UX Flow 1

User chooses a server

Server Side Bar

Server Home Page

Bots used in the server

Server settings

Calendar/Event List

Admin page & introductions

Resources

User chooses a channel

Channel Message Stream

UX Flow Legend

User action

Subpage of main page

Section of the page

Located on page

Needs to be clicked to access

UX Flow 2

Admin page & introductions

Resources

User chooses a server

Server Side Bar

Server Home Page

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Bots used in the server

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UX Flow Legend

User action

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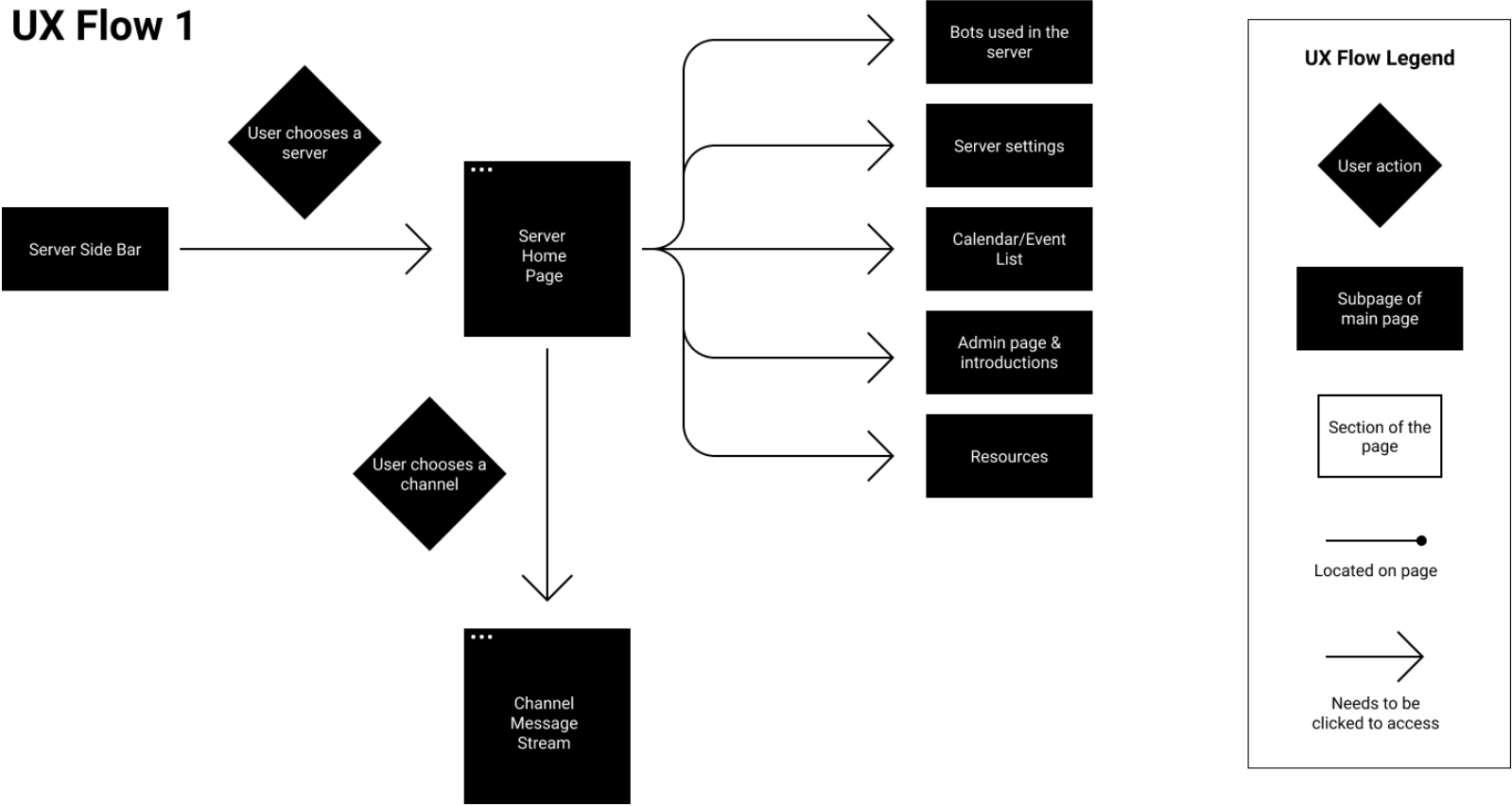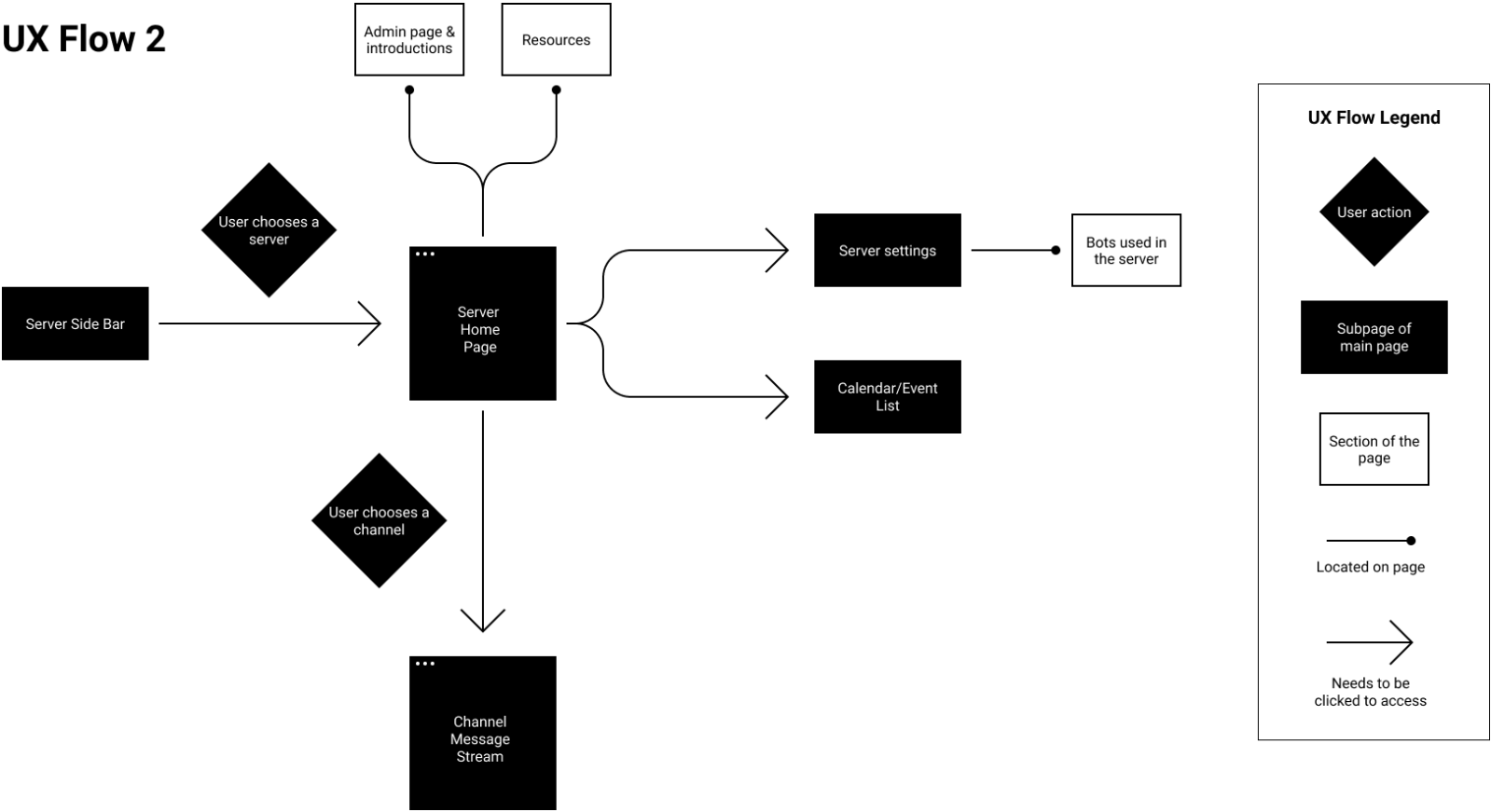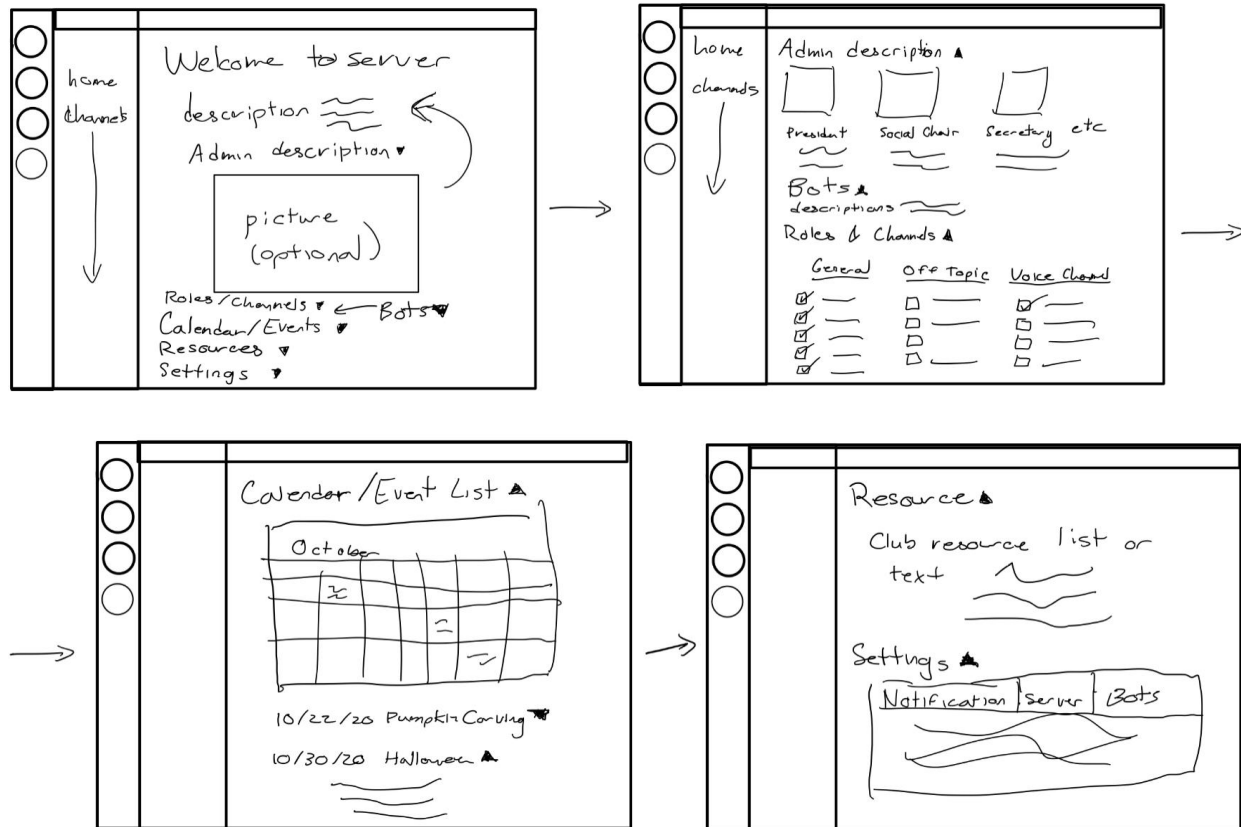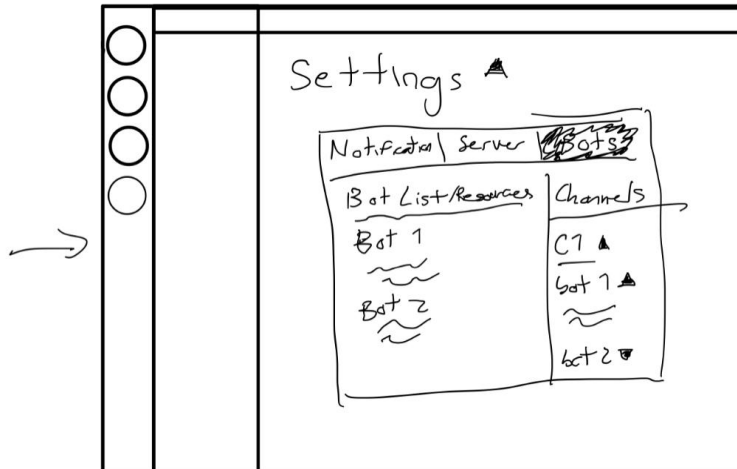
UI Sketches

