Cover Page

COMPSCI 345 Human-Computer Interaction

Assignment Three: Realizing a Design

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Place this page in the front as the first page of your document that you are submitting to Canvas

Design Document

Context:

- **Domain:** Physical Education

- **Sub-domain:**
  Design & justify a weekly training schedule for the school soccer team with the following requirements:

    o Two training sessions per week, keeping in mind official matches are scheduled for the end of the week.
    o Each training session runs for 2 hours.
    o Includes warm-up, strength training, skills training, team coordination and practice.

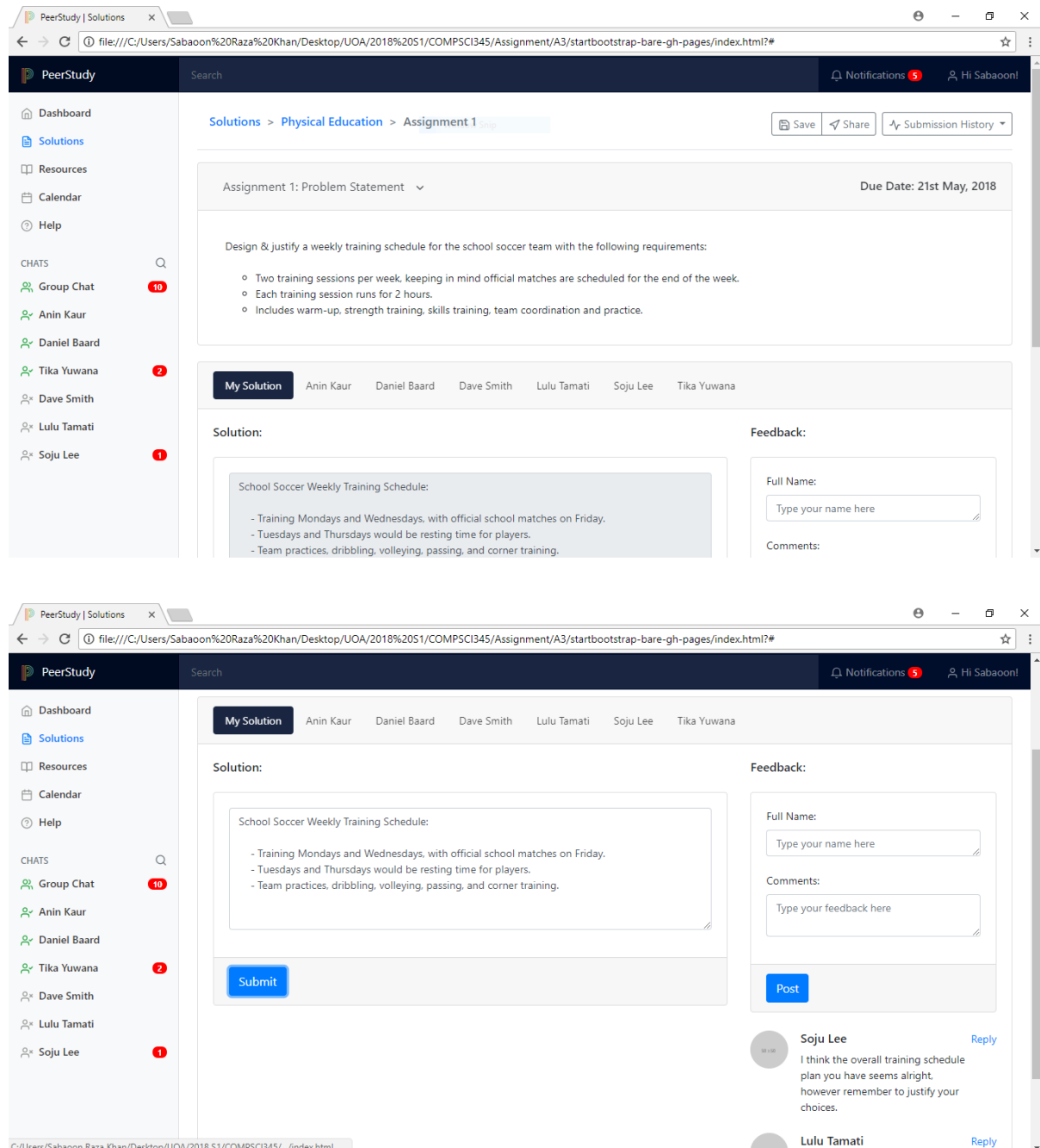- **Who are the users?**
    1) Sabaoon Khan (Viewpoint User)

