

Behance portfolio for
< PENTAGRAMER >

SUMMATIVE DOCUMENTATION



**This project was developed and designed in
collaboration with:**

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OVERVIEW

PROJECT OVERVIEW

Pentagramer is a design firm that has asked our team to develop a website to showcase their designers' work. The designers' projects and profile details are hosted on the Behance website; therefore, the website must be able to receive this information from the Behance API.

To access the designers' data on Behance a user ID will be required. The design firm will provide these IDs at a later date therefore in the meantime for the functional prototype we will use designers of our choice as a placeholder.

DELIVERABLES

The desired deliverables for this project is to create a website that meets the client's needs and demands of showcasing their designers' work by accessing the data from the Behance API.

As this project uses agile methodologies, having an assessable and efficient project management tool is important to keep track of the project development process.

The final project will meet the outlined JavaScript style guide and best practices that has been created to ensure efficiency and consistency during development.

OBJECTIVES

Pentagram requires a website that will showcase their designers' work. The designers' work and profile details are hosted on the Behance website therefore the website must be able to get the data required through the Behance API. For my contribution towards the objectives, I have been tasked to visualise the list of designers and their details during the development stages of the project.

UML DIAGRAMS

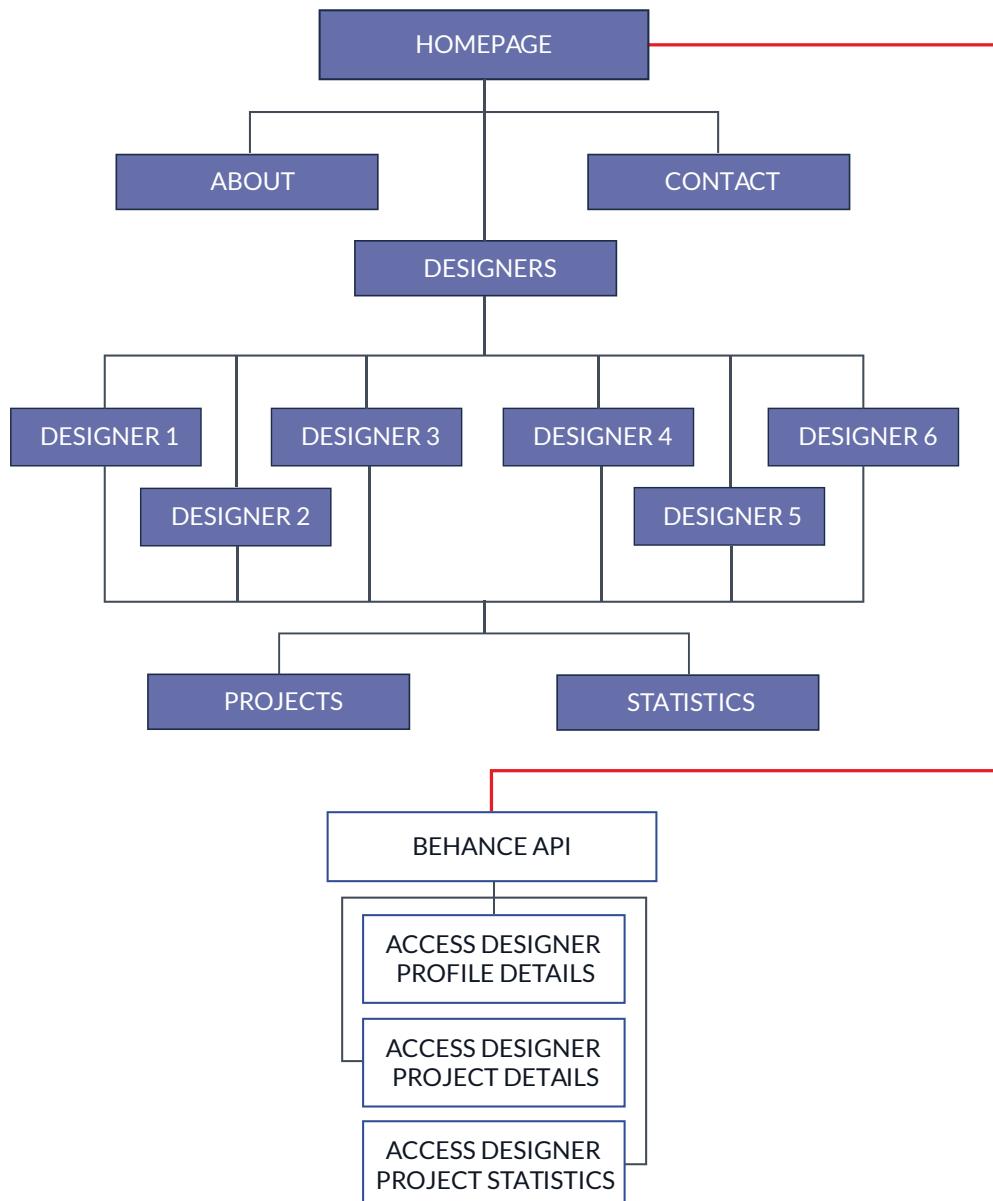
WEBSITE PLAN

We have two website plans because during development we realised our original idea was not feasible due to our current skills set and with the time frame we had left.

The original idea was to have projects and statistics pages to link with the designers' page. The information displayed in the project and statistics will be determined on what the