Web Technologies Coursework Report

Kai Savitt
40541210@napier.ac.uk
Edinburgh Napier University - Web Technologies (SET08101)

1 Description

The Country Picker will be a quiz targeted towards the first-time adventurer demographic. It will ask the user various questions concerning the traits of countries such as Scenery, Language, Lifestyle, Food, and Culture. Each question will have multiple choices for the user to choose from, and each choice will have a point value assigned which is tied to the similarity of the list of countries.

Example Questions

Q. Which language are you most familiar with?

A. English, Chinese, Hindi, Spanish, French, Arabic, Bengali, Russian, etc...

Q. What type of food do you enjoy?

A. Fish and Chips, Peking Duck, Sushi, Bratwurst, French Onion Soup, Borscht, Gyro, etc...

Q. What kind of scenery do you like?

A. Desert, Savannah, Mountainous, Tropical, Tundra, Volcanic, etc...

2 Background Research

I started my research by watching a few quiz app tutorials on YouTube, in order to get a better idea of what is possible and what kind of website was expected from one person. As the "don't be overly ambitious" part of the coursework descriptor was a little confusing.

I decided that I would compare and contrast the different types of personality quizzes that were available online. The examples provided in the quiz app tutorials on YouTube were all for single answer correct quizzes and was hard to adapt for my personality quiz style quiz.

Most of the quizzes I looked through were made on a single index page and assigned point values to each choice. For example, if there was a quiz with a choice of "Which warm drink is the best", the tea had a value of 1, coffee 2, hot chocolate 2, or chai 3. Thus, picking a certain drink choice would result in the counter going up for all choice.

I started designing the result page first during my initial designs. Seeing how the previously mentioned websites and YouTube tutorials included a couple useful APIs and libraries to use I decided to research what type would help my website become more interactive.

For example, the idea to implement the Google Maps API came when I saw some company websites use it to show the user their company's location below the writing. It was nicely implemented and helped the website look more professional if used correctly.

Having that in mind, I drew the result page sketch with the Google Maps API and API integration being a big portion to it. Allowing the user to do more than to just quickly view their answer and go onto the next website is more interesting and enjoyable to the user.

Thus I decided to add a large portion of the interactivity to the results page instead of the actual quiz portion of the website. As, over designing the quiz would complicate the coding needed to get the user their result. The plan was to have the user stay on the results page for a period of time and have some fine learning about their Country Picker country.

3 Features

The selected features were mainly chosen due to their simplicity of implementation because of the time constraint of the module but, are sufficient in their ability to improve the user experience and allow the user to further do research and get involved in the country of their choosing.

Google Maps: The Google Maps API would add a small embedded Google Maps to the country results page. The user would be able to explore the area surrounding the largest city of the user's result country and can view satellite imagery as well as opening the map location in a separate window on the Google Maps website.

The Google Maps API addition was mainly to allow the user to research more about their Country Picker country in a visual way. Especially through the satellite image and street view feature the user will be able to walk around the city and interact with their country without leaving the website.

Web Share: The Web Share API would allow the user to share his or hers Country Picker country to their friends via the device's native sharing whether that is email on computers or social media applications on smart phones.

Web Share API implementation's main purpose is have a way for the user to be able to spread the website to their family and friends. It adds an interactive and social element for the user, but also allows for greater web traffic to occur.

Currency Converter : The Free Currency Converter API would allow the user to type in a three character currency code into each of the text boxes provided and be able to convert one unit of the right hand currency to the left hand currency.

Free Currency Converter API main purpose is like the Google Maps API, allow the user to get more information about their Country Picker country without having to search up on a separate website.

