

SaltyPadel Modal Standards and Naming

Why modals are important in the Salty Padel project

Important clarification: pages vs modals

Before explaining why modals matter, it is important to clarify what is and is not a modal in this project.

Salty Padel uses dedicated admin pages for creating and editing content (e.g. Add Partner, Add Event, Edit Testimonial).

Because these actions require multiple inputs and structured layouts, they are implemented as full pages, not popups.

Therefore, the following were intentionally removed from the modal list:

- **Admin – Add Partner – *page, not modal***
- **Admin – Add Event – *page, not modal***
- **Admin – Add Testimonial – *page, not modal***
- **Admin – Edit ... – *page, not modal***

Modals are used only where confirmation, feedback, or redirection is required.

This distinction improves clarity, usability, and development structure.

1. Why modals are important (general purpose)

Modals are used to:

- control user actions (confirm, cancel, proceed),
- prevent accidental or harmful actions (e.g. delete, log out),
- separate critical interactions from normal page navigation,
- guide users through decisions without unnecessary page changes.

In this project, modals improve:

- usability,
- clarity of user flow,
- safety of admin actions,
- transparency when users leave the website.

2. Why modals are important specifically for Salty Padel

1. Admin actions

Admin users can:

- delete testimonials,
- remove partners,
- manage past and upcoming events,
- log out of the system.

These actions are sensitive or irreversible.

Using confirmation modals:

- prevents accidental clicks,

- protects content from unintended deletion,
- makes the admin interface safer and more professional.

This is especially important because Salty Padel is a real client project, not a fictional exercise.

2. External links (WhatsApp, partner shop, Instagram)

Users can be redirected to:

- WhatsApp groups,
- third-party partner shops,
- external social media platforms.

Using a redirect warning modal:

- informs users they are leaving the Salty Padel website,
- increases transparency,
- demonstrates responsibility for user awareness and privacy boundaries.

While not legally mandatory in all cases, this supports ethical and professional design and fits well within LSEP considerations.

3. Why modals matter for COMP2003 (key assessment link)

Alignment with module aims

Using modals shows that the team is:

- applying a structured design process,
- thinking about user interaction, not just functionality,
- considering legal, social, ethical, and professional (LSEP) factors,
- clearly separating design decisions from implementation.

This directly aligns with COMP2003 aims:

- team-based software development,
- appropriate design processes,
- awareness of wider context beyond code.

Evidence of analysis and reflection (ALO coverage)

ALO 1 - Work as part of a team to propose and document a solution

- Modals document how users and admins interact with the system.
- Behaviour is agreed and visualised before development begins.

ALO 2 - Implement an effective solution within constraints

- Modals show early consideration of safety, ethics, and usability constraints.
- They reduce rework and ambiguity during development.

ALO 3 - Evaluate suitability of the solution

- Modals justify why certain actions require confirmation or warnings.
- They support reflection on user protection and system responsibility.

4. Why this is good practice for Sprint 3 and Sprint 4

Sprint 3 - Prototype & interim

- Modals visualise behaviour without coding.
- They make the Figma prototype interactive and understandable.
- Tutors and the client can clearly follow user flows and logic.

Sprint 4 -Development & testing

- Modals become reusable UI components.
- Behaviour is already defined and agreed.
- Development is faster, cleaner, and more consistent.

5. What tutors will see (even if they don't say it)

By defining modals correctly and not misusing them as pages, tutors will see that the team:

- understands UI/UX principles,
- plans before implementing,
- works professionally with a real client,
- applies Agile thinking correctly,
- respects legal and ethical considerations.

This is exactly what COMP2003 is designed to assess.

Modal standards for SaltyPadel

What a modal is

A **modal** is a centered overlay that appears on top of the current page, keeps the page behind visible but inactive, and requires the user to choose an action (Continue/Cancel, Save/Cancel, etc.).

Responsive behaviour:

Modals follow the same structure and behaviour on desktop and mobile.

On mobile devices, modals adapt to screen size by increasing width, stacking buttons vertically, and improving touch accessibility, while preserving the same user flow and logic.

