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Script aims at creating a fun experience for students who want to practice their JavaScript and provide them with means to message their teacher.

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# User Centered Design

## Users

The website targets ALC students who are eager to learn JS. It works as an interactive tool for them to test their knowledge and reach out when they need help

There are 3 main characteristics to emphasize:

Users are young. And they get bored easily.

Users use a variety of devices to access this website.

Users don't appreciate complex systems.

## Style Guide

The website is distinguished with clear consistent styling. Colors motivate for learning and stimulate curiosity. Fonts are clear and expressive.

### Colors



It's proven that yellow stimulates creativity and boosts mood to keep users engaged and cheered up.

Perfect for site backgrounds as it gives a feeling of calmness and tranquility.

Reflects the grows of a learner and sustainability of learning

Provides a suitable contrast with grey. Blue is heavily used on exam pages. It represents calmness.

Gives a gentle feeling when something is wrong. And in general, red reflects passion.

## Fonts

Ubuntu is the main and almost only font in the website. It's a good idea to keep a consistency of font. I choose Ubuntu for its elegance, tranquility, and sense of newness. It's found on *google fonts*

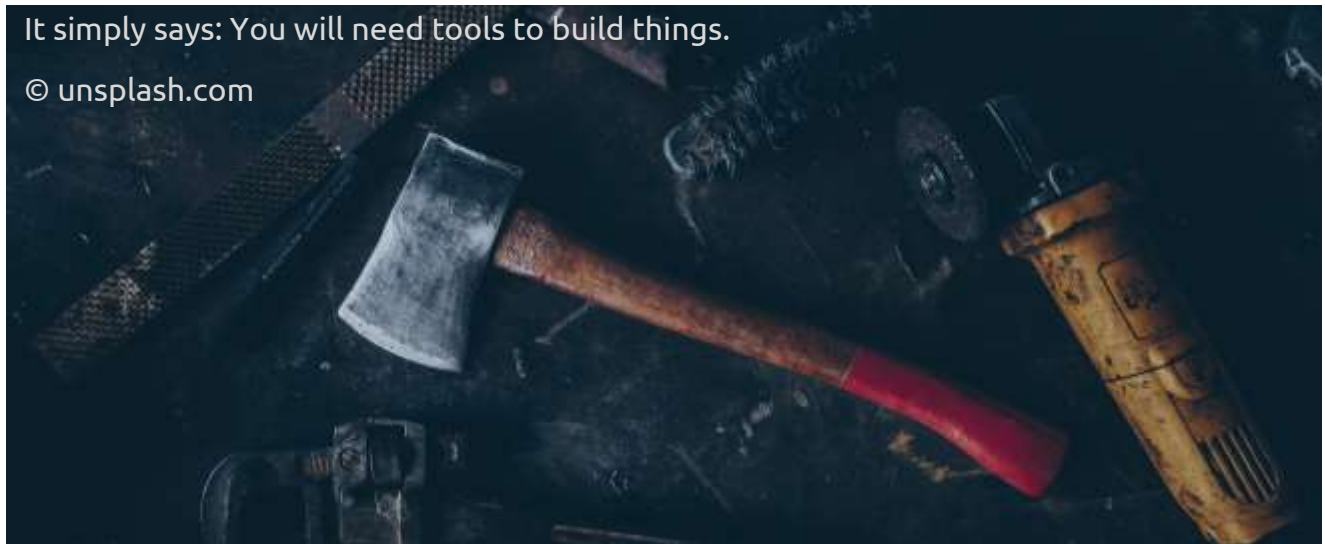
*Freestyle Script* is also used to make the logo. It's a great choice to reflect the dynamicity of JavaScript and learning. It's also a *google font*.

## Images

All images used in the website are open-source. And was found on *unsplash.com* edited manually on *Photoshop*.

It simply says: You will need tools to build things.

