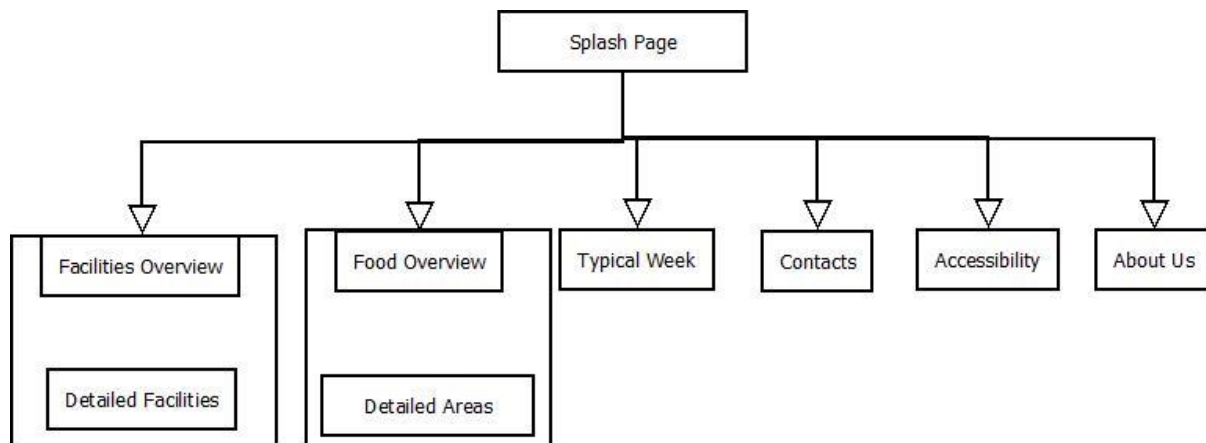


Planning and Design Document

As a start, we brainstormed about the different pages our website shall contain and what type of information we want to have displayed on it. Our result were the following page categories:

- Facilities
- Food options
- A typical computer scientist's week of using the SU
- Contacts
- Accessibility
- About us (The website developers)

For now, we have decided to keep the sitemap simple and have just a single page each for areas and food, where each page contains an overview of the topic and below a listing of the relevant areas. The sitemap looks like this:



Sitemap 1

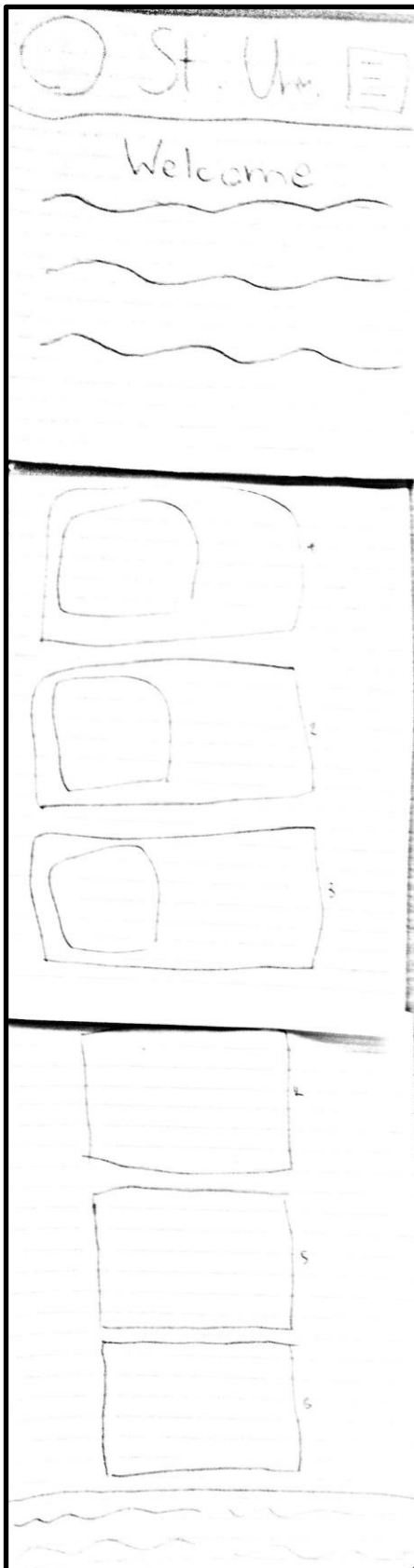
During implementation, the design of the facilities and the food page might change if we judge that they both contain too much information. In this case, we would split each page up as modeled above

