WEBSITE LINK:

https://ryanacosta256.github.io/HCI_Lab1_to_do_list/

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Computer-Human Interactions
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Lab 1: making a To-do List

Completed Parts

Written Document → done

Tasks parts

A. 1-5
B. 6-7
C. 8

Audience:
My site is targeted towards the average internet user and those new to the internet. The demographics of this audience will be for all genders, and the age group will generally be targeted towards younger audiences (13 years old to 25 years old) but simple and straightforward enough for older audiences to use it.

Design considerations:
In my design sketchup, I aimed for the website to be as simple and “modern” looking as possible. Simple to understand and be used by a lot of people and a “modern” ascetic that compliments the simplicity and is pleasing to the eyes

Schneiderman’s eight heuristics for interface design and how they were implemented:.
Visibility → One of shneiderman's eight Heuristics I considered was visibility. I wanted all the functionality to be as upfront as possible and this is shown with my buttons

Affordance → Another Heuristic I considered was affordance. Buttons and inputs were used so users would know/be more familiar with interacting with the site’s functions such as the ADD button to add a task.

Feedback → Another Heuristic I considered was feedback. This feedback is indicated by the quick addition to a task when a user uses the ADD button and the various functionalities each task has that indicate to the user whether a task is a high priority by changing its color, is completed with a line going through the task, and Delete button that removes a task when clicked.

What about interface is appealing:
I believe the simplicity of my interface makes it the most appealing because when making a to-do list, you want all of its functions to be upfront such as adding and deleting tasks and I think

I did just that. An improvement that I would like to implement would be improving the spacing of buttons on each task because they make each task appear cluttered.

Identifying at least one affordance and one constraint followed by an explanation on how these are made *visible:*

Affordance → One affordance in my website is seen with my buttons that are made visible with the help of prompts on each button and their interactivity when clicked.

Constraint → A constraint with my site would be the way it's formatted because I used the format to constrain the user's focus towards the middle of the site where all their interactions will occur.

References:

Source link:	Reason for usage
https://developer.mozilla.org/en-US/docs/Web/HTML/Element/Input	used to figure how to prompt the user for input and implement a checkbox
https://css-tricks.com/snippets/css/a-guide-to-flexbox/#aa-basics-and-terminology	used to figure out how to implement a Flexbox layout in CSS
https://css-tricks.com/the-shapes-of-css/	this was referenced to make some of shapes on my website, specifically the dialogue's box's round edges
https://designshack.net/articles/trends/best-website-color-schemes/	17 was used for the color scheme of the website so it would at least try to be pleasing to the user's eyes and make functions readable and visible
https://chat.openai.com/share/8f423f54-f353-4858-8c5c-56efdc81a951 https://chat.openai.com/share/254bb3f9-5d77-42b8-9f34-fcb3eb2d9346	this was used to generate the JS with very detailed inputs in how I wanted it to function The Second link was used to take out the JS that implemented alerts and replace it with text that would appear under the user prompts
To Do List | Javascript Beginner Project Tutorial (youtube.com)	Originally it was used for the basis of my to-do list but overtime was an inspiration for the current iteration of my to-do list