All the sketches have the same base layer, which is the thick black lines. They represent Discord's pre-existing user interface. I want to leave as much as I can the same as possible, the only difference I want to make is that there is a Home channel option above all the other channels.

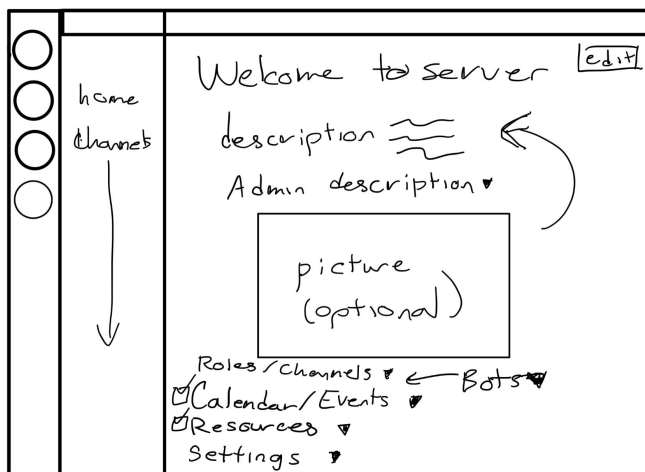**First iteration of flow 1**

- This is the first iteration of the home screen of a server would look like. It has a drop down menu so the user can decide what to look at. A short description of the server would show by default and a picture if the admins decide they want a picture there too. People can choose their roles and what channels to be a part of from the home page, so they're channel menu isn't super crowded. By default, they will be put into some channels, but it's up to the administrators to choose what the default channels would be. The administrators would also choose whether they want a calendar or just a list of events (or both). Each event has drop down info too. Resources would be up to the

admins whether they want/have resources for their users.

Inside the sketch:
Settings
Notification | Server | Bots
Bot List/Resources | Channels
Bot 1 | C1
Bot 2 | bot 1
       | bot 2

- The bot section in settings would only be seen by admins. Above is how the page would look if an admin were to click on bots. It would have a list of optional bots or a link to a resource page of more bots/more instructions. Then to add a btomoot, you can drag and drop it into the channel tailor it to your channel.

Inside the sketch:
home
channels
Welcome to server [edit]
description
Admin description
picture (optional)
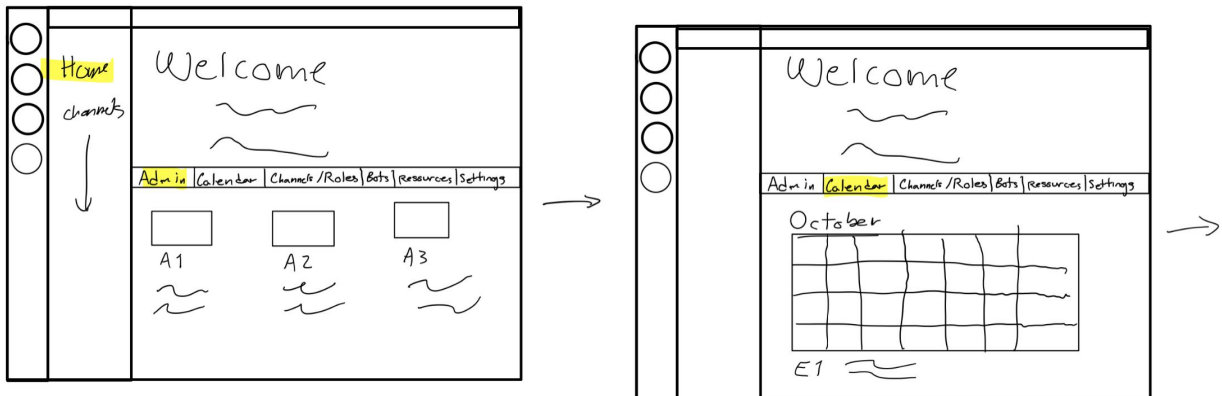Roles/Channels   ←— Bots
Calendar/Events
Resources
Settings