    Other users mentioned in the prototype: (Same as Assignment 2)

    2) Anin Kaur
    3) Daniel Baard
    4) Dave Smith
    5) Lulu Tamati
    6) Soju Lee
    7) Tika Yuwana

    All users are Auckland based Year 13 high school students and members of the same peer group at ACG Senior College.

- **Current Moment Presented:**
  The users have just discussed and made a start at the assignment problem, with very short solutions currently presented in the prototype.
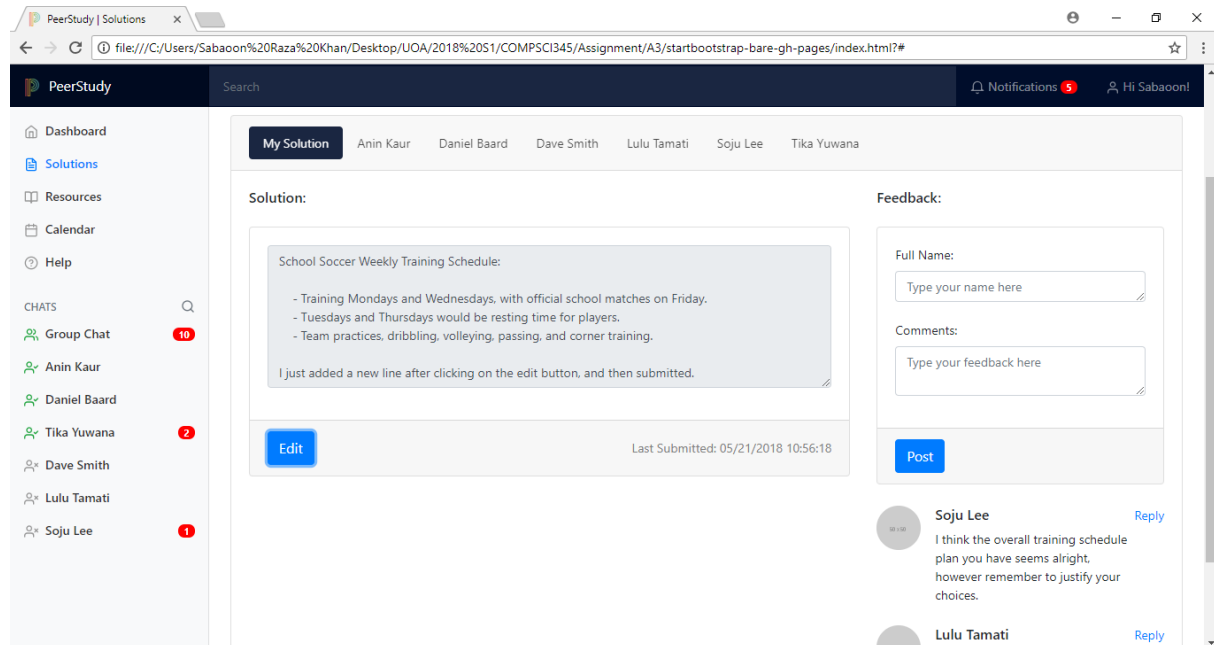
Walkthrough:

