Design Journey Part 1

Group name: SQL Squad

Members' names: Ben Huber, Clare Snyder, Amanda Ong, Stephanie Sun

Members' NetIDs: bh333, cds238, ayo3, ss2938

Section: 210

Part 1: Client Selection

Client Description

Tell us about your client. Who is your client? What kind of website do they want? What are their key goals?

Client: Melody Spencer (Digital Gaming Alliance President)

The client wants a website that provides information about the club, club events, and information on the game design minor. These include information such as:
- Gallery for projects made *outside* class
  - Name, Date Created, Genre, Platform, Engine, thumbnail picture, link to game(?)
    - Display Name, Genre, and Thumbnail, Make thumbnail picture clickable to display all of the data
- Game Design Minor- reviews from students who took it; maybe allow submissions
- Event Calendar
  - People in the club could add events - make an admin login
  - Events for club
  - Other people that are not in club could submit events
- Content info / about page for prominent club members
- Info about PAXs (popular gaming convention)
  - Time of the next PAX-related meeting
  - The date of the weekend PAX is occurring on
  - Current availability of tickets
- Design
  - Toned-back colors
  - Anchor points? (depending on website size)
  - Cooler colors (main color being possibly blue)
  - Pixel-related font for titles/headers

Key Goals:
- Allow groups members to know of upcoming events for DGA, and allow them to propose future events, but not add them directly unless they are approved to do so
- Provide other resources/knowledge about game design minor

Target Audience

Tell us about the potential consumers of this website. How, when, and where would they interact with the website? Get as much detail as possible from the client to help you find representative users. This will make it easier for you to test your site on potential users and to generate useful personas.

- People considering minoring in game design
  - They would look at the Game Design Minor page to see what classes they should and shouldn't take
- Members of the DGA
  - They would look at upcoming events display and calendars to see upcoming events to join
- People interested in the DGA/considering joining the DGA
  - They would at the projects page and Game Design Minor to see if they're interested in Game Design
  - They would look at DGA events to see if they are interested the events that DGA are doing

Purpose & Content

Tell us the purpose of the website and what it is all about.

- Informing people pursuing a minor in game design.
- Keeping members of the DGA up to date
- Encouraging people to join the DGA

Hosting Plan

Where will the site be hosted?

- Several options: looking into free options such as hosting on Git
- Might get funding through SAFC

Needs and Wants

In this table, collect your client's and target audience's needs and wants for the website. Come up with several appropriate design ideas on how those needs may be met. In the Memo column, justify your ideas and add any additional comments you have. There is no specific number of needs required for this, but you need enough to do the job.

Needs and wants (What does your client and audience need and want?)	Design ideas and choices (How will you meet those needs and wants?)	Memo (Justify your decisions; Additional notes)
Calendar for events which admins can edit	Use a SQL database/table and login to allow people with password to edit the database	Using SQL keeps all the data organized and allows easy adding and deleting of data
Display of thumbnails for game projects completed outside of class	Display thumbnails. Take pictures from SQL database.	Will ask Melody for info for projects
Submission box for outsiders to input events	HTML form: admins can see submissions	Inputs will go to events database (SQL) where admins can choose to add them to approved events table

Forum that has reviews for Game Design Minor classes.	Will need to make an account to make a review Use SQL database to store reviews, add reviews, and add users.	WIll ask Melody for more detail if necessary
Standard info (home page, about, etc.)	Basic HTML	Will ask Melody for color/font/text input

Part 2: Project requirements

Design

What design elements should be utilized? Tell us about the design elements you plan to have for the site. Do they fit your client's needs? Why did you choose to follow (or not to follow) the client's expectations? If you chose not to accommodate a need, why did you make that decision?
- Thumbnails of games and genres, which goes to a page about the game with a link to the game itself.
- Link to calendar, also with four nearest events displayed on homepage (using SQL query) for easy access
- Forums/form pages using HTML
- Have a required login in order to access add/edit/delete functions of the website (mainly for club leaders or members approved to manage the website)
- Forms using php/SQL that can be filled out to either propose or add events to the event calendar
    - If the user is not logged in, the can propose events. These events do not go on the calendar, but instead to a page that logged in users can view. Logged in users can then approve appropriate events and press a button to add them to the calendar. Logged in users may also directly add their own events, with no additional approval needed.
- Form for adding/editing/deleting games from the gallery, this would only be accessible to logged in users
- Form for adding/editing/deleting information on the about page and PAX page, this would only be accessible to logged in users

Client's Edits

Does the client need the ability to edit the site after the end of the semester? If **Yes**, tell us how you site fit your client's need. If **No**, write down N/A.

YES We will many forms accessible to admins to edit. Also, the admins are generally CS majors and there will be someone who knows how to edit the code directly at the end of the semester.

Information Architecture, Content, and Navigation

Lay out the plan for how you'll organize the site and which content will go where. Note any content (e.g., text, image) that you need to make/get from the client.

Note: As with the Needs and Wants table, there is no specific amount to write here. You simply need enough content to do the job.