- The welcome page would have an edit button for admins. Then admins can choose whether a calendar or events and resource section would be included in their server. Settings, roles/channels, and bots will always be there.
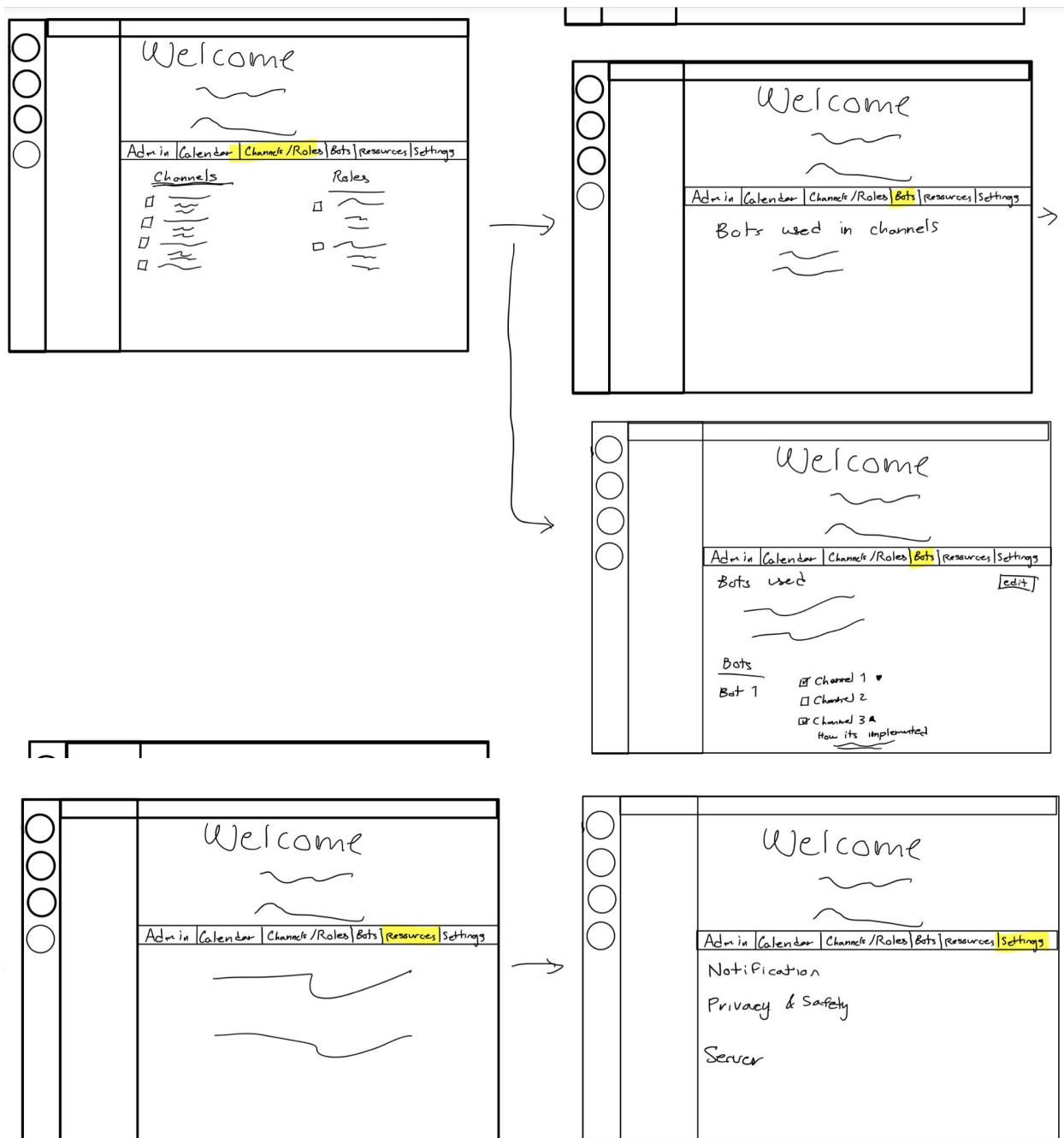
Second Iteration of flow 1
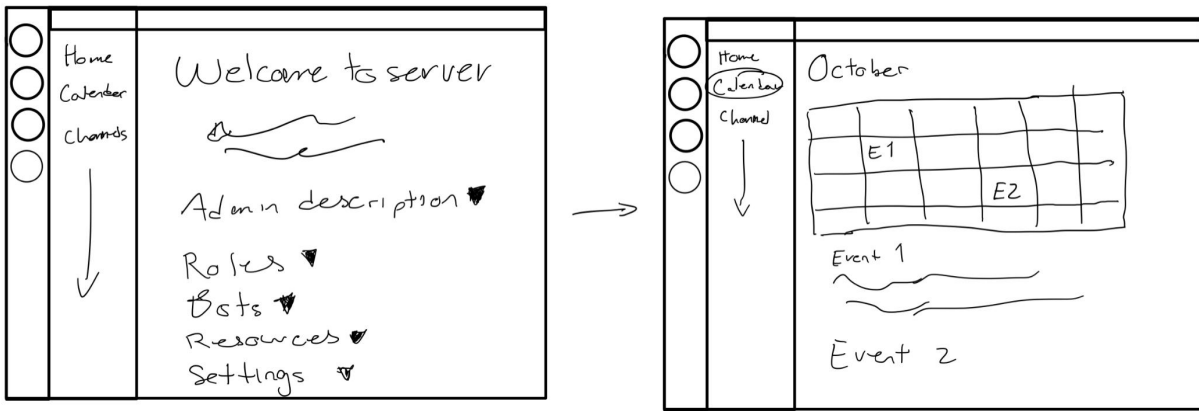