As we load the prototype, this is meant to be the first screen that users see, assuming they've already logged into the PeerStudy Website and chosen the specific assignment they would like to work on. By default, the problem statement tab is closed, however as seen below, it can be collapsed so users can have a proper read through of the given question. The due date is indicated on the right and the solutions to this assignment are placed below.
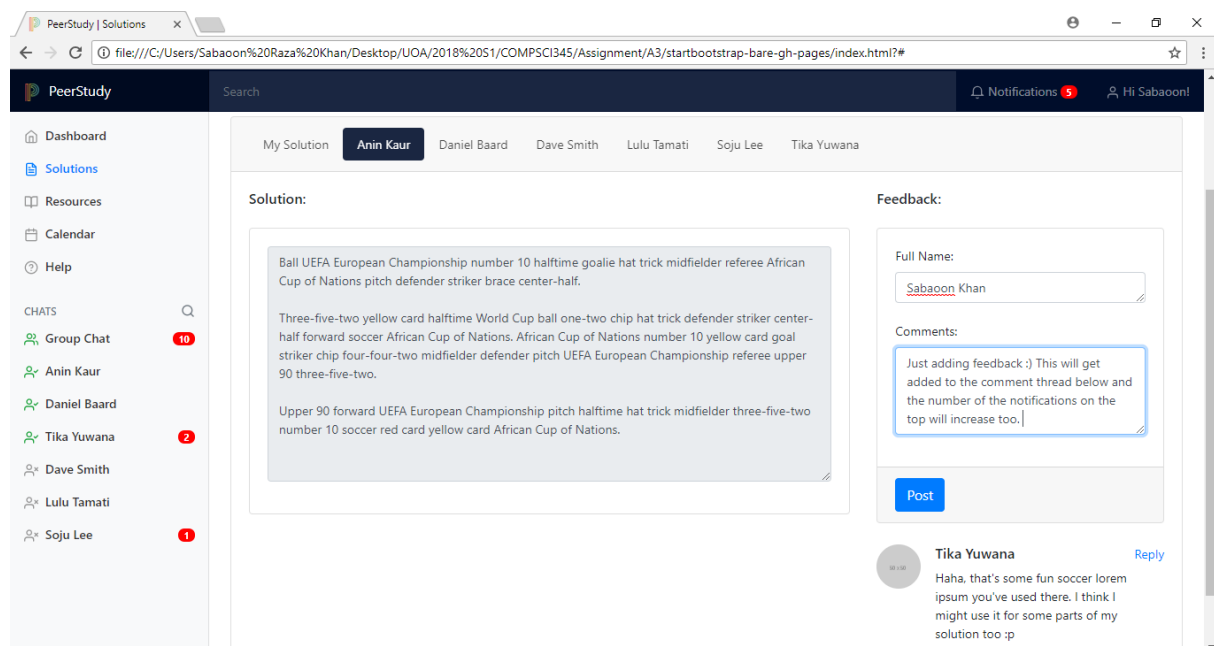

The problem statement tab can be closed back if the user wishes and can then scroll down to the solutions. The first solution we land on is the Viewpoint user's own solution page. It is initially of 'readonly' status until the user clicks on the edit button and the text-area becomes white instead of grey (as shown above). Once in the edit mode, the user can type whatever they like into the

