**Colour Scheme**

The colour scheme was chosen based off of the header banner image that was chosen, inverting the dominant colour so that the gold of the hoops was used as the main colour and the blue of the sky a highlighting colour. Since gold and blue were the main two colours to be used a complimentary colour scheme was a clear option. White and black are used as the main background and font colours as they can always be relied on to be aesthetically pleasing.

RGB 255-185-37: Used as the main colour of the menu bar and the header bar colour of boxes and menus within the webpage.

RGB 37-116-255: Used as a highlighting colour, to emphasise the currently selected/hovered over option in a menu.

RGB 178-126-13: Used as an outlining colour, a dark colour giving clear separation between the site’s elements.

**Lines and Borders**

As this is a website for a sporting club I wanted to capture a sense of motion and liveliness in the design. As we had been informed in lectures that curved lines give a sense of motion I decided to use curved lines. These curved lines have been repeated throughout the site to give a consistent feeling. In the main body of each page whitespace has been used rather than lines to separate elements to give a more open feeling.

Curved lines throughout the website give a feeling of motion. Consistent use of curve on the top-left corner of elements within reason.

Border lines separate major elements from each other, white space used otherwise.

Highlight blue border used to indicate target of drag and drop elements

**Fonts**

Milonga: Used for titles. Picked as it’s a cursive font, which fits the quidditch team well, while still being easily readable.

Open sans: Content text. Picked for it’s simplicity and good readability, google fonts also suggested it.

**Assumptions and Limitations**

In the interest of time no effort has been put into making the page responsive to different resolutions or work in different browsers, it has been set up to work in google chrome on a 1920x1080 screen. The functionality around searching for a certain player is only valid for the intended scenario and player, laid out in the assumptions. Any functionality not related to the scenario is not implemented in the site. Most of the dynamic functionality is hard coded and so isn’t responsive to any situation or errors. Only the required pages have been created.

Assumptions:

* The user wishes to add the player ‘Abe Beater’ to their team in the open beater position.
* The user doesn’t wish to cancel any invitations.
* The user won’t make any incorrect actions, such as typos in the search field or selecting the wrong position.
* While it is an option in the HTA to check the player’s profile, the user knows Abe Beater and doesn’t have to check their profile.

**Resources**

JQuery: https://developers.google.com/speed/libraries/

Fonts: www.google.com/fonts

Images:

<http://pottermore.wikia.com/wiki/File:Quidditchpitch.jpg> - Banner

<http://img1.wikia.nocookie.net/__cb20100707151357/harrypotter/images/d/da/Quidditch_pitch_hogwarts.jpg> - Registration advertisement

<http://www.zingerbugimages.com/backgrounds/parchment_paper_wallpaper_texture_seamless.jpg> - Parchment texture behind menu

HTML/CSS/JQuery Code snippets:

www.w3schools.com

http://www.corelangs.com/css/box/hover.html

http://www.wikihow.com/Insert-Spaces-in-HTML

https://css-tricks.com/tinted-images-multiple-backgrounds/

http://www.textfixer.com/tutorials/highlight-table-row.php

http://www.sitepoint.com/css3-cursor-styles/

http://stackoverflow.com/questions/4737476/changing-table-cell-contents

<http://stackoverflow.com/questions/6153047/detect-changed-input-text-box>

The user successfully found the menu and identified that the ‘Team’ menu was the correct menu to navigate to in a reasonable time frame without making any incorrect presumptions. It was noted by the user that the announcements appeared to be in reverse order, with the oldest announcements being at the top of the page. Once on the ‘Team’ page was reached, the user had a difficult time finding the asked for player, as they didn’t notice that the player list is filtered by the selected position. Once the player was found the user didn’t immediately realise that the player was added to the team by dragging them, but the invite button was noticed quickly and no errors were made.

Based on the usability test a few changes were made to the site. The announcements were ordered in a more logical manner on the home page so that they looked right and made more sense. A subtle instruction to drag players into your team to add them was also added to the team page, as it wasn’t completely intuitive that dragging was a capability of the site. While it wasn’t completely intuitive that the available players are filtered by position there wasn’t any obvious way to improve this in the time frame.