**COMP3020 Milestone 3 Report**

**University of Manitoba - Fall 2024**

**Instructor: Ariful Islam Anik**

**Section: A02**

**Group: 10**

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**PART (A): Technology Overview**

1. **What we used**

We used HTML, CSS, and Javascript, as well as a couple of libraries to create our “Jyniper Gyms” website

1. **What was our approach**

Our approach in creating our website was: 1) We used GitHub to maintain proper version control, 2) We used our sketches and feedback from milestone 2 as the basic idea and foundation to implement the website which proves helpful in determining the final product, and 3) pseudo-live coding to coordinate the workflow.

1. **What libraries were used**

The libraries that we used are Bootstrap, JQuery, Font Awesome, and Lottie. We used them to improve the functionality and aesthetic of our website.

**PART (B): Design deviations and evolutions**

In our final design, several changes were made from the initial paper prototype to enhance functionality and usability based on user feedback and technical constraints.

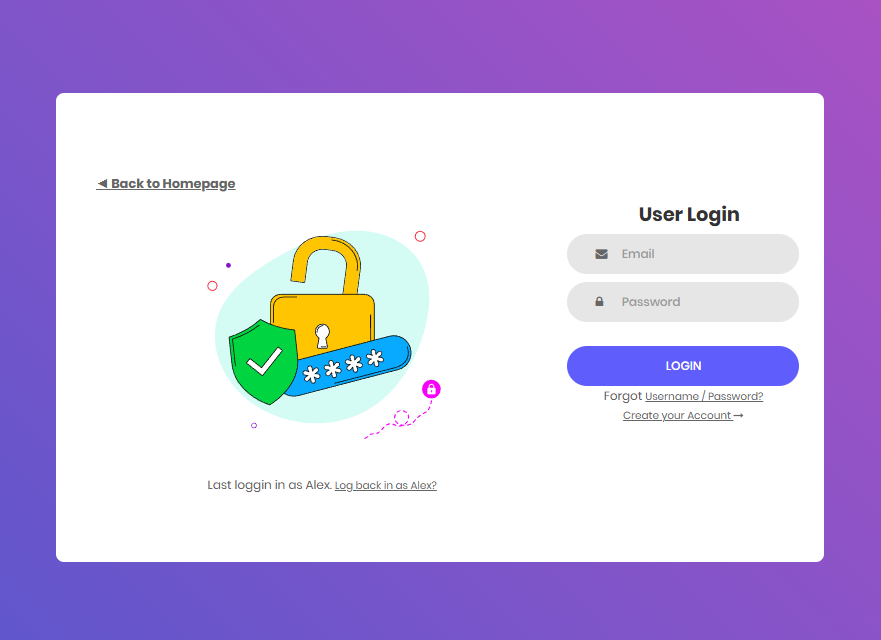
* **1. Profile Picture Button:** A profile picture button was added to the homepage to visually indicate whether the user is logged in. This change was informed by user feedback, which highlighted the importance of clear login status indicators. This addition improves user navigation and personalizes the interface.
* **2. Side Navigation Bar for the Store:** The store now features a side navigation bar, which was not present in the paper prototype. This decision was driven by the need for better organization and quicker access to categories, which enhances the shopping experience and aligns with user expectations for e-commerce interfaces.
* **3. Back to Home Button:** A "Back to Home" button was included on all pages except the store. This improvement addresses feedback that users needed an intuitive way to return to the main homepage, streamlining navigation across the site.
* **4. Removal of Member/Staff Sign-In Option:** We decided not to include the "sign in as member/staff" option from the prototype. This change was due to technical challenges and the realization that simplifying the login process could reduce user confusion.
* **5. Improved UI for Membership Selection:** The interface for selecting membership types was refined to be more accessible. This involved larger buttons and clearer labels, addressing feedback about the prototype's complexity and ensuring inclusivity.

These adjustments reflect our focus on user-centric design while balancing technical feasibility. Comparing our sketches with the final product highlights how feedback and iterative improvements contributed to a more polished and practical implementation.

**PART (C): Usability “sales pitch”**

The primary design principles we used are an aesthetic and minimalistic look, clear and effective navigation, consistency and ease of use. These “rules of thumb” are important because it helps us create a better user experience when they are using our interface. Focusing on the user experience increases user satisfaction and the efficiency of the system while also reducing user errors. We primarily used feedback from our paper prototype and course material when choosing our design principles. We were willing to put priority on the principles we chose because we believed they would have the strongest impact on the user without harming any functionality of the interface.