4 Site Organisation

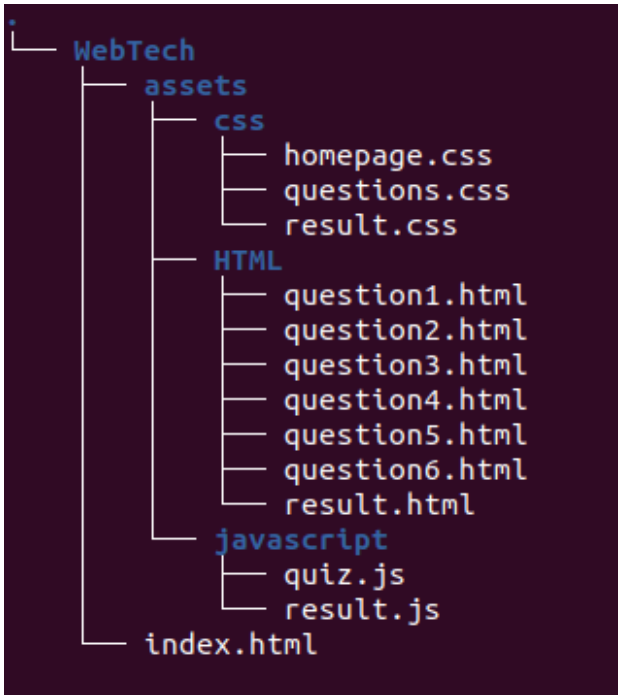

Figure 1: Site Organisation

All files reside in the WebTech directory with the assets subdirectory inside of it. The assets has 3 directories each corresponding to the 3 different languages HTML, CSS, and JavaScript. The files are to be added to their corresponding directory while the index.html is to be put in the root folder.

5 Navigation Tree

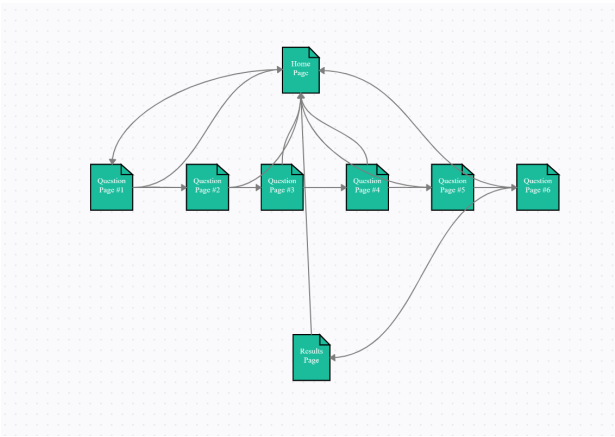

Figure 2: Navigation Tree

The user is expected to start off at the home page and can navigate to the questions 1-6 pages in order, although the user cannot go back to a previous question at this point they are able to go back to the homepage to restart the entire quiz. Once the quiz is finished after the user answers to the final question (question 6 at the time of writing) the user is taken to the results page and from there can be sent back to the home page if liked.

6 Sketch

After getting a rough idea of what kind of a quiz app I wanted to build, the first step was to sketch out a rough idea of what the page would look like. Its important to have a layout first in order to help visualise what works and doesn't such as if it may look too cluttered or too "blocky" and thus cause users to dismayed from continuing on further. In my case I designed a example questions page which would share layout, and thus some inheritance as well.

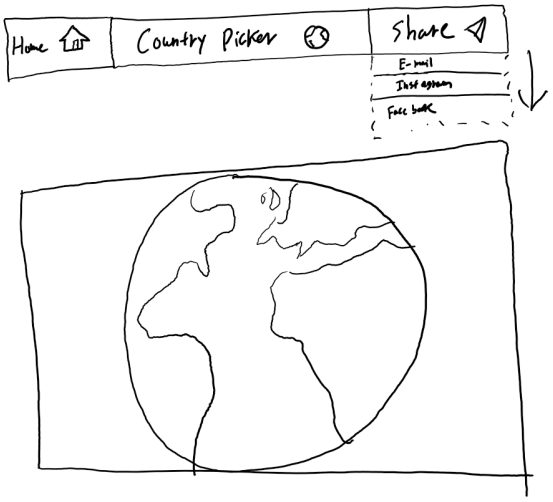

Figure 3: Example home page

Starting from the top, we have a toolbar like control for the user. The home button on the left will bring the user to the home page in which they can decide to hover their mouse over the globe which is a hyperlink to the questions page. When the user hovers their mouse over the globe it will play the .gif file animation and animate a spinning globe symbolising the different countries or answers that are possible. On the right side there is a drop-down menu of the Web Share API, this would open to show different kinds of social media and allow the user to share the website with their family and friends.