- Another iteration of the design would include a calendar tab in the channels section instead of having it as another drop down section on the homepage. Underneath the calendar, the event details and descriptions would be shown. If a user were to click on an event in the calendar, the page would autoscroll them down to the event description.
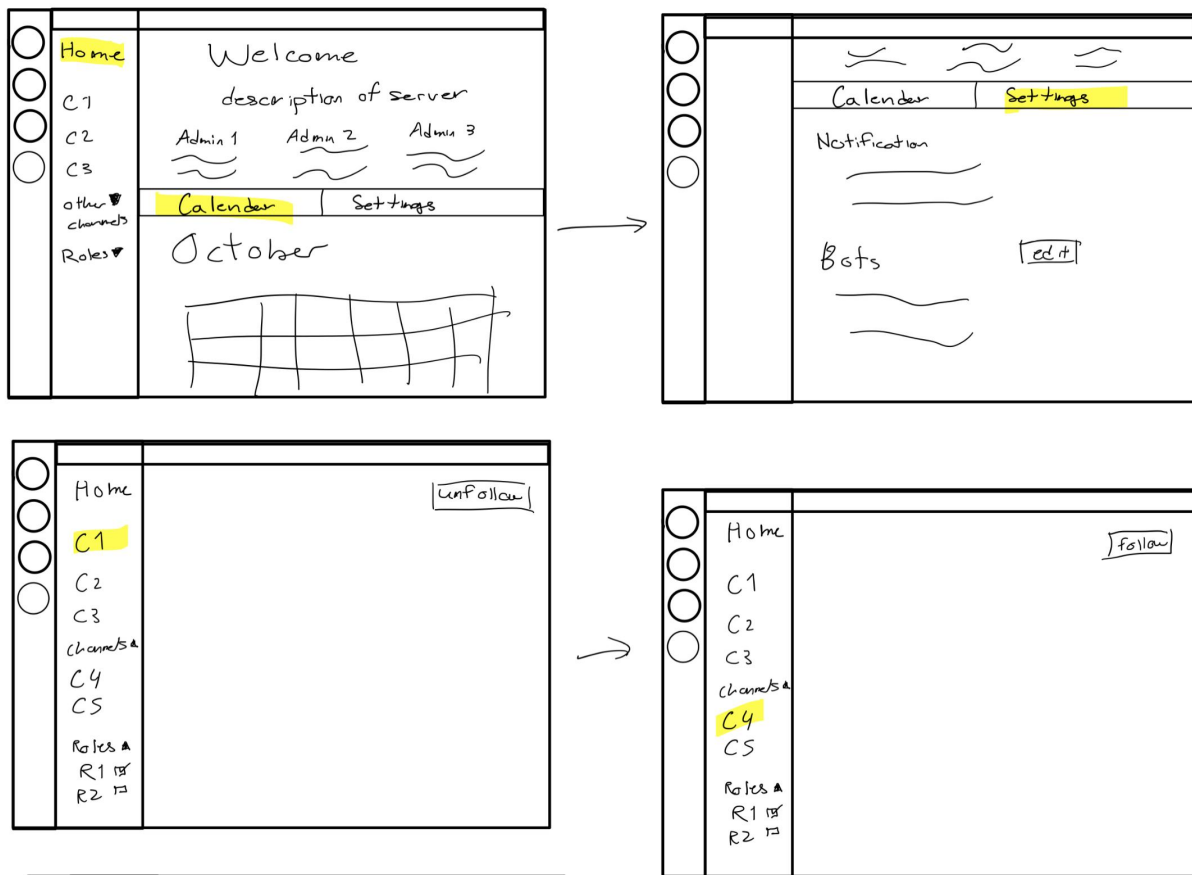
Third Iteration of flow 1