An aesthetic and minimalistic design allowed us to create an interface that is efficient, and users would find it easy to learn and use. When there are too many elements on the screen users can get overwhelmed and it makes the interaction less efficient as they must stop and think about each action they take as they shift through everything on the screen. Thus, focusing on key aspects and core functions reduces the overall mental load of the user and makes the interface easier to use. A good example of these design principles is the following image of our log in and creating an account page (all pictures are in appendix A). We kept the design very minimalistic and only included information that was necessary for the user to see and interact with. However, we also kept it visually appealing and aesthetic through our use of color, imagery, and interface layout.



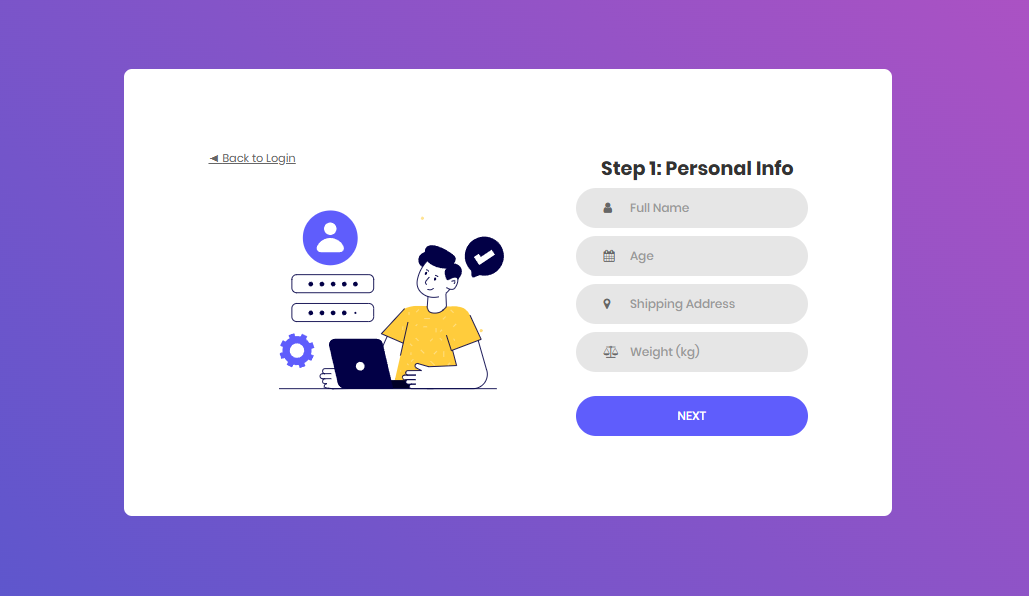
Clear and effective navigation was essential to our design as many of our users will not be using the site frequently. Thus, the site needed to make intuitive sense and guide the user along the direction they needed to go without overwhelming them. To accomplish this, we limited the scope of the website to the core functions that a user would need from it. Then, we created one centralized home page for users to branch off from. When in any of these branches, users can easily return back to the home page or the last section that they were in. This allows users to easily find what they are looking for without wasting time or getting lost on the site.

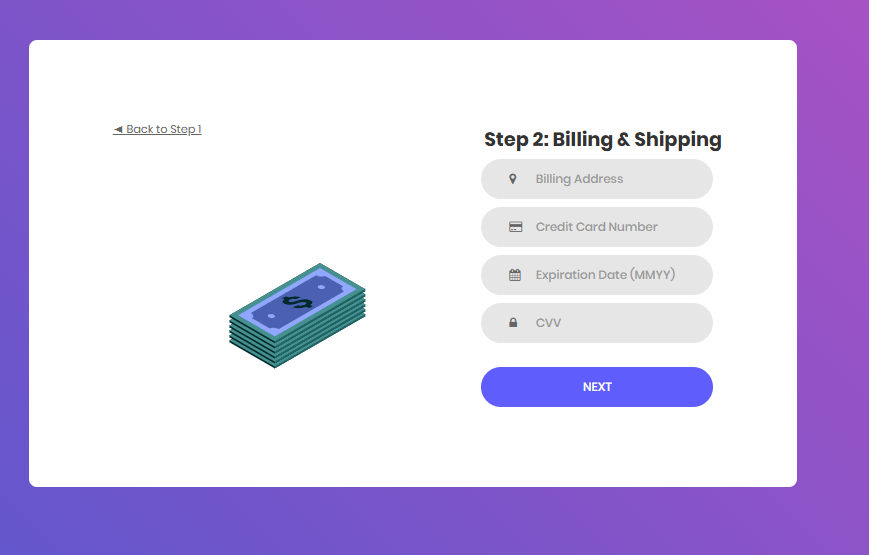
Consistency and ease of use are the final design principles we followed in the creation of our interface. These two principles go hand-in-hand in creating an interface that users find to be seamless. We achieved this by using the same color scheme, graphics and page layout throughout the interface. We wanted to make sure that users would be able to complete all the major tasks that can be done on the site in a timely manner without many user errors. Keeping the design consistent allows users to learn how to navigate it much quicker, thus also making it easier to use.