Main navigation (List your site's navigation here)	Sub category (List any sub categories of under	Content (List all the content corresponding to main navigation and sub categories)

	the main navigation)	
Home page		**(Slideshow of certain images selected by the club?)** **About:** Describes what club does **Members:** List members in clubs w/ positions **Upcoming Events:** Displays upcoming events 4 with a button to Calendar
Calendar		**Upcoming Events:** Displays 4 upcoming events **Calendar:** Displays calendar for the current month ● Meeting for discussing PAXs **Forum:** Submission of events by outsiders
Game Projects		**Thumbnails for game projects:** Display game projects. Click show more to access more information about each project.
Game Design Minor		Contains list of review of game design minor classes **Forum:** Provides a forum for other people to submit reviews
PAXs		Provides information about what PAXs is and how members of DGA attend PAXs through funding.

Interactivity

What interactive features will your site have? What PHP elements will you include?

Much of this is up to you, however, implementing a login system is ___required___. Logging in should not be required to view the site, however it must unlock extra functionality, e.g., admin functionality, comment posting, etc.

Also, describe how the interactivity connects with the needs of the clients/target audience.

- We will have PHP for the login and also for the gallery (similar to the PHP used in project three used to make the albums). This will include salting for the password, if statements to check if admin, loops through the information, regex to check inputs to forms, sessions, GET/POST for pages.
- Login functionality allows the admins only to update the calendar, add games to the game gallery, and approve reviews of classes for the game design minor. This makes sure that no one maliciously spams the calendar or posts an offensive review to the forum.
- The public forms allow anyone to submit, and the results of the submission will be posted with admin approval.

Use of Existing Libraries

What libraries (e.g. editor.js, jQuery Cookie, Image Sliders, jQuery) are you planning to use for the site? What do you have to do to incorporate those libraries? How much of your own code will satisfy the project requirements?
- jQuery - for animations
    - Connect to js online
    - Include main.js script
- Bootstrap - grid system
    - Connect to the CDN to incorporate the grid system

- - We are only using the grid system styling to display elements on our site more easily, so the rest of the code is our own
  - Google Calendar

Database

How will you use a database to improve the functionality of the website? Describe a possible schema that could meet your client's needs.

There will be a database with tables to store login information, calendar of events, reviews for Game Design Minor classes, and game projects.

Login: **username**, password
Events: **event_id**, date, time, location, event_description, is_approved
Reviews: **review_id**, name, review, date, instructor, grade, is_admin
ReviewsForClasses: **review_id, class_id**
Classes: **class_id**, class_num, class_name, description,
Games: **game_id**, title, creator, genre, link
GameImages: **game_id**, **image_id**
Images: **image_id,** file, credit
- Primary keys in bold

Scale

How large will the site be (approximate number of pages) and how many hours of work will be required to complete it?
5 pages. 30 hours.

Part 3: Work Distribution

Describe how each of your responsibilities will be distributed among your group members.

Who will be responsible for backing up other members should someone fail to meet a deadline? How will you communicate with each other? What are your expectations for communication? How will you share your design documents and ensure that no one disrupts each other's code? How will you manage deadlines? How you would keep track of task completion and the progress within your group?

If you will be using any tools for scheduling, sharing documents, managing tasks, etc., make sure you describe them here. This is also a good time to identify challenges (like who will be unavailable due to religious holidays or sports events), and how you will manage these challenges. Keep updating this on a regular basis for your own benefit.

If you are not tracking tasks (calendars, shared to-do lists, bug trackers or gantt charts, etc.), you might want to use the basic task tracking table shown below.

Set internal deadlines. Whose task needs to be completed first in order for another person's task to be relevant? Be specific in your task descriptions so that everyone knows what needs to be done and can track the progress effectively. Consider how much time will be needed to review and integrate each other's work. Most of all, make sure that tasks are balanced across the team.

Note: Again, you want the right number of items for the job. The table should have enough information such that each team member understands what is expected of them and by when.

To organize our tasks, we are using Trello. We are sharing our code using Github. We are also able to communicate through Facebook Messenger. We will have people working on specific things at specific times and will communicate clearly so that no one is overlapping the code that they work on (in a way that would lead to someone messing up another person's code). We will also be careful to save drafts so it is easier to go back and fix mistakes. We do not have specific challenges in terms of meeting, but we are all busy so we will make sure to be ahead of everything so that we will have as much flexibility as possible.

Task	Team Member Names and roles	Due Date	Status
Home Page	Stephanie Sun; Back up: Ben Huber	Page layout- 4/22	Finished
Calendar Page	Amanda Ong; Back up: Clare Snyder	Page layout- 4/22	Finished
Game Projects Page	Ben Huber; Back up: Stephanie Sun	Page layout- 4/22	Finished
Game Design Minor Page	Clare Snyder; Back up: Amanda Ong	Page layout- 4/22	Finished
PAXs Page	Stephanie Sun; Back up: Ben Huber	Page layout- 4/22	Finished
CSS Management	Amanda Ong; Back up: Clare Snyder	Colors, Nav bar, font, footer - 4/22	Finished
Database Management	Ben Huber: Back up: Clare Snyder	Ongoing (Database made 4/22) Gathering content for database 5/2	Finished
Design Journey Pt. 2	Everyone (together)	4/25	Finished
Draft Implementation	Everyone (together)	5/2	Finished
Final Presentation	Everyone (together)	5/5	Finished
Final Implementation	Everyone (together)	5/16	Finished

Part 4: Additional Comments

If you feel like you haven't fully explained your design choices, or if you want to explain some other functions in your site (such as special design decisions that might not meet the final project requirements), you can use this space to justify your design choices or ask other questions about the project and process.