© unsplash.com



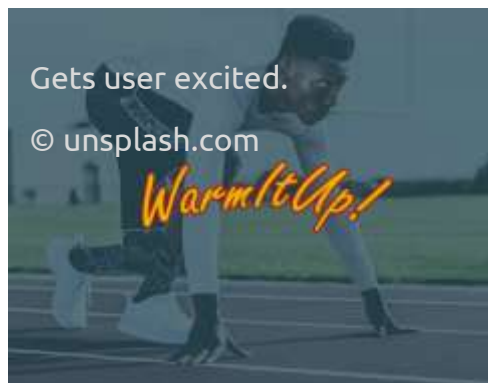
Children are the best learners.

© unsplash.com



Gets user excited.

© unsplash.com

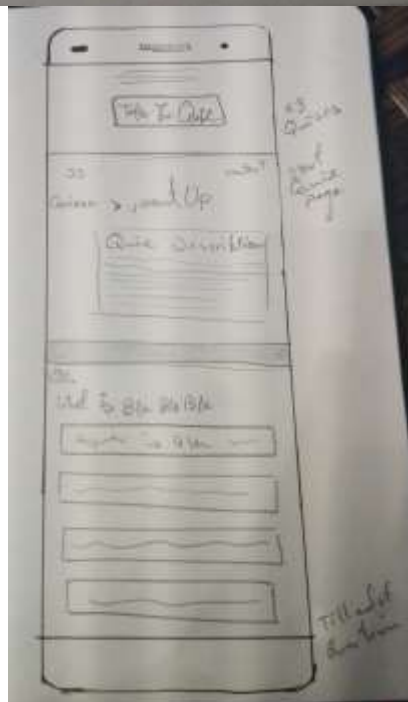
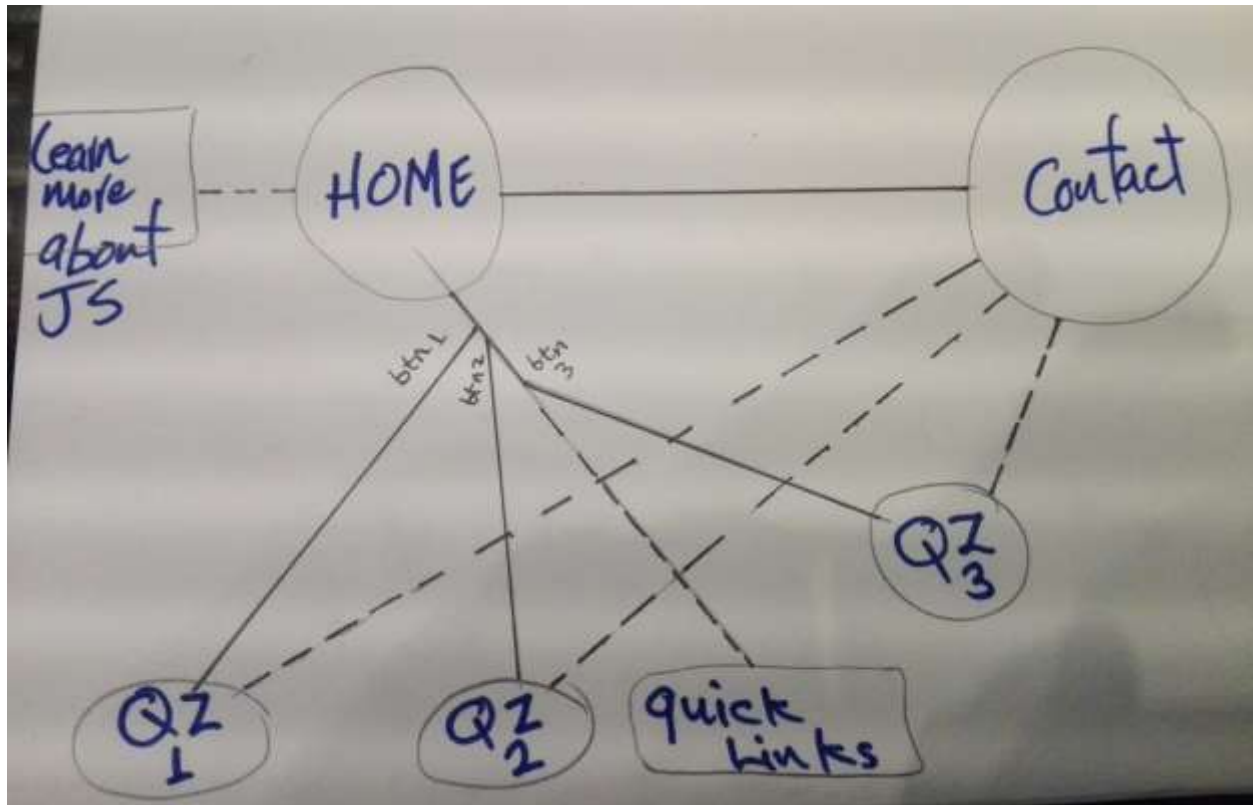