During implementation, this design is subject to change. One thing we are wary of is that our design for the Facilities and Food pages are one “splash” overview at the top of the page and then downwards, listing and imaging each individual place. We plan to use same page links to scroll the user down to their desired point. But we might discover that the page is too long, causing issues for loading and navigation. Therefore, during implementation, the layout for the two pages is subject to change, possibly to be sliced up into multiple pages.

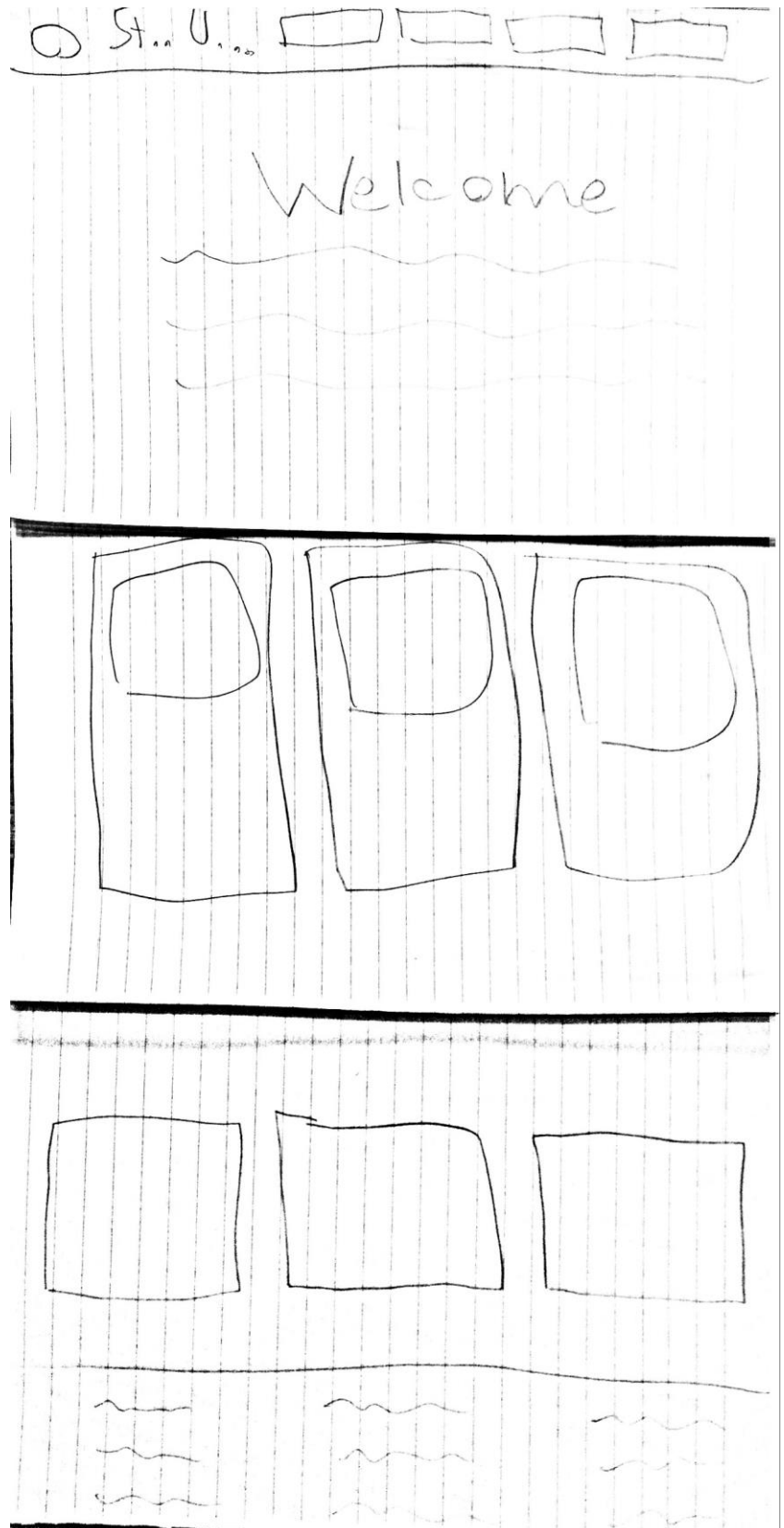
The following is our design for the Splash page