Welcome

Admin | Calendar | Channels/Roles | Bots | Resources | Settings

Channels   Roles

Bots used in channels

Welcome

Admin | Calendar | Channels/Roles | Bots | Resources | Settings

Bots used   [edit]

Bots
Bot 1   ☑ Channel 1 ♥
             ☐ Channel 2
             ☑ Channel 3 ▲
             How its implemented

Welcome

Admin | Calendar | Channels/Roles | Bots | Resources | Settings

Welcome

Admin | Calendar | Channels/Roles | Bots | Resources | Settings

Notification

Privacy & Safety

Server

- In the bots section, only admins can see the Bots and Channels list. They can edit the bots in the channels from that section.

Iteration of Flow 2

Home | Welcome
C1 | description of server
C2 | Admin 1   Admin 2   Admin 3
C3 |
other channels | Calender | Settings
Roles | October

Calender | Settings
Notification

Bots | edit

Home | unfollow
C1
C2
C3
Channels
C4
C5
Roles
R1
R2

Home | follow
C1
C2
C3
Channels
C4
C5
Roles
R1
R2

- In this iteration, only calendar and settings would be on the home page, besides the descriptions of admins and the server. Channels and Roles would have a drop down menu. You can choose whether to follow a channel or not, some channels will be followed by default (chosen by the admin). The channels that you do not follow will be in the drop down menu and notification won't be received for those. Roles are also in a drop down menu and you can check whether you want the role or not.