**"An image is  
worth  
a thousand  
Word"**

**</Script>**

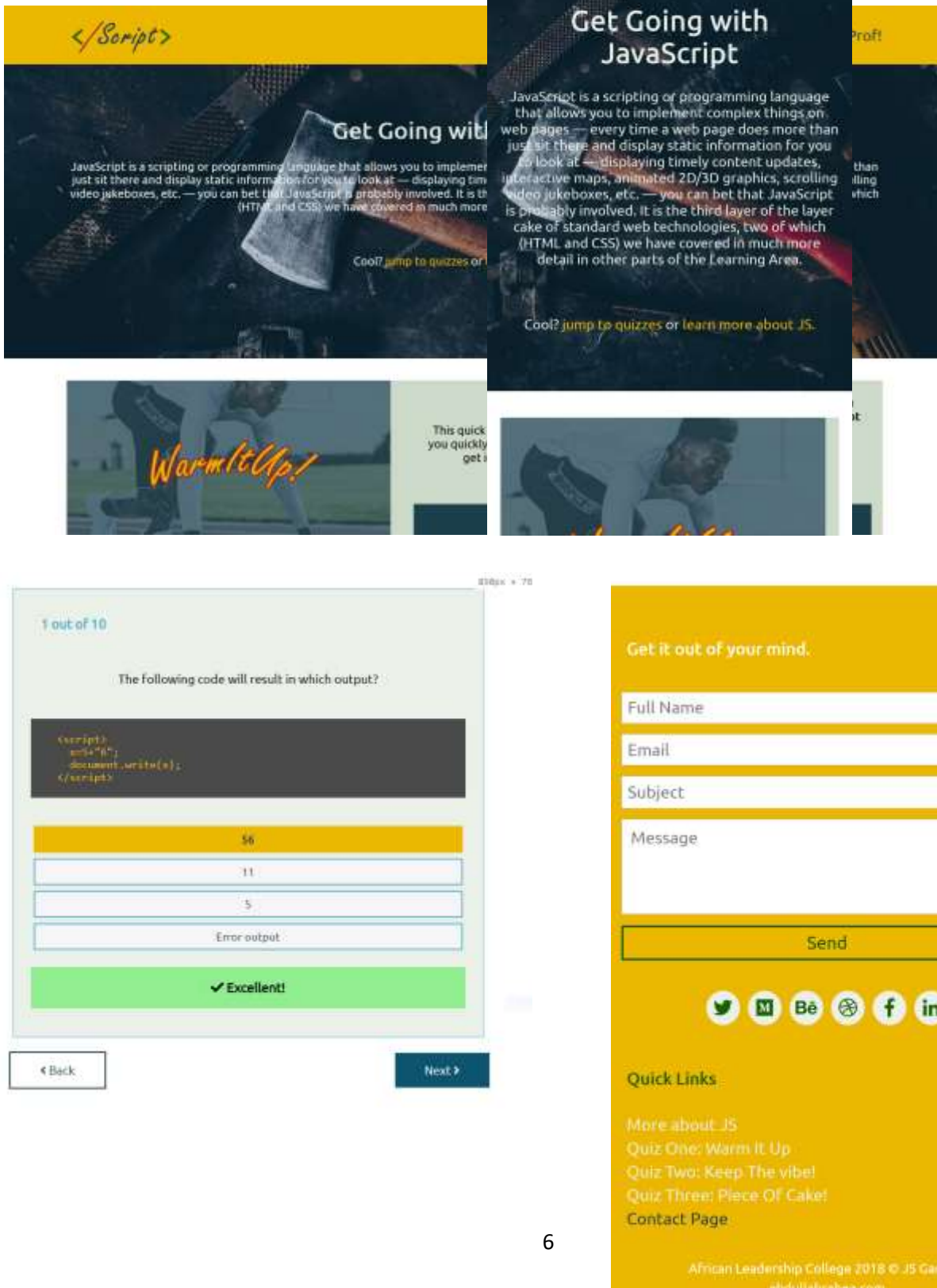
## Site Navigation

Site navigation is clear and consistent. *Script* is a small site that accepts simple hierarchal structure with quiz links between pages depending on the user journey on the website. Script insures fluidity in transitioning between pages and different experiences with a footer that it always there with the everything the user needs at any point.



## Mobile First Approach

Website is first designed on a mobile screen, then a tablet screen, then expanded to fit in the 1200px wide laptop screen. This way we guaranteed it will just work well on any screen



# Technologies Used

## General Overview

**HTML:** Is everywhere on the web. It simply structures and wraps the content of the website.

**CSS:** is used to style html elements and reflect it on a visually appealing way. It also helps draw some basic interactive styles. Grid system is inspired from *Bootstrap*

**JavaScript:** is to provide dynamicity. And edit html and css. Most of quizzes are implemented through JavaScript. Some quiz code was inspired from *Sitepoint*

**Font Awesome:** provides a great variety of icons in the form of a font.

## To Make Quizzes

### Quiz 1: Warm It Up

The first quiz aims to get the user up and running with JavaScript. We keep the instructions simple and short at the header with important navigation links close by. The first quiz consists of 10 question that slide one after the other to grab the user attention to one question at a time with the buttons to give the user a sense of progress. Immediate feedback is given with no emphasis on grading.

It's implemented using **HTML** and partially **JavaScript**

### Quiz 2: keep The Vibe

The first quiz is a little more formal with emphasize on grading.

It mainly implemented through JavaScript. And Score is provided to the left side of the bottom of the quiz.