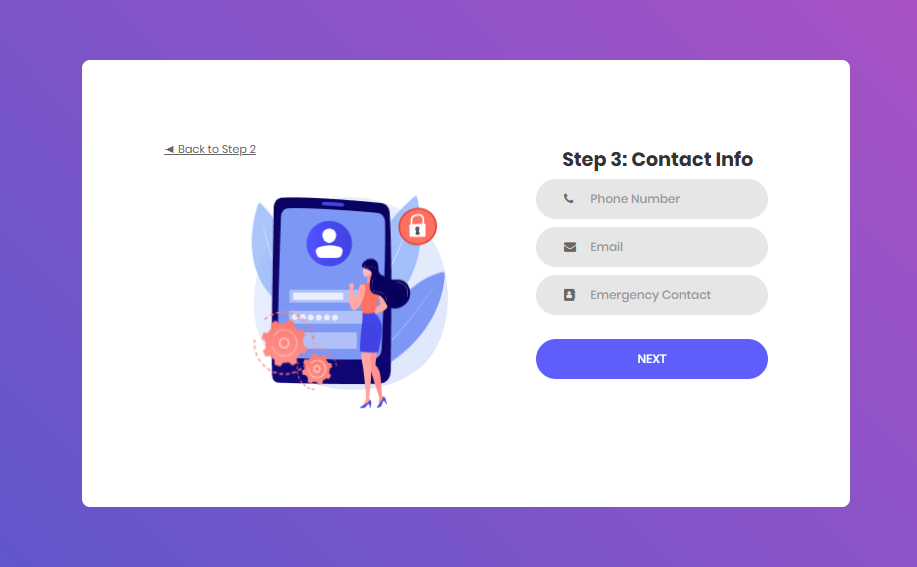
Please have a look at Appendix (A) for reference.