Mobile version on the left. Desktop version on the right.

The first three big elements on the middle part of the pages should be overviews and pictures of the food options, typical weeks, and facilities page. The last three square elements just a picture link to the other three pages of our site (Contacts, Accessibility, About us)



Splash Page Mockup 2

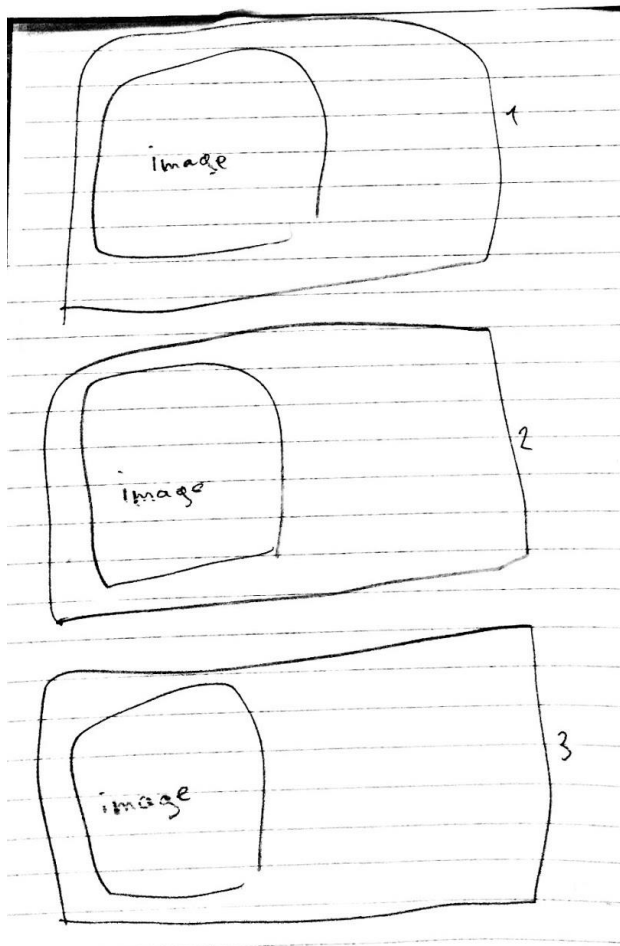
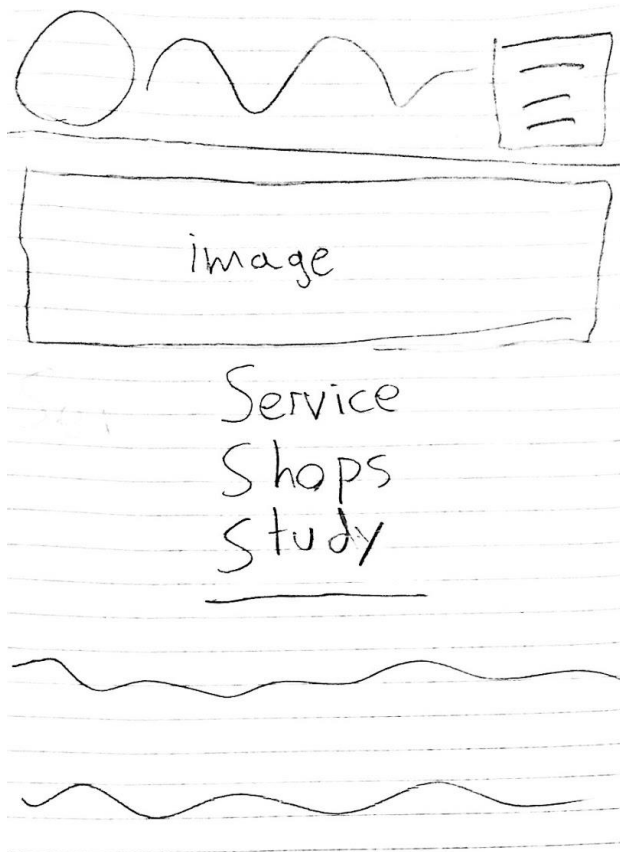