### Quiz 3: Piece of Cake!

Piece of Cake is a way to practically show the user a glimpse of what they can do with JavaScript. It consists of 5 Interactive Questions and a drag & drop game. Implementing this wasn't really a piece of cake. And it still needs further improvements to fix the code, add the feedback and polish the design.

## Potential Improvements

### Making it more real and more interactive

An inclusion of a timer in quiz 2 would make the quiz more real. Providing detailed feedback to the users after submitting is going to help them figure out what exactly do they need to work on a bit more. It will be a good idea to modify the contact form. So, instead of it being in a separate page, to just drop down on any page using JavaScript.

### **Use of better technologies for grading and providing feedback**

Use PHP backend to set and grade the quizzes. This is because JavaScript is used for frontend development and runs in the browser hence making it easy to check the answers to the quiz and even change the quiz itself. PHP on the other hand operates in the backend and ensures security by not allowing user access.

PHP also enables creating a user profile and tracking their progress for potential expansion, as well as allowing the teacher to see users profiles and progress on the subject. Connecting the front-end with a database is going to open a lot of potential improvements and growth areas.

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## **Closure**

Script was my second project this year. I can see the way my skills have grown especially when it comes to responsive design. With Use of frameworks and better tools, I am sure I can make awesome web experiences in the future.

### **My growth points were mainly that I:**

- Am talented more in design and front-end.
- Need to practice JavaScript and PHP more.
- Need to further polish my work processes and start exploring ways to design and organize the code itself in a way that will make it more maintainable and re-usable in the future.