Right now I’m thinking about doing my 1059 project and my 1052 project as one. For 1059, I had this idea of making a tier list website. I would have a database filled with objects and then I would ask questions based on the contents of the database. For example, maybe the entries in the database are fast food related. One of the questions could be what are the best McDonald’s breakfast items? The user would then be presented with a list of the all the Mickey D’s breakfast foods and would be asked to pick the best item, a great item, an ok item, and one that was terrible. This way, users wouldn’t have to rank all of the items which can be an issue if they are not well versed in all of the items. I frequently see this with user generated power rankings for professional sport leagues. Everyone has an opinion on who the best teams are, and which teams suck, but asking someone to individually rank all 32 NFL is quite a task. The average fan hasn’t watched enough games to establish an opinion on the quality of all 32 teams. Instead on my site, I would ask users to tell me who they felt was the best team in the league as well as asking them for a team that was really good, a team that was ok, and the team they felt was the worst. An algorithm would then take all of the user responses and separate the teams into top tier, high tier, mid tier, and low tier.

As far as aesthetics go, I was thinking about having the site be space themed with a blue hue. The site would also incorporate a lot of gold, silver, and bronze to distinguish the different tiers. I plan on using a lot of borders and subtle background textures. I’m hoping to create a lot of pop-up boxes that appear on the site itself during different scenarios to make the site look a lot cleaner. The site’s main aesthetic would be based around the idea that the site is a spaceship’s user interface. This would mean a lot of metal and opaque items and textures.