Splash Page Mockup 1

As a type of menu system we chose to go with the toggle approach. This approach allows our mobile design to have a hamburger menu and our desktop version to have a plain banner menu at the top.

Overall, we want our mobile version to have as much screen available as possible which means it will need a hidden navigation bar. For desktops, we feel like a simple intuitive banner at the top of a page is important to serve as a visual anchor and we will therefore use a plain navigation system. Nevertheless, our mobile design also includes a banner, yet one that only contains a logo, title and hamburger icon. The following page on responsive design emphasizes the elegance of this approach and points out that it can be done entirely in css, which, compared to heavy JavaScript dependencies, will be very manageable for us two amateurs. (Brad Frost. (2018). *Responsive Navigation Patterns*. [online] Available at: <http://bradfrost.com/blog/post/responsive-nav-patterns/> [Accessed 19 Nov. 2018].). A second site also states that plain navigation works very well with websites that do not have many pages, such as ours. (<https://cmd-t.webydo.com/from-simple-to-unusual-a-look-at-navigation-in-web-design-1057d0baef7b>)

The following mock-up shows the mobile version of our facilities page.



Overall, this type of layout of having a banner, a title and a title paragraph at the top of the page followed a list of tiles will be the layout for every other page apart from the index page. The tiles will be filled with information blobs about whatever the specific page is about such as the different facilities. The pages accessibility and contact will simply not include the tiles and only contain the title and importantly the title paragraph or a form.

As a last layout note, we have decided on our breakpoints to have three size types: mobile, narrow desktop and desktop. Most mobile phones have similar sizes so we will only have one version for mobile users. Yet, as this article points out the importance of mobile design (<https://digitalnext.co.uk/dn-hub/blog/importance-of-responsive-web-design/>), we will focus on perfecting our website's design for mobile first and then translate it into desktop versions. Because people using desktop computers usually use 16:9 screens that can easily fit two separate websites next to each other, we decided to have one design for narrow, half screen usage and one for full screen usage.

Ethos

In general, we want our website to be easy navigable and have a clear layout. To achieve this our website must follow a simple look and feel and keep the layout tidy and uncluttered. This means avoiding pop-ups and transitions, having clear divides between sections of elements on each page such as our tiles, and always having a main section of attention, compared to showing many things at once. To create a visually simple and pleasing experience, we will try utilizing many images and pick our colors using the material design color tool, a tool that allows users to find colors for UI development that fit very well together.

<http://www.firewatchgame.com/> is a good example of a website using a well chosen, beautiful color palette.

Material design, a collection of design principles, was developed by Google to aid in UI design. On their website, <https://material.io/>, they have a colour tool which given an original colour, generates a palette of complementary similar colours. We will be using a blue palette as that takes inspiration from the current Students' Union but also blue is a common colour for websites as it is a colour of welcoming and calmness.

Legal Issues

As for legal issues concerning images and logos, William will be taking all of our images personally and we will either create our own logo or not use one.

Accessibility

Because many websites impair their use for people with accessibility issues by using an abundance of scrambling effects, transitions or just complex navigation types, we are dedicated to keeping our design minimal so that every user can navigate and use our website easily. Alongside, we will attempt to use strong contrasting colors so that even people with impaired sight are not hindered on our site. Alternative text will be available for every image.