N/A

Design Journey Part 2

Group name: SQL Squad

Members' names: Ben Huber, Clare Snyder, Amanda Ong, Stephanie Sun
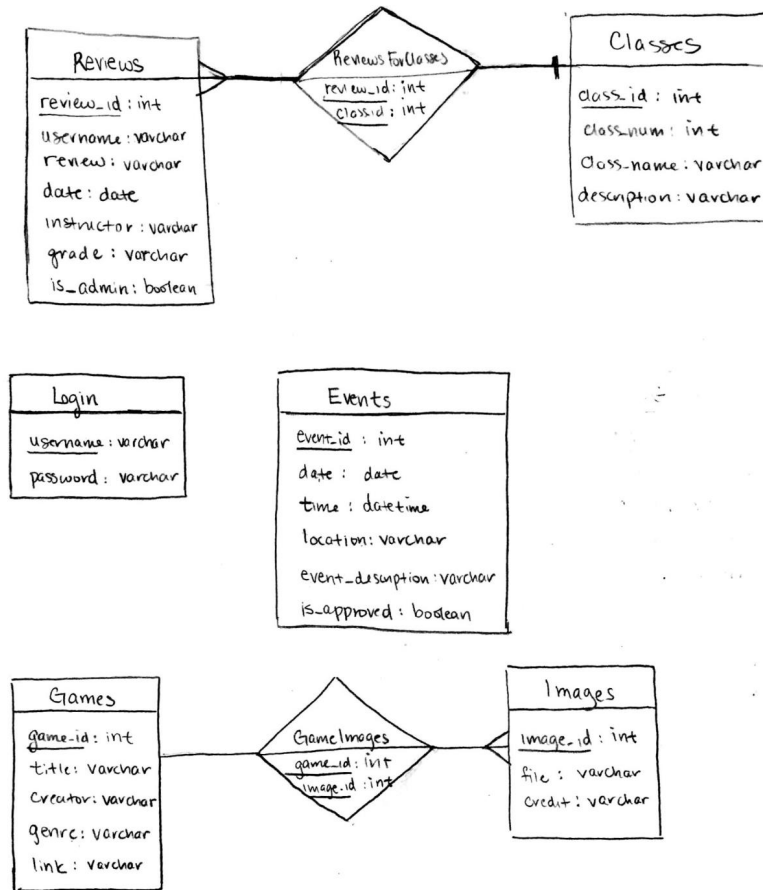
Members' NetIDs: bh333, cds238, ayo3, ss2938

Section: 210

Part 1: Database Design

Conceptual ER Diagram (different arrows, see slide 13 of Lecture 17; relationship and ER, see lecture 16 and 18)

In this part, please copy and paste your ER diagram for your database below (you can make your ER diagram using any tool of your choice). Make sure the relationships between each entity are clear and well thought-out. Don't forget to indicate what kind of relationship each arrow represents. Your database description should go on the next page.

Reviews

review_id : int

username : varchar
review : varchar
date : date
instructor : varchar
grade : varchar
is_admin : boolean

ReviewsForClasses
review_id : int
class_id : int

Classes

class_id : int
class_num : int
class_name : varchar
description : varchar

Login

username : varchar
password : varchar

Events

event_id : int
date : date
time : datetime
location : varchar
event_description : varchar
is_approved : boolean

Games

game_id : int
title : varchar
creator : varchar
genre : varchar
link : varchar

GameImages
game_id : int
image_id : int

Images

image_id : int
file : varchar
credit : varchar

Database Description

Tell us what the database does. Make sure that you include enough detail so that we are able to understand what is going on in your ER diagram.

Our database is important for several parts of our website. One of these is our forum for course reviews. This forum will allow individuals to submit reviews for different courses in the game design minor. By having tables that store these reviews, we can make individual pages for each course, so that the user can click a link for any individual course and easily view the reviews. The tables for courses and reviews will include important information about the course, and will record the date of the review, so that we can sort the reviews from newest to oldest. We are also using our database to organize images from many video games designed by members of the club. The tables in the database for this section will work very similarly to the albums/images tables from project three. Finally, we will have a table keeping track of events for the calendar.

Part 2: Website Layout

Content Organization

This should be an improvement upon the table you used in **Design Journey Part 1**

Main navigation (List your site's navigation here)	Sub category (List any sub categories of under the main navigation)	Content (List all the content corresponding to main navigation and sub categories)
Home page		**(Slideshow of certain images selected by the club)** **About:** Describes what club does **Members:** List members in clubs w/ positions **Upcoming Events:** Displays upcoming events 4 with a button to Calendar
Calendar		**Upcoming Events:** Displays 4 upcoming events **Calendar:** Displays calendar for the current month ● Meeting for discussing PAXs ● Club gaming events **Forum:** Submission of events by outsiders
Game Projects		**Thumbnails for game projects:** Display game projects. Click show more to access more information about each project.
PAX		● Describes what PAX is ● How club sponsors people to go to PAX ● How to purchase PAX tickets
Game Design Minor		● Classes with reviews ● Review forum for people to enter reviews for each class
Login		● Username and password field for user to enter username and password to log into website & edit content

Navigational Structure

Explain how users will move between pages. What kind of navigational aids will you have? Will there be a menu bar? A drop-down menu? Tabs? Will you have this available across all your pages?