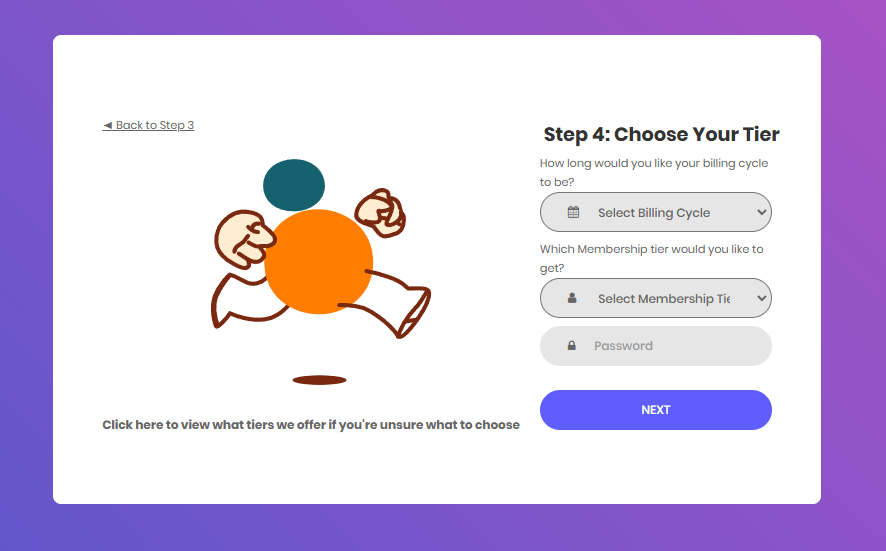
**APPENDIX (A): Figures**

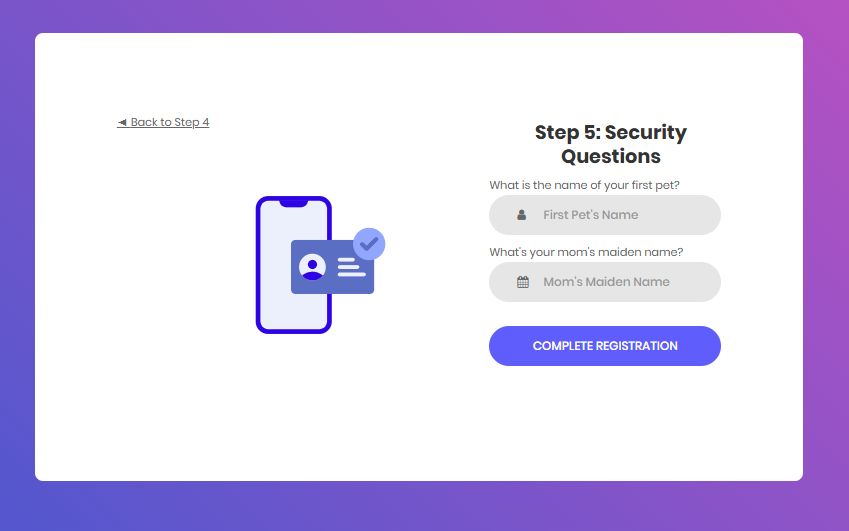
1. Log in and Create an account pages



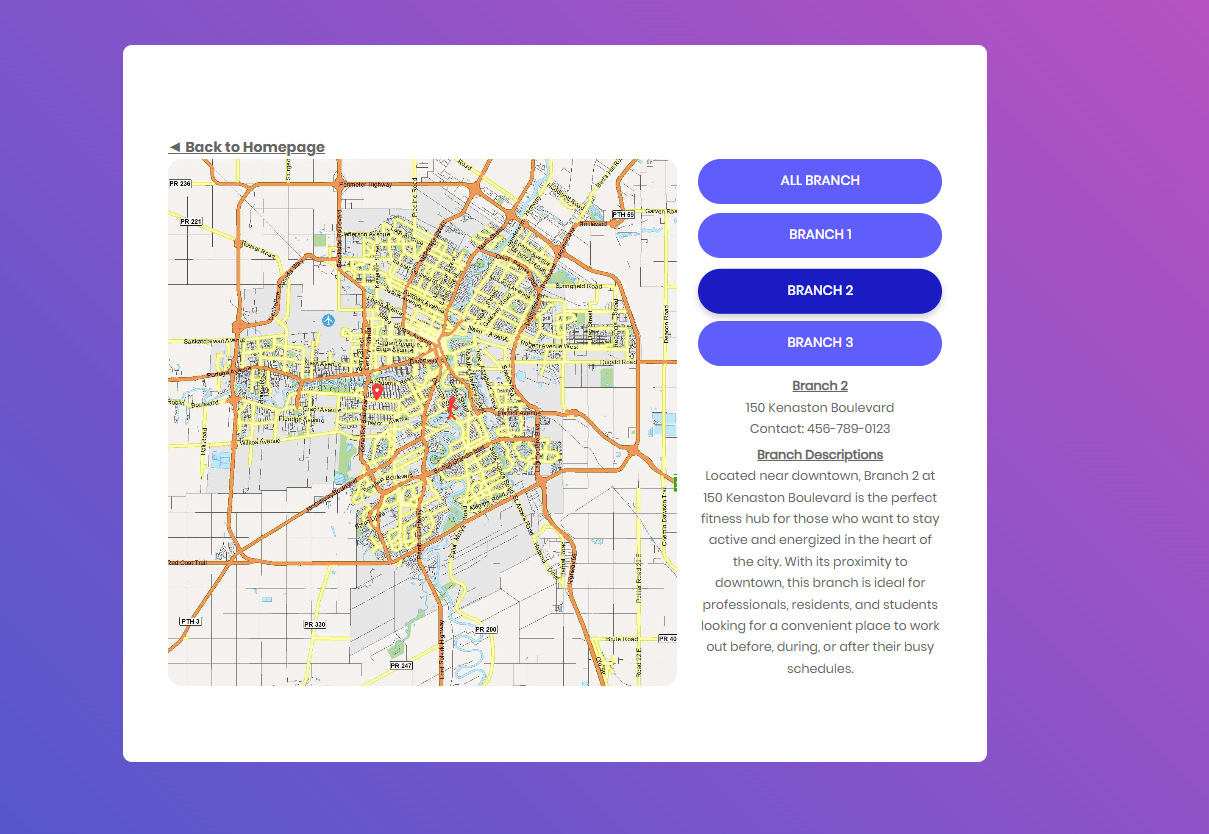




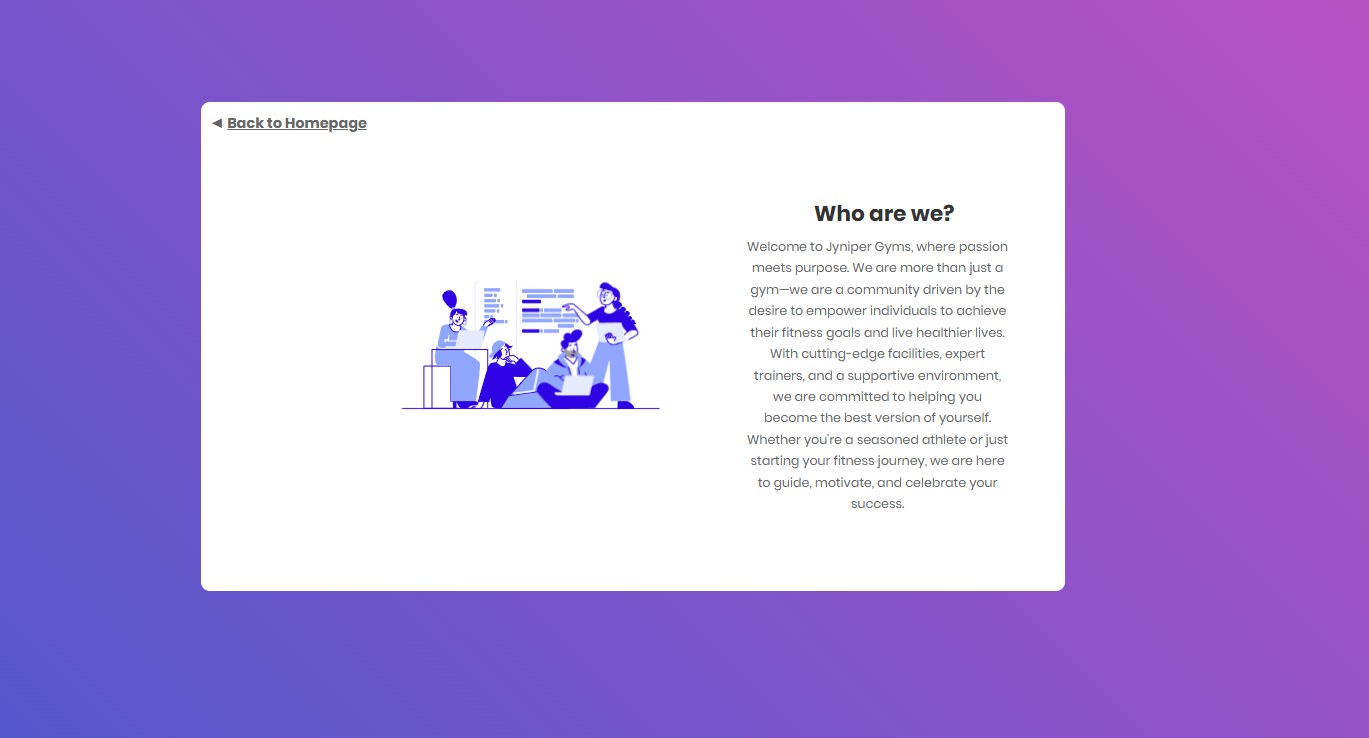




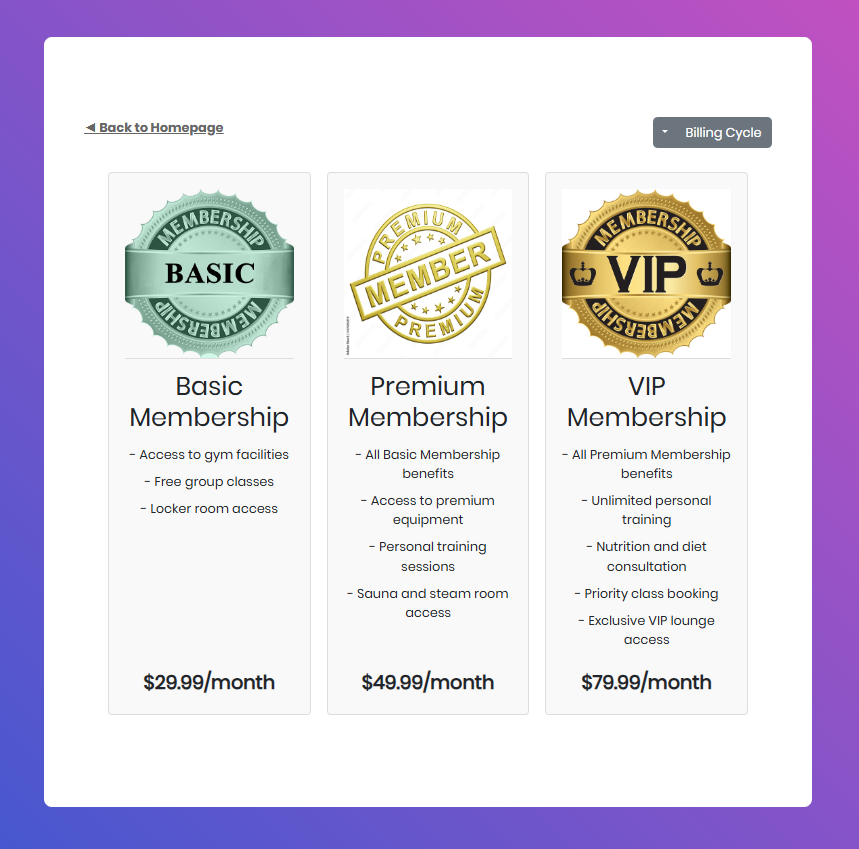
1. Locations page