Bot page

All the bot pages will be where they are indicated in the above drawings. I made different designs of what the bot sections would look like because the redesigning of how to install bots is one of my most important features. I wanted to experiment with different layouts and see what looks more clear and straightforward while being a realistic redesign in terms of the already pre-existing Discord bot interface.
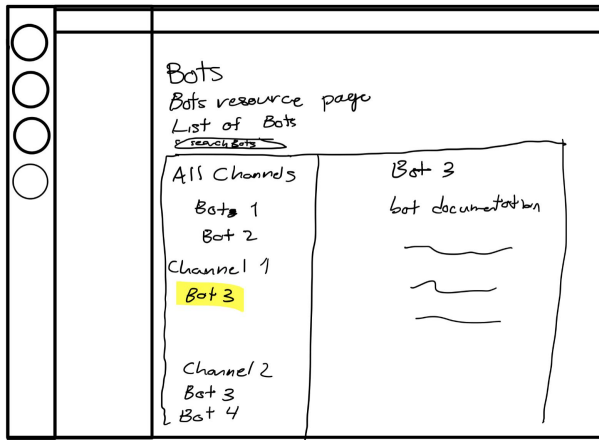
- In this sketch, the bots resource page and list of bots would be hyperlinks since there are so many bots. The search (between "all channels" and "list of bots") would allow to search bots while still using the app. It would show the results below the search bar.
- The table has two columns. One with a list of channels and all the bots they have. The other column would be bot description, maybe documentation (or a hyperlink to documentation) and it would also be a framework of how the bot will work in the channel or channels it's installed in. From here it is easy to choose which bots to install on which channels.
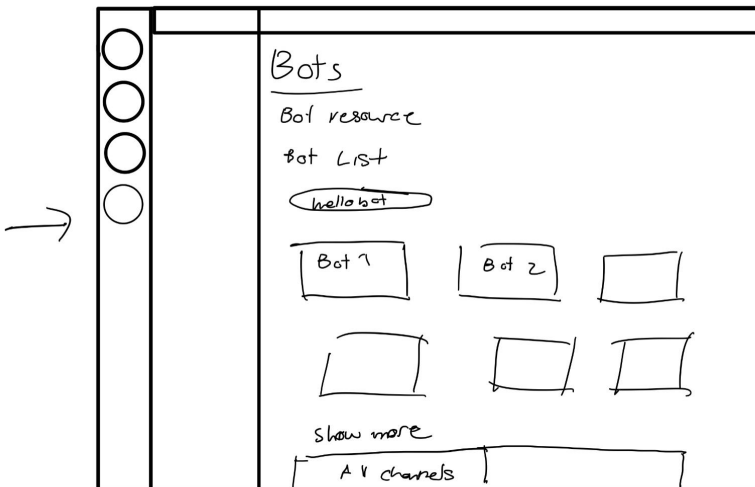
- When the search function is used, a list of bots is shown in a grid format, similar to how it would be shown on Discord's bot search website (https://discord.bots.gg/search?q=hello).
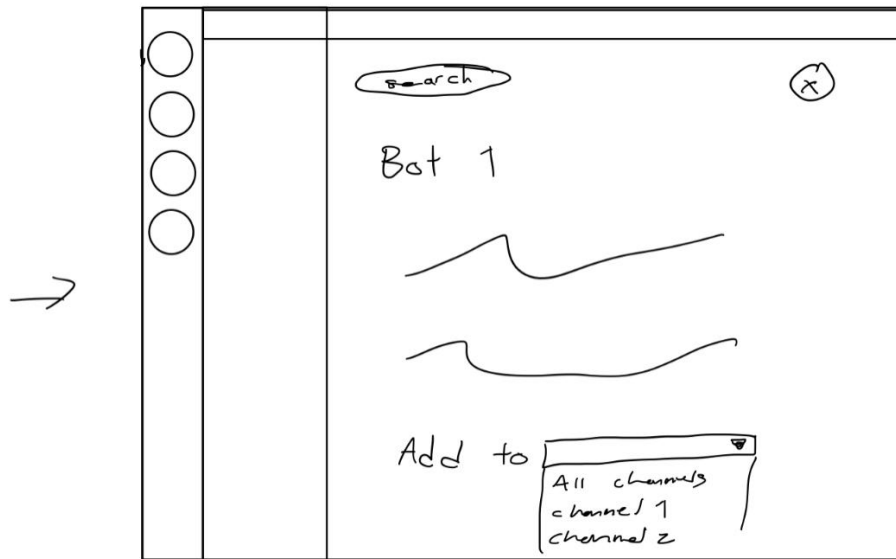
- If a user clicks on a bot, bot information pops up and there's drop down to add it to whichever channels. There's an x on the top right corner, so if the user changes their mind, they can click it and go back to the regular settings page. Discord already uses an x icon in that location for many of their popup screens, so this isn't a new feature to pre-existing users. The search bar is still there and they can continue searching from this page.
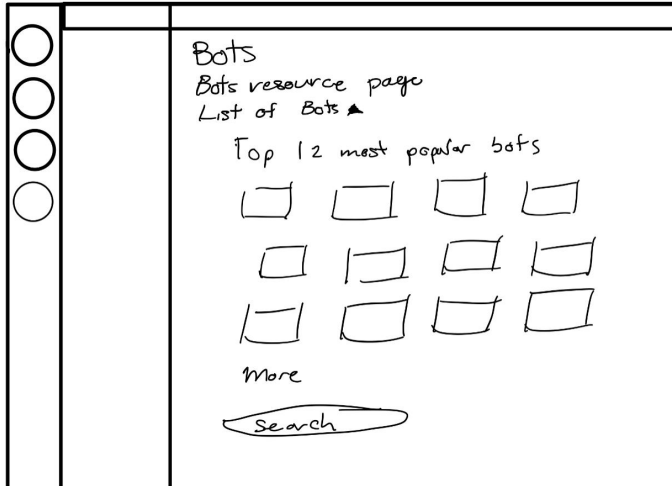
- The list of bots doesn't have to be a hyperlink. It can also be a drown down menu of the most popular bots and then "More" would be the hyperlink.

Reflection of UI sketches
While I was making my UI sketches, I had both flows in front of me to make sure I was following each one. Through sketching I realized that I like flow 1 much more than flow 2. I think the flow of flow 1 is more compact and everything can be easily seen at once without being too crowded. The one feature I like more in flow 2/UI sketches for flow 2 is the way that channels can be joined. I think having the channels be compact and easily followable is nice. Even if you don't follow channels, it's nice that you can show the drop down menu and check other channels

really easily. I think that adds convenience. So in my final design, I might incorporate both sketch designs into one another but we'll see.