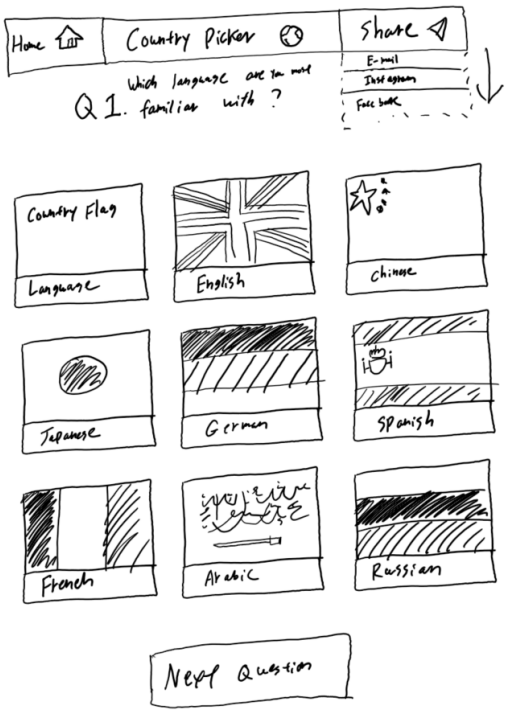

Figure 4: Example questions page

Like the previous home page, the toolbar is included for navigation and sharing purposes. When designing the questions page I decided to keep basic UX principles in mind. The design of the question page was selected due to its easy adaptability to other types of questions. In Figure 2, I decided to model it after the first question. Each and every block can be customised for different types of answers, in this case languages and their corresponding country flag. Or if I wanted to use it for a different question such as What type of food do you enjoy? I can easily change it to an image and name of a famous dish from the pool of countries I've programmed in.

The basic UX principles of consistency. desirability, straightforwardness, and attention to detail were the main design points. Using this template I have designed I can create attractive options for each choice provided for the user and can easily reuse it for the next questions.

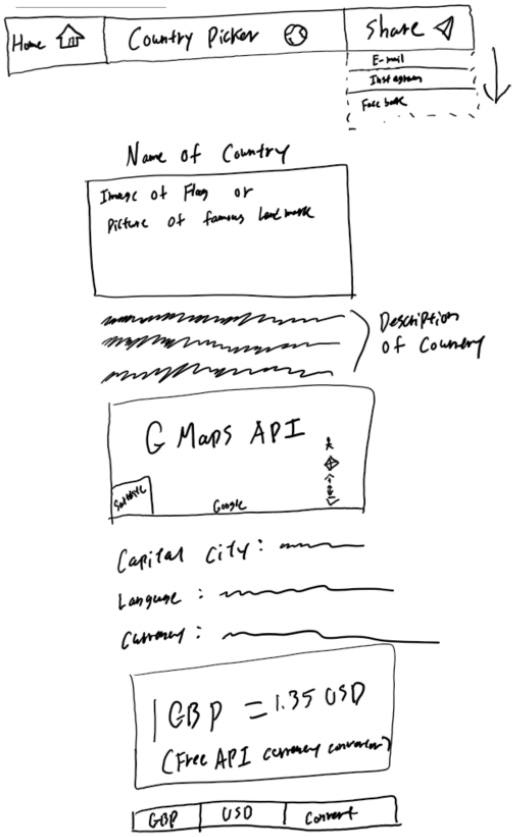

Figure 5: Example answer page

When designing the answer page, interactivity was kept in mind the most. I designed it so the user spends the most time on this page rather than the previous home page and answer pages. At this point the user is shown their country and can learn some facts about it.

As this quiz was targeted towards the first-time adventurer demographic I decided to focus more on design elements which would help the holiday maker. The Google Maps API is listed first as it is the most interactive part of the page. Here the user will be able to explore around a little and scroll down to see the short information about their chosen country. The page is designed so that the more the user scrolls down the more specific information they can see.

Although, it is not listed in the sketch I was thinking of also adding in a way for the user to be able to look at flights to the capital city of their chosen country from the webpage. Perhaps adding in some screen animations via CSS and JavaScript will be useful in order to de-clutter the page by lifting the next info card and API with a swipe up animation that also pushes the previous info card up.