Kailey's "out of the box" design is fantastic, as a result we will be going forward with it as an <u>iterative design</u>. To me, her teammate, It excels in all fields of ux design in exception to efficiently where it takes multiple clicks to reach a page with concrete content. My designs by contrast were the opposite where it was very efficient but low in all other fields of usability while not accomplishing the original goal of helping the user actually learn the content.

Kailey's design should be relatively easy to fix into being the working prototype by mixing in some more contemporary details.

The original plan for this product is to help users learn Bash, with a close second goal of helping users remember how to use bash. We

We will have to be careful when adding the contemporary content as it tends to be very hard to read and understand, at the cost of being very efficient.

We will also need to have a more extensive homepage rather than the landing page that currently stands at being only a search bar with a few links.

There will also need the creation of a concrete content page, which Kailey's design currently lacks.

My designs may or may not end up being used as a reference to make up for what Kailey's missed out on.

Bash_It

What topic are you interested in?

[|]

topics:

[⊠] [⊠] [⊠]

Bash_It | Want to learn more?

Choose a lesson with pre-arranged content:

[Write your own script]

[Commands: basic to advanced]

[Code practice]

[Intro to Bash for beginners]

Bash_It | Search: Topic 4   [new search]

Information

[For Beginners] [Intermediate] [Refresher]

Forums

[⊠] [⊠] [⊠]

Code Examples

[Link (description)]
[Link (description)]
[Link (description)]

Videos

[▷] [▷] [▷]
Title   Title   Title

Useful commands

[Link]
[Link]
[Link]

Bash_It | Practice – Topic 4

Other Problems

Practice Problem

Instructions: _____

Interactive terminal

[

user@Bash_It: ▮
]

Difficulty:

[easy]

[medium]

[hard]