solution box and then submit their work. The submitted work gets saved – (for the purposes of this assignment, the work only gets saved for the current session and all the data resets on a refresh). Users can continuously edit and submit until the assignment deadline. However, after every submission, the solution goes back into 'readonly' mode and the last submitted time stamp is then indicated on the right. This will automatically update every time the user submits.
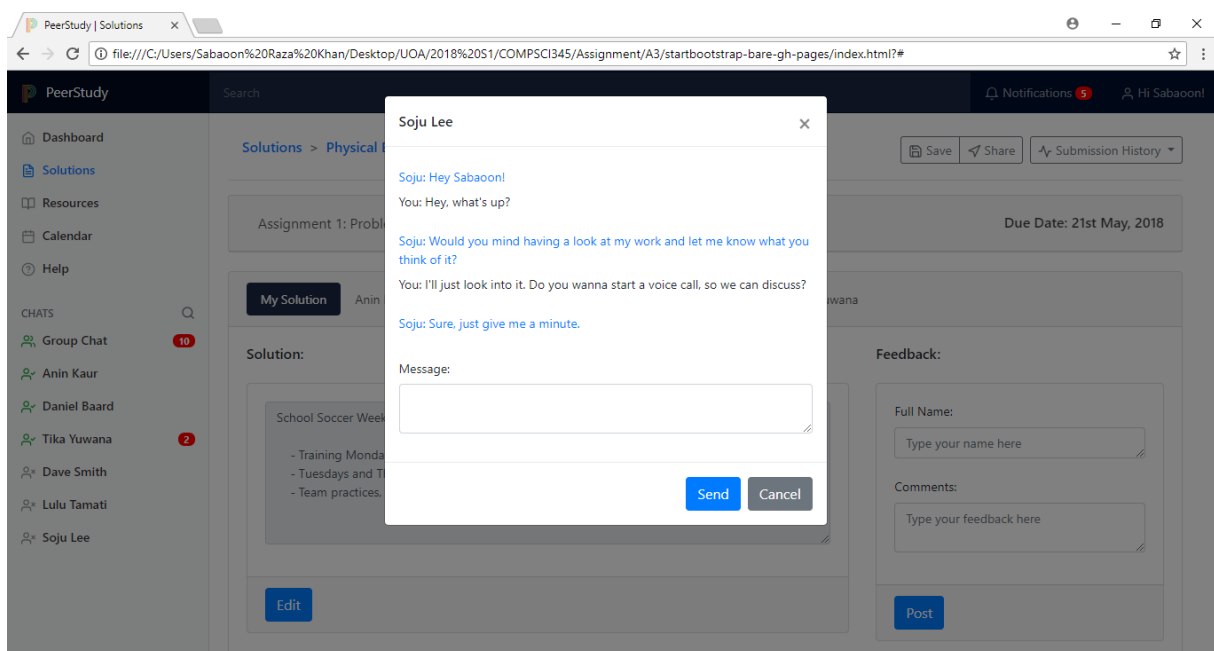

On every solution page, there's a feedback panel on the right and the feedback shown is unique for every solution. In the screenshot below, the user has navigated to Anin's solution for this assignment, and every other solution the viewpoint user navigates to besides their own, cannot be edited. Feedback can be added on every page however and it automatically adds to the bottom of the comment thread. Every time a new feedback is added, whether on the user's own page or someone else's solution, the number of notifications at the top right increases simultaneously.

A user can potentially reply to an already existing comment, but for this assignment it hasn't been made fully functional, as clicking on the reply button is limited to opening a new text area to type comments into. Also, this prototype has been created to add only a single feedback to a page currently; anymore added will just overwrite the previous.

Lastly in the 5th screenshot, the viewpoint user has clicked on Soju's name in the Chat panel on the left and it opens as a chat modal where their conversation can be seen. This has been designed as a show only for this prototype, as the functionality of dynamically sending and receiving messages hasn't been implemented. In addition, if a user had a chat notification visible against their name, clicking on their name and opening the chat box will remove the notification badge, making the message marked as read.
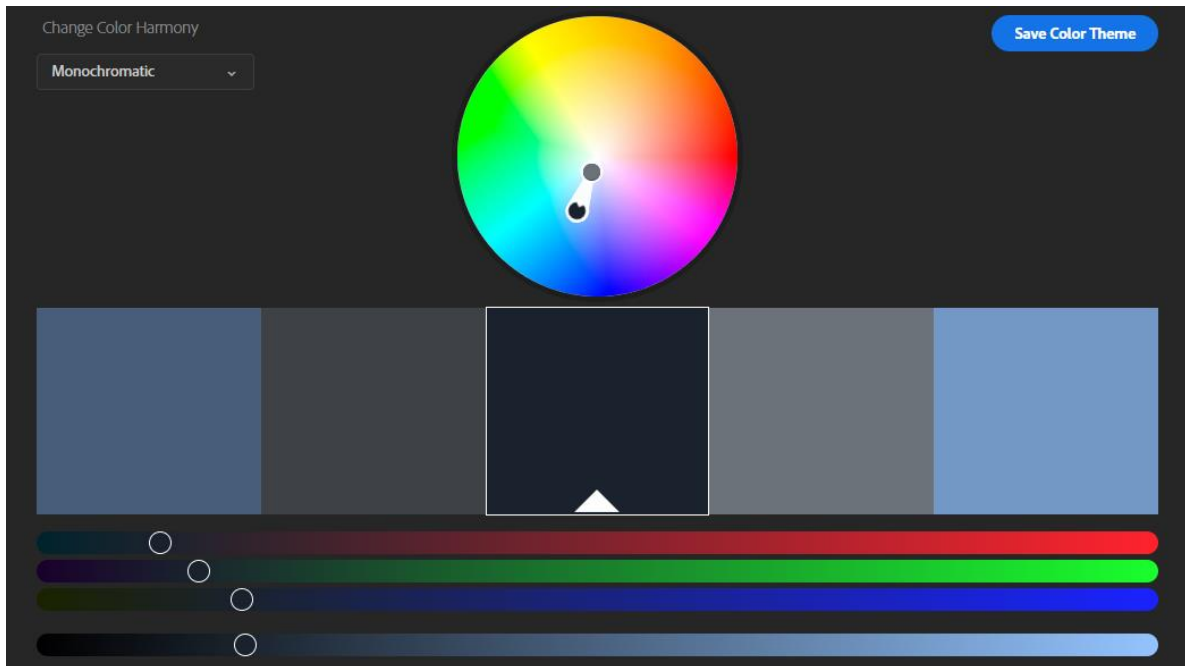