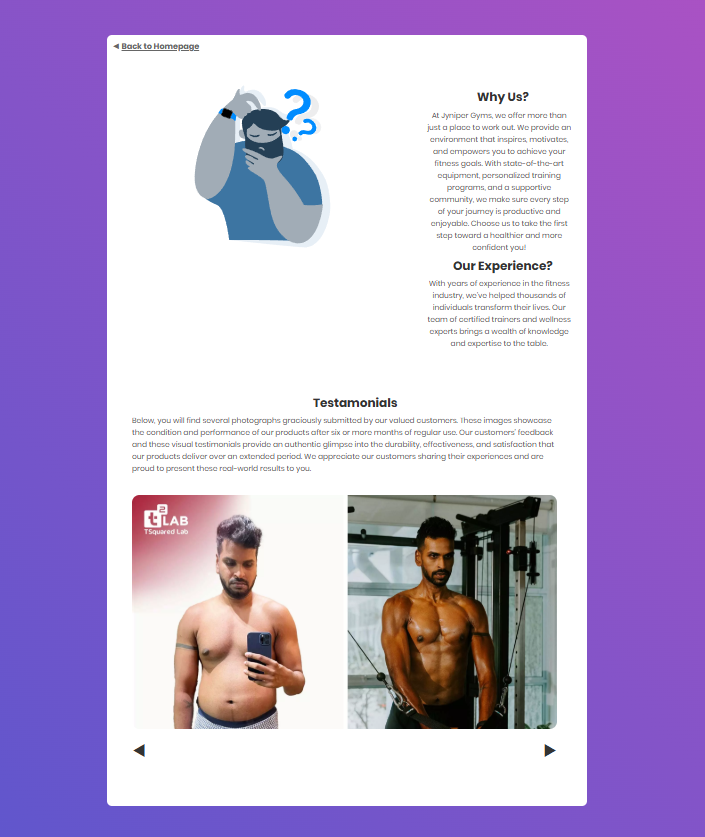
1. Who are we? page



1. Memberships page



4) Why Us? Page



**APPENDIX (B): Work distribution with the group**

1. **Planned Contribution**

|  |  |
| --- | --- |
| **Member** | **Intended Role(s)** |
| Skyler Pries | Write up |
| Rizaldi Wijaya | Write up and code |
| Rubait Ahamed | Write up and code |
| Huzaifa Mehboob | Write up and code |

1. **Completed Contribution**

|  |  |
| --- | --- |
| **Member** | **Intended Role(s)** |
| Skyler Pries | Write up part 3 |
| Rizaldi Wijaya | Write up and code |
| Rubait Ahamed | Write up and code |
| Huzaifa Mehboob | Write up and code |