My site is targeted mainly at students and gamers. It ranges from any age group. It was targeted to this demographic because the design is more toward a gamer look and because I'm a gamer. Also as a student, I want a quick and easy way to use a to-do list.

The appealing factor is that the button looks like a video game button as it stands out. The background with the animated shape and the purple gradient color give it a gamer feel. Also the typography title for each section choice was specifically for gamers. Even though it's more designed to target gamers and streamers, anyone else can also use it.

The design consideration that I took into the form and task box was light gray so it helps stand out from the purple gradient background, the black text, and the buttons. Also placing all the content in the center because the user when looking at a screen looks directed at the center first. Furthermore, where they enter the text form is at the top and as it goes down is the task list itself. The reason for this is that users usually do things in order from top to bottom. The logo for the button and the overall ease of using the website. It's simple to use and as for the logo of the button, I made it represent what it's meant to do. Such as the check-in green color. Edit/save in blue and trash bin in red. I try to match each function with the color that fits best with what it represents.

According to Shneiderman's Eight heuristics, I strive for consistency with the layout being the same all items in the middle, and buttons the same size. I also offer informative feedback so that when you press the check button, it will make a firework sound that notifies the user it has been added to the completed section. Furthermore, it will have a red line across the task and opacity turn down to signal done. I also consider reversal of actions, the user can edit the text if they made a small error, or delete it as a whole if no longer wanted. I also consider short-term memory load where for each task I mainly put the three main needed buttons and the color code option. This way it doesn't overwhelm the user with many items inside the task box.

The interface that was appealing was the form box the user just selected their due date, typed in their main task/title, followed by the sub-task/description. It's simple and easy to use. The thing that could be improved upon is the sub-task because currently it's not like a list for the sub-task and there is no button for them. Currently, the user can press the edit button and list the sub-task by hitting enter to go to the next line for each task entered, but this is inconvenient. Also, the sub-task/description is connected to the main task/title. So if you press done for the main task, it will also do it for the sub-task. It would be better if it's separate and the sub-task had its button making it easier for the user to know what they specifically have completed and not just need to remember in their head if all parts of this task have been done before pressing the done button.

One true affordance of my website is that every button is what you think it would do. Furthermore, each feature is labeled. Visible in that there is an icon for each button and colored based on what you would expect it to do. One constraint is the data management. Visible in that when the user reloads the page, all data of tasks are gone and back to default.

https://vincentchen06.github.io/To-Do-List/

https://github.com/VincentChen06/To-Do-List

Completed part: A,1-5; B,6-7; C,8-9; D
Uncompleted: None

Citations/References used:

Foundation to getting started -
https://www.youtube.com/watch?v=MkESyVB4oUw&t=1975s

Sound effect -
https://www.youtube.com/watch?v=YYMmvGs7hAk

Animated Background -
https://www.youtube.com/watch?v=qx7pSLjLNQA

ColorPicker -
https://www.youtube.com/watch?v=5doVt5rnDcM

Filter dropdown, font, button logo -
https://www.youtube.com/watch?v=Ttf3CEsEwMQ&t=1322s