Sections out of bound:

- All other pages besides the Solutions > … > Assignment 1 page has been made out of bounds, i.e. Dashboard, Resources, Calendar, and the Help section.
- Also, in the chats, only Soju Lee has been made functional as an example. Clicking on the others, as well as the search icon will show no action.
- The search bar at the top, the notifications, the user button, save, share, and submission history have not been fully implemented.
- Moreover, the other solution pages except 'My Solution' and 'Anin Kaur', have been kept the same as Anin's solution, as they all represent solutions by others.

Design Decisions:

1) Colour Scheme:

The prototype has a monochromatic colour scheme, with variations of blue and grey as the main colours used.

The table of colours used is shown on the next page.

	RGB 0 13 43 HEX 000D2B	Navigation Pane Background Current Solution Tab
	RGB 51 51 51 HEX 333	Navigation Links Other buttons Text
	RGB 0 123 255 HEX 007BFF	Navigation Links: Active, Hover Action buttons (Post, Submit, etc.)
	RGB 153 153 153 HEX 999999	Sidebar Card header, footer Offline Status
	RGB 255 0 0 HEX FF0000	Notification Alert
	RGB 0 255 0 HEX 00FF00	Online Status

2) **Borders Scheme:**

- o White space used to indicate main separation between sections.
- o Grey line borders to show start and end of content container.
- o Grey card headers and footers show a different type of section, and separating normal content from special or important content.
- o The one grey line used to divide current page's navigation section from the rest of the body.
- o Online chats grouped together and using the same green colour to show greater accessibility, while offline chats were placed below in grey.

3) **Fonts Scheme:**

The only font-family used in this prototype is: "Helvetica Neue", Helvetica, Arial, sans-serif. This design decision is due to its availability across most platforms, making it one of the top web-safe fonts used. It has the power to convey a professional statement despite its simplicity. Also, the fact that it is a sans-serif font makes people consider it to be easier to read.

This font has been used in only normal and bold weights in the prototype, with the bold style used to give text more importance and indicate headings.

Resources Used:

Images:
- o http://placehold.it/50x50 (Used as the user image placeholder in the feedback section.)
- o https://xvwqy85873.i.lithium.com/html/assets/ps_logo_lg.png?B5C3A83534B60CEED8EA02E43FF312C0 (Prototype logo and favicon image)

Bootstrap Components:
- o Badge
- o Breadcrumb
- o Buttons
- o Button group
- o Card
- o Collapse
- o Forms
- o Modal
- o Navs
- o Navbar

Icons:
- o https://unpkg.com/feather-icons/dist/feather.min.js (Data Feathers Icon)

JavaScript:
- o Edit button toggle to Submit button - https://codepen.io/html5andblog/pen/BpzvZW (Just the basic toggle structure used, otherwise changed and used.)

HTML & CSS:
- o Sidebar & Navbar - https://getbootstrap.com/docs/4.1/examples/dashboard/