bio

Name
Image
Persons bio

Footer
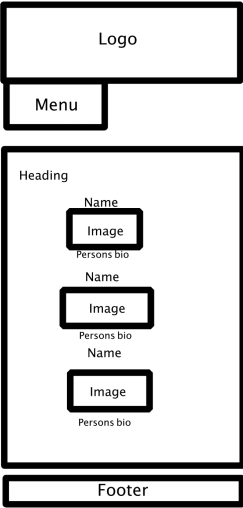
Figure 7: News page on mobile

Game:
Desktop:

Logo | Name of company

Home About us News Game Contact us Accessibility

Header

Instructions for game…

Canvas

Start game

Footer
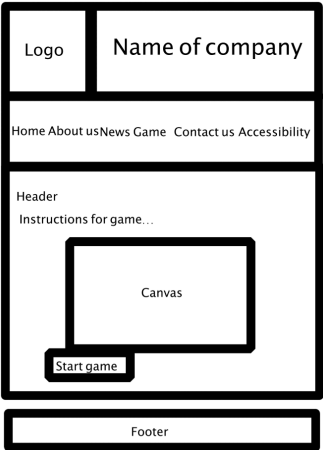
Figure 8: Game page on desktop

Mobile:

Logo

Menu

Header

Instructions for game…

Canvas

Start game

Footer
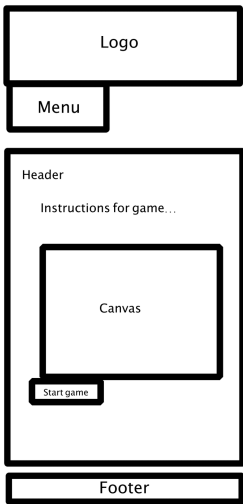
Figure 9: Game page on mobile

Contact us:

Desktop:

Logo	Name of company

Home About us News Game Contact us Accessibility

Heading

Form

Disclaimer about covid

Footer
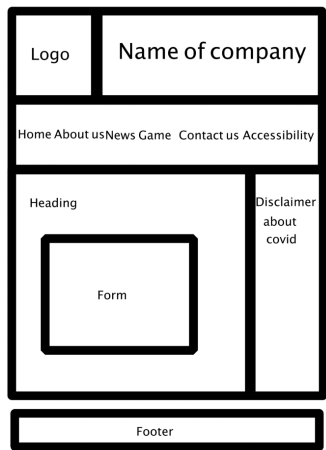
Figure 10: Contact us page on desktop

Mobile:

Logo

Menu

Heading

Form

Covid disclaimer

Footer
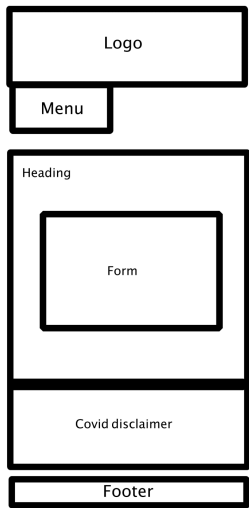
Figure 11: Contact us page on mobile

Accessibility:

Desktop:

Logo	Name of company

Home About us News Game Contact us Accessibility

Header

Accessibility statement…

Footer

Figure 12: Accessibility page on desktop

Mobile:

Logo

Menu

Heading

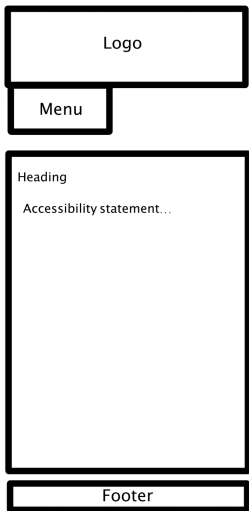 Accessibility statement…

Footer

Figure 13: Accessibility page on mobile

Breakpoints/tweakpoints:

There will be 2 breakpoints in the website, with one altering where the box on the right of the home page appears as the window size changes, and another altering the layout of the page for a mobile device. I have chosen these points as these are the places where the most significant disruption would be caused if the the page layout was not changed when the resolution of the window was altered.

The breakpoint to move the side box will place it underneath the main text box on the home page, while the mobile-desktop breakpoint will make all the boxes smaller and navigation bar to a dropdown menu.

There will be several tweakpoints that change how text wraps inside the boxes to ensure it stays legible and easy to follow, no matter the window size.

Menu system:

For the menus, I will implement a simple navigation bar at the top for desktop devices, and a dropdown menu for mobile. This will ensure it is easy to use on both mobile and desktop, while staying intuitive. The reason for the different menu option is that a navigation bar is much simpler to both implement and use on desktop, and so would be appropriate there, however on mobile it would be clunky to include a full navigation bar at the top, and so a dropdown menu allows the site to remain sleek, while maintaining the style.

The dropdown menu i will use is inspired by W3School's tutorial on dropdown menus: https://www.w3schools.com/css/css_dropdowns.asp

Javascript and canvas:

The desktop and mobile versions of the game will work in fundamentally the same way, with the only difference between them being the size of the canvas used and the button used to start the game. Below is a mock-up of the game using empty squares in place of the images as I have not decided on the images yet:
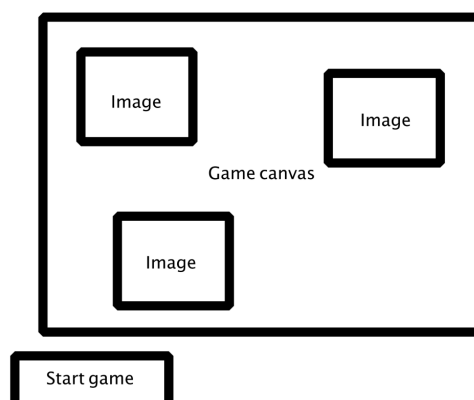
Figure 14: Game canvas demo