- We will be using a navigation bar that will be universally present on the top of the webpage throughout the website. Smaller pages, such as editing/deleting an event/game, will only be accessible to logged in users and will only appear as a link next to the appropriate object.

Tell us why you chose a particular navigation scheme over other possible choices, how the overall navigation of your site will work, how the various pages will be linked, and how the the navigation categories make sense from a user's perspective. You may find it helpful to include a diagram of your site map here.

- The navigation bar is simple and familiar with most users, and quicker to use than a dropdown. The navigation bar will be the main tool to access the different pages of the website. The home page will also display upcoming events, and also provide a link to the calendar page for users interested in the events. Each page serves a unique function, allowing the different pages to provide distinct information that is easy for a user to understand just by looking at the navigation tabs (Example Provided below).

Digital Gaming Alliance
Home   Calendar   Game Projects   PAX   Game Design   Login

Part 3: Interactive Functionality

What interactive features will your site have? What PHP and Javascript elements will you include? Describe how the interactivity meets the needs of the clients/target audience.

- We will have PHP for the login and also for the gallery (similar to the PHP used in project three used to make the albums). This will include salting for the password, if statements to check if admin, loops through the information, regex to check inputs to forms, sessions, GET/POST for pages.
- Login functionality allows the admins only to update the calendar, add games to the game gallery, and approve reviews of classes for the game design minor. This makes sure that no one maliciously spams the calendar or posts an offensive review to the forum.
- The public forms allow anyone to submit, and the results of the submission will be posted with admin approval.
- We will have an image slideshow on the home page which will require JavaScript for interactivity.

PHP Interactivity

For each piece of PHP interactivity that you plan to implement, describe what the interaction is, how you will implement it, and which pieces of PHP code are required to complete it. You can describe these in terms of functions if you like, but only if you want to. If there is overlap between PHP and JavaScript interactivity, describe the interaction both here and in the JavaScript Interactivity section on the next page.

- PHP will be used for a login - this is required and we will implement it the same way as we did in project 3.
- We will use PHP if statements and loops for the images and events in the calendars the way we did for project three.

- We will use regex in our form submissions.
- NO overlap with JavaScript

JavaScript Interactivity

For each piece of JavaScript interactivity that you plan to implement, describe what the interaction is, how you will implement it, and which pieces of PHP code are required to complete it. You can describe these in terms of functions if you like, but only if you want to. If there is overlap between PHP and JavaScript interactivity, describe the interaction both here and in the PHP Interactivity section on the previous page.
- JavaScript will be used for the image slideshow on the homepage. We will use the jQuery onClick function.

Compared to the first milestone, did you make any changes to your plan to use the existing libraries (e.g. editor.js, jQuery Cookie, Image Sliders, jQuery) for the site? If so, write down the libraries, what you have to do to incorporate those libraries, and how much of your own code will satisfy the project requirements. If there is no change, write down N/A.

N/A

Part 4: Additional Comments

If you feel like you haven't fully explained your design choices, or you want to explain specific functions in detail, do so here. You can use this space to justify your design choices or ask other questions about the project and process.

N/A

Design Journey Part 3

Group name: SQL Squad

Members' names: Ben Huber, Clare Snyder, Amanda Ong, Stephanie Sun

Members' NetIDs: bh333, cds238, ayo3, ss2938

Section: 210

Part 1: Necessary Information

1. Please provide us your login username and password
(if your site has multiple login systems, please specify which username and password corresponded to which login system)

Username: **username**

Password: **password**

(this is temporary, once the website is finished this will be changed)

2. Please provide us your DB login username and password

Username: **fp_sqlsquad**

Password: **sqlsquad**

Part 2. Database Revision and Implementation

Include your physical ER diagram here and describe any changes you made based on feedback from the previous milestone. Also describe the physical ER diagram (tables, fields, keys, and relationship, please see lecture 17 slides 21).

