

Design Documentation for Assignment 3

Colour Scheme

My website using a complementary colour scheme of blue and orange as highlighting colours, as well as standard black and grey for most of the text and backgrounds. Black, grey and white were used mainly for the professional look, where as the blue and orange were used as highlights to add flavour and branding to the website. I chose blue because quidditch is played outdoors and in the air, where the blue sky would be a definite background for many games. The orange colour, as well as being approximately opposite to blue on the colour wheel, also can represent the quidditch ball which is usually a brownish orange colour. It is used mainly for hover highlights and elements that need to stand out in contrast to the general blue and black.

Medium saturation light blue was used for the banner image and the level selection buttons, with a much lower saturation and lighter blue for the background of rows in the table which the user hovers over. The form background was a medium saturation bright blue, to stand out against the dark grey overlay.

Medium saturation orange was used for background of the selected level, the post and edit icons, and for the hovering background of header menu and banner items. Medium value grey (#aaa) was used for the tab backgrounds.



Lines, Borders, and Backgrounds

I chose to use a vertical stack of medium saturation light blue buttons on the left side of the table so that the organiser can quickly and easily find the required level that they would like to post results to. The tabs on top of the table have a grey background as the user should see them after seeing the level buttons. (However in most cases it will still work if they select the division first). The tabs are skewed rectangles with grey shading to make it obvious that they are clickable tabs that will change the content of the table below. The table itself has horizontal lines but no vertical lines, as the information in a single row is related to the same game, so it is more intuitive without vertical borders.

I chose a plain white background for the main div which allows the features of the website to stand out better, with plenty of white space so that the website is uncluttered and visually simple. The grey background of the overall body gives the overall page a look and feel that is similar to common applications such as google docs or word, which is similar to a piece of paper that the organiser will likely feel familiar with.

The grouping of the three blue sorting options at the bottom of the table is deliberately placed slightly further away from the table as the other buttons and tabs, to make it stand out to the user, so that they won't miss it if they require it.

The full width banner image that appears near the top of the page is for initial visual impact to capture the user's attention and enhance the visual appeal or beauty of the site, as this should increase usability as the user will make less mistakes.

Font Scheme

For the headings, I decided to use the Dosis font, which is a geometric sans-serif font. The reason I chose this font because it was neat and tidy, and the straight lines and circular letter shapes mimicked the iconic Quidditch goal posts and hoops.

The main body text is Droid Sans medium grey font, at 15px. I chose this because it is a neutral and friendly font that was designed for user interfaces. It is easily readable and comfortable for screens, and a reasonable size to read. I chose medium grey instead of black for the main body text as it is more comfortable for reading, due to not overly heavy contrast.

Assumptions and Limitations

I assume that organisers have been briefed about which games they are meant to post results for as this page on the website does not give them direction on which games they should have results for. It is also expected that editing incorrect results is a separate task, and there is a button to do this but the functionality itself was not implemented. I also assumed that the organisers have been given details about where to find the post results functionality, or have previous experience with it. That being said, as a result of my usability testing I have included a homepage notification which directs organisers to the post results page, if it's the first time that they have posted results.

For the purpose of this prototype, sorting and filtering only works for Legends Division A, but the elements are present on each division and level. I focused on how it was integrated, and how coherent it was with the rest of the page.

I assume that only one team can default, so both teams cannot default at same time. The team that wins by default is automatically given 100 points, I assume this would be mentioned somewhere in the rules and regulations. If both teams are unable to play, the game result is just ignored or rescheduled.

Resources and References

Source	Description
http://cssdeck.com/labs/another-simple-css3-dropdown-menu	For a barebones template of the dropdown menu
http://purecss.io/tables/	Basic table template
http://codyhouse.co/gem/simple-confirmation-popup/	Popup with a black partially transparent overlay window
http://www.sanwebe.com/2014/08/css-html-for-ms-designs	Form style and design
http://www.free-css.com/assets/files/free-css-templates/preview/page19/solemnity/	Index page sidebar template
http://stackoverflow.com/questions/9709209/html-select-only-one-checkbox-in-a-group	Javascript function to only select one checkbox at a time for defaulting
http://www.listjs.com	Javascript functions for table filter and sorting