Global rules for every modal (non-negotiable)

- **Naming format:** [Context/User] – [Action] – Modal
- Has **title**, **body message**, and **actions**
- Has a **Close (X)** or **Cancel** option
- **Esc key closes** (Sprint 4 best practice)
- Clicking outside closes **only if safe** (not for delete confirmations)
- Focus goes **into the modal** when it opens; focus returns to the trigger when it closes (Sprint 4)
- Background page should not scroll while modal is open

Naming consistency (use this exactly)

- **Admin – Logout Confirm – Modal**
- **Admin – Confirm Delete – Modal**
- **Admin – Confirm Save – Modal** (*optional*)
- **Admin – Save Success – Toast**
- **Admin – Error – Modal**
- **External – Redirect Warning – Modal**

That's clean and dev-friendly.

Modal design cheat sheet (Figma-ready)

Layout & spacing

- **Max width:** 400–480 px (desktop)
- **Min width:** 320 px (mobile)
- **Padding:** 24 px all sides
- **Spacing between sections:** 16 px
- **Button spacing:** 12–16 px

Border & elevation

- **Border radius:** 16 px
- **Shadow:**
 - Y: 8–16
 - Blur: 24–32
 - Opacity: 15–25%

Typography

- **Title:**
 - Font: same as headings
 - Size: 18–20 px
 - Weight: SemiBold / Bold
- **Body text:**
 - Size: 14–16 px
 - Line height: 1.4–1.6
 - Normal weight

Buttons (Salty Padel style)




- **Primary button:**
 - Background: brand yellow
 - Text: black
 - Radius: pill / rounded (same as site buttons)
- **Secondary button:**
 - Background: transparent or white

- Border: subtle
- Text: black/grey

Button height: 40–44 px

Button min width: 120 px

Icons (optional, but consistent)

- Info () → redirect warning
- Warning () → delete / logout
- Success () → save success

Icons should be:

- Small
- One colour
- Never decorative only

Modal types you use (UX-approved)

Confirmation modals

- Logout
- Delete
- Redirect

Requires buttons

Feedback modals / toasts

- Save success
- Error message

Timer allowed

No buttons required

SaltyPadel — Popups only for confirm + redirect (final list)

1) Admin – Logout Confirm – Modal

Trigger: Click **Log Off**

Message: “Are you sure you want to log out?”

Buttons: **Cancel** | **Log out**

Flow: Confirm → Public Home / Cancel → stay in Admin

2) Admin – Confirm Delete – Modal (Reusable)

Use this for **Partners / Testimonials / Events** lists.

Trigger: Click **Delete** on an item

Message: “Delete this item? This can’t be undone.”

Optional: show item name/preview (e.g., “Partner: V3”)

Buttons: Cancel | Delete

Flow: Confirm → remove item / Cancel → nothing changes

3) Admin – Confirm Save / Upload – Modal (Reusable) (*optional but good*)

Because your pages have buttons like **Upload Partner / Upload Gallery / Upload Testimonials**.

Trigger: Click **Upload...**

Message: “Save these changes now?”

Buttons: Cancel | Save / Upload

Flow: Confirm → save + show success feedback / Cancel → stay on page#

4) Admin – Save Success – Toast/Modal (*timer allowed*)

Trigger: After Save/Upload succeeds

Message: “Saved successfully”

Buttons: none

Behaviour: auto-closes after **2 seconds**, no navigation

5) Admin – Error – Modal (*optional*)

Trigger: Save fails / validation fails

Message: “Something went wrong. Please try again.”

Buttons: Close (X) (or auto-close if you want)

6) External – Redirect Warning – Modal (Reusable)

For **WhatsApp / Shop / Instagram**.

Trigger: Click external link button

Message: “You’re about to open an external website. Their privacy policy may differ from Salty Padel.”

Buttons: Cancel | Continue

Flow: Continue → open external link / Cancel → stay

Mobile modals (responsive adaptation)

Responsive behaviour:

Modals follow the same structure and behaviour on desktop and mobile.

On mobile devices, modals adapt to screen size by increasing width, stacking buttons vertically, and improving touch accessibility, while preserving the same user flow and logic.

Mobile modals must respect:

- smaller screens

- thumb reach
- readability

Mobile rules

- **Position:** Center OR bottom sheet (both acceptable)
- **Width:** 90–95% of screen
- **Max width:** 360 px
- **Padding:** 16–20 px
- **Border radius:** 16–20 px
- **Buttons:** Stacked vertically (primary first)

Mobile behaviour

- Close (X) must be large and reachable
- No tiny text
- Avoid long messages
- Keyboard should not hide buttons (design spacing)