No changes made
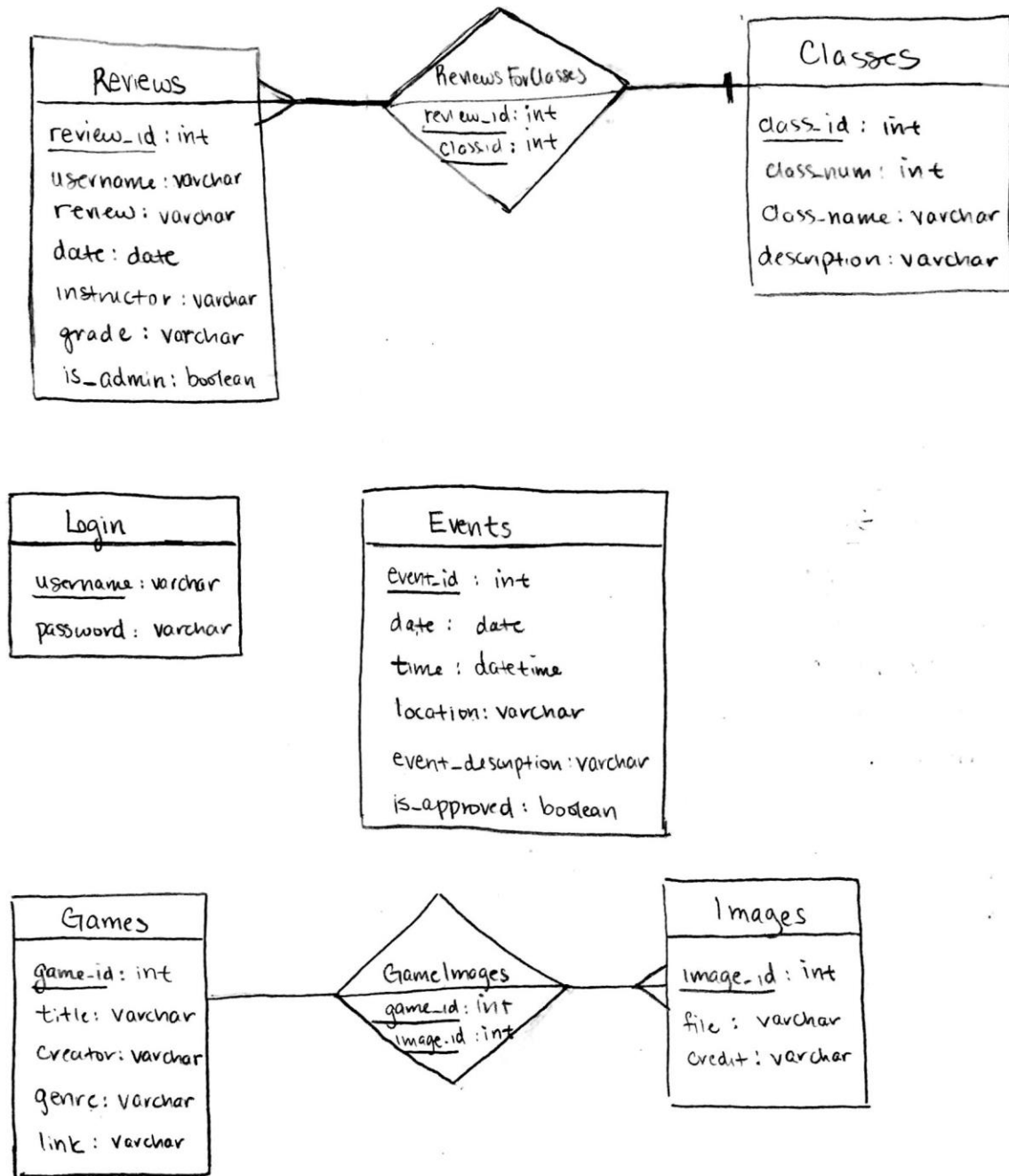
Part 3: Testing Protocol

How are you going to choose users?
How will they be representative of the target audience? How will you find them? Where will you meet them? Will you compensate them?

We will work with our client (Melody) to find members of the DGA to try out the website and give us feedback. As members of the club, they are representative of the target audience. Once we have chosen specific users we will work with them to find a time and place to meet. We will not be compensating them - hopefully people will be enthusiastic because this website is helpful for their club.

What tasks are you going to have them do? How would these tasks connect with the client's needs?

Task name/id	Task description	Task goal/what's being tested/expected outcomes
First impression	Ask the user to look at the site for 5 seconds and describe their emotional and intellectual reactions	Want to see whether the design communicates client's key site goals to the target audience; want to see if people get the metaphor right away.
Find an interesting event	Ask the user to find the time and place of an event they would be interested in attending	Testing whether non-club members can find and join the activities of the club even if they have never heard of the club before.
Write/read a class review	Ask the user to write a review for a game design minor class (or read one if they have not taken a class in the minor)	Tests the design of the navigation and class review form. Also helps fill out the website with some initial reviews.
Learn a fact about PAX	Ask the user to find fast facts about PAX, the game design conference, on the website	The user should be able to quickly find information about this cool event, because one function of this website is to get people involved with PAX and have their questions about it answered. The user should be able to find what PAX is, and when and where.

What's your script?

How are you going to welcome them? Reassure them that you're testing the site, not them? Get them to think aloud while they use the site?

How are you going to introduce each task? What wording will you give the user? Will you give them any information in advance (probably not -- they won't have it in a real deployment -- but for sketches and early prototypes you might tell them that some things don't work)? How will you remind them to think aloud? How will you decide when to "give up" on the task?

Afterwards, what specific questions or general opinions will you ask for about their experience or the site? How will you thank them?

We will tell them that we are making a site for the Digital Gaming Alliance, a gaming club at Cornell. We will ask them to say their thoughts and actions out loud to get an understanding of their thinking process and the visual cues they use to understand our website. We will let them know which links won't work in advance. Then, we will proceed with the tasks. We will instruct the user to complete one task before moving onto the next one. If the user forgets to talk out loud as they're conducting the task, we will gently remind them that it would help us if they said their thinking out loud. We will "give up" on a task if the user cannot figure it out after 3 tries.

We will instruct the users to complete the tasks in the following way:
1. Please explore our homepage and describe your first impression
2. Please find an interesting event.
3. Please read a review for a Game Design Minor course. Then, please attempt to write a review.
4. Please find and explore the PAX page.

We will ask them the following questions after they use our site:
1. What do you think about the navigation? Was it clear?
2. Was the content easy to read and easy to find?
3. Any other thoughts or comments about our site?

Then, we will thank them for their time.

Part 4: Testing Note
You should have at least 2 testing users.

User 1

1. Who is your user, e.g., where do they come from, what is their background, etc.?

Monika Bandi, a sophomore engineer at Cornell interested in game design from Ohio.

2. How does this user represent your target audience/client's needs?

Monika represents someone who is unfamiliar with the DGA, so it is even more important that the website is easily navigable. The DGA wants the website to inform people who are curious about the club but do not have a background in gaming, and Monika is such a person.

Tasks for user 1	User's reaction/feedback/problems?	Re-design ideas and other notes - *what are the different solutions you can think of to address the feedback/problem?*

First impression	Monika really appreciated the simplicity of the design and the quality of the icons.	Feedback was positive
Find an interesting event	Easily found calendar	No problems
Write/read a class review	Found page for course reviews	Retitle nav_bar link to place emphasis on reviews of courses
Learn a fact about PAX	Easily found PAX page	No problems
General comments	Make home page have drop-down menu linking to each section… e.g People, Events, etc. Make login separate from other links, confusing to non-admins Put all games on one page so it's easier to know which are most interesting	Make suggested changes

3. Other notes from this user that will be useful to think about when redesigning.
All in the table

User 2

1. Who is your user, e.g., where do they come from, what is their background, etc.?

Maureen Jian, junior majoring in Computer Science. She is knowledgeable about games and web development. She is also interested in taking classes for the game design minor.

2. How does this user represent your target audience/client's needs?

Maureen is a user who is knowledgeable about games but not DGA, which reflects our target audience, as many potential club members are such people. In addition, as a Computer Science major, she is interested about the game design minor, which is also an important aspect of our website: to provide information and reviews about potential game design courses.

Tasks for user 2	User's reaction/feedback/problems?	Re-design ideas and other notes - *what are the different solutions you can think of to address the feedback/problem?*
First impression	Maureen thought that the site was very clean looking and had a good color scheme. She really enjoyed the game icons for the Upcoming Events.	Feedback was positive.
Find an interesting event	Was able to find the Calendar page easily as well as the Upcoming Events on the home page. There was some initial confusion as to the Upcoming Events on the home page vs. the Calendar page (where the entire calendar is located)	Can include a "Full Calendar" button on the home page, below the Upcoming Events that will take the user to the Calendar page.
Write/read a class review	Were able to find the page for courses, but initially when she heard the task, was a bit unsure of where to go to find the information.	Retitle nav_bar link to place emphasis on reviews of courses
Learn a fact about PAX	Easily found the PAX page.	No problems.
General comments	More consistent spacing at the top of the pages (for example, the calendar page has spacing at the top of the page, vs. the game projects page)

Center the login form to match the other pages on the site.

For the Contact Us portion, make the link to the Facebook group more noticeable, so that users know that it is a link. | Make suggested changes. |

3. Other notes from this user that will be useful to think about when redesigning.
　　　　All in the table.

Testing Summary and Iteration

What did you learn? About your users? About your site? About yourselves?

We learned we generally have a good idea of how to design a website that appeals to a large number of users. However, we also learned how hard it can be to predict the problems a user might have with the website. We are happy with our site so far and are excited to continue making progress towards the final product!

What are three key changes you made based on the testing, what alternatives did you consider, and why are they appropriate changes?

We will be making the nav bar easier to navigate, with the login smaller, and probably at the bottom of the page where it is less tempting to click. It will be called "officer login". We also considered moving the login smaller at the top of the page, but it will still be tempting for users to click. At the bottom, the only people who will look for it are people who know it is there.

We originally thought that having a table with the games and links to each one in the table was a good design for the users to see everything quickly at one. However, the users indicated they would like to see more visuals of the games so they can tell which is more appealing. We are considering putting all slideshows on the first game page, and also having thumbnail images of each game in the table which can be clicked to the slideshow for each game. The visual will give the user an indication of whether or not the game is one they will be interested in.

Lastly, we want to make the subheaders in the Home page more obvious from the nav bar. If someone is on another page, they might be confused about where to go to find who the officers are, or if that information is even on the website. We are considering having a drop-down menu in the nav bar that will allow the user to see all categories in the home page quickly.

If you make any changes to the testing protocol for round 2, tell us what they are here.

N/A

Part 5: Additional Comments/Questions

If you have additional info/comments/questions about testing or the state of the project, you can put them here. However, you might get better responses in office hours at this point in the semester.

N/A

Design Journey Part 4

Group name: SQL Squad

Members' names: Ben Huber, Clare Snyder, Amanda Ong, Stephanie Sun

Members' NetIDs: bh333, cds238, ayo3, ss2938

Section: 210

Part 1: Necessary Information

1. Please provide us your login username and password. Remember, your username and password should be hashed.
(if your site has multiple login systems, please specify which username and password corresponded to which login system)

Username: username

Password: password

2. Please provide us your DB login username and password

Username: fp_sqlsquad

Password: sqlsquad

Use of Existing Libraries

As there may have been some changes, please give us the most up-to-date list of existing libraries that you are using for your website (e.g. editor.js, jQuery Cookie, Image Sliders, jQuery). What did you have to do to incorporate those libraries? How much of your own code satisfied the project requirements?

Libraries:
Format-google-calender.js, gcal.js, moment.min.js, and Fullcalender.js were used to output the upcoming events from the google calendar and output google calendar itself into a nicer form. The js files were modified in the files themselves and in main.js and custom styling was applied to fit the theme of the website. jQuery was used for the image slide show for the game projects. Bootstrap grid system was used for layout. 90% of code satisfied project requirements. Customer libraries were only used for the slide show in the game projects page and the calendar page.

Part 2: Testing Protocol

1. How are you going to choose users?
How will they be representative of the target audience? How will you find them? Where will you meet them? Will you compensate them?

We will work with our client (Melody) to find members of the DGA to try out the website and give us feedback. As members of the club, they are representative of the target audience. Once we have chosen specific users we will work with them to find a time and place to meet. We will not be compensating them - hopefully people will be enthusiastic because this website is helpful for their club.

2. What tasks are you going to have them do? How would these tasks connect with the client's needs?

Task name/id	Task description	Task goal/what's being tested/expected outcomes
First impression	Ask the user to look at the site for 5 seconds and describe their emotional and intellectual reactions	Want to see whether the design communicates client's key site goals to the target audience; want to see if people get the metaphor right away.
Find an interesting event	Ask the user to find the time and place of an event they would be interested in attending	Testing whether non-club members can find and join the activities of the club even if they have never heard of the club before.
Write/read a class review	Ask the user to write a review for a game design minor class (or read one if they have not taken a class in the minor)	Tests the design of the navigation and class review form. Also helps fill out the website with some initial reviews.
Learn about a game on the game_projects page	Ask the user to find a game they are interested in from the list of games on the Game Projects page, and have them navigate to the game's individual page where they can learn more about the specific game, and view the demo images	The user should be able to quickly scan through the list of games to find one that catches their fancy. Upon clicking the game they should be able to understand what the game is through examining the information on the game's individual page.

3. What's your script?

How are you going to welcome them? Reassure them that you're testing the site, not them? Get them to think aloud while they use the site?

How are you going to introduce each task? What wording will you give the user? Will you give them any information in advance (probably not -- they won't have it in a real deployment -- but for sketches and early prototypes you might tell them that some things don't work)? How will you remind them to think aloud? How will you decide when to "give up" on the task?

Afterwards, what specific questions or general opinions will you ask for about their experience or the site? How will you thank them?

We will tell them that we are making a site for the Digital Gaming Alliance, a gaming club at Cornell. We will ask them to say their thoughts and actions out loud to get an understanding of their thinking process and the visual cues they use to understand our website. We will let them know which links won't work in advance. Then, we will proceed with the tasks. We will instruct the user to complete one task before moving onto the next one. If the user forgets to talk out loud as they're conducting the task, we will gently remind them that it would help us if they said their thinking out loud. We will "give up" on a task if the user cannot figure it out after 3 tries.

We will instruct the users to complete the tasks in the following way:
1. Please explore our homepage and describe your first impression
2. Please find an interesting event.
3. Please read a review for a Game Design Minor course. Then, please attempt to write a review.
4. Please find an interesting video game and look at images
5. Please find and explore the PAX page.

We will ask them the following questions after they use our site:
1. What do you think about the navigation? Was it clear?
2. Was the content easy to read and easy to find?
3. Any other thoughts or comments about our site?

Then, we will thank them for their time.

Part 3: Testing Notes
You should have tested your site on at least three representative users.

User 1

1. Who is your user, e.g., where do they come from, what is their background, etc.?

Lauren Kam, sophomore Bio major, from California who is interested in web and video game design.

2. How does this user represent your target audience/client's needs?
She is another person who is potentially is interested in joining/learning more about this club. This serves Melody's goals of having newer/potential members find everything they need on the website!

Task for user 1	User's reaction/feedback/problems?	Re-design ideas and other notes - *what are the different solutions you can think of to address the feedback/problem?*
First impression	Really clean and modern! Professional-looking. Very easy to navigate.	No problems to address!
Find an interesting event	Easy to do	N/A
Write/read a class review	Nice feature! Link to write review hard to find	Moved link from each class to main review page
Learn about a game on the game_projects page	Very cool! Nice to see everyone's games	N/A

3. Other notes from this user that will be useful to think about when redesigning.

Add link to writing course review on main course review page. ✔done

User 2

1. Who is your user, e.g., where do they come from, what is their background, etc.?

Brad Heinzinger, bio-chem major, has went to several DGA events before

2. How does this user represent your target audience/client's needs?

He is a member of the DGA that would benefit from the information the website provides

Task for user 2	User's reaction/feedback/problems?	Re-design ideas and other notes - *what are the different solutions you can think of to address the feedback/problem?*
First impression	Cool looking, professional.	N/A
Find an interesting event	Simple, intuitive, clean.	N/A
Write/read a class review	Functional, the star rating is a nice touch.	N/A
Learn about a game on the game_projects page	Cool display, nice to look at.	N/A

3. Other notes from this user that will be useful to think about when redesigning.

Make the navbar a slightly different color from the rest of the page. ✔done

User 3

1. Who is your user, e.g., where do they come from, what is their background, etc.?
Monica Ong, Computer Science Major, who is interested in web and game design.

2. How does this user represent your target audience/client's needs?
She is someone, who is interested in game design, so she would benefit from the information provided about the Game Design Minor.

Task for user 3	User's reaction/feedback/problems?	Re-design ideas and other notes - *what are the different solutions you can think of to address the feedback/problem?*
First impression	Very professional, each page fits together nicely.	N/A
Find an interesting event	Easy to find and read, very modern looking.	N/A
Write/read a class review	Button to write a class review is easy to find. Information is well presented.	N/A
Learn about a game on the game_projects page	I like the way the content is displayed.	N/A

3. Other notes from this user that will be useful to think about when redesigning.
Nav bar sticks out from the white color scheme. ☑done

Part 4: Testing Summary and Iteration

1. What did you learn about your users? About your site? About yourselves?

Our users are mostly people looking to learn more about DGA and everyone who tested our site was impressed with the DGA and also how our website communicated so much of the important information about the DGA.

2. What are three key changes you made based on the testing? What alternatives did you consider? Why are these changes appropriate?

1) We changed the location of the link to writing a review. It was buried in the individual class review pages, instead of on the main course review page. Now, it is on the main course page where it is easy to find. We also considered making it its own link in the nav bar but this would have cluttered the navigation and anyone considering writing a review will easily find it from the main courses page.

2) We changed the color of the navigation bar to grey, instead of the previous white color, in order to make it stand out more and differentiate it from the rest of the page (which has a white background). Originally, we considered having it white with a thin differentiating line between the navigation bar and the content, but decided that making it a separate color, while still maintaining the color scheme, would make it clearer.

3) On the home page, a few changes were made to make the content clearer. A Full Calendar button was added under the upcoming events, so that users who are interested in upcoming events can also easily access the full calendar, without looking for it in the navigation bar. In addition, in the Contact Us section, the link to the Facebook page was changed so that the text is a different color as well as underlined, to make it clear that it is a link. We had considered making a separate button for the Facebook page by using a facebook icon, but as there is only one social media link, it was cleaner and more cohesive to include it in the rest of the text for the contact information.

Part 5: Final Notes to the Clients

1. Describe in some detail what the client will do (or would have to do) in order to make this website go live. What is the deployment plan?

The client will need to find a web server to have the website transferred onto. On top of that the client would also populate the website with some games for the Game Projects page, reviews for the Course Reviews page, and events for the Calendar page (so that way the website isn't completely empty).

The deployment plan would be to have Melody secure an online web server, and give us the information to it so that we can change which server the configuration files direct to (or if she does not want to give us the server information, we can tell her what she needs to change in the files). She can then add information using website to populate a serviceable sample of games/reviews/events, and then the website will be ready to present to the public.

2. Include any other information that your client needs to know about your final website design. For example, what client wants or needs were unable to be realized in your final product? Why were you unable to meet those wants/needs?

The only aspect not fully recognized is to display the time and availability of PAX tickets. We were unable to do this due to the ever changing nature of the event: it's not always held on the same weekend, tickets sell out very quickly, and it would require that we gather information from an external website, which we had not done before. Instead, we agreed that manually updating the website would suffice: Melody other board members (who all understand html) would go into the code and change the text every year to update when/where PAX is happening.

Part 6: Final Notes to the Graders

1. Give us three specific strengths of your site that sets it apart from the previous website of the client (if applicable) and/or from other websites. Think of this as your chance to argue for the things you did really well (justify the wow factor of your website).

1 - The design is well done, and navigation throughout the website is easy and efficient. The client herself said she was very impressed with the design.

2 - Javascript and jQuery appropriately used to help format design elements such as the calendar on the 'calendar' page and demo images slideshow on the 'games' page**.**

3 - Implementation of a Google calendar that easily allows user to record dates of upcoming events they are interested in.

2. Tell us about things that don't work, what you wanted to implement, or what you would do if you keep working with the client in the future. Give justifications.

Adding a game requires that you upload three demo images, which we initially said could be optional. I talked about this with our client and we agreed that it was not a big deal, as if the game was going to be displayed on the website for users to see, it would not make much sense for the games to display no pictures. If we had more time we would probably work more on the PAX page so that It would not have to be manually updated, so everything could be managed on the website without needing to dive into the code.

3. Tell us anything else you need us to know for when we're looking at the project.

You can only add/edit/delete a game on the game_projects page when you are logged in. An add button will appear above the game list, and each game will get an edit and delete link under their description.

Also, the game projects displayed are all just examples and do not reflect the actual data that will be eventually stored there. Since the game developers will be posting images from their own games, image credit will belong to them. For now, all images are just tests and will not be kept when the website goes live, which is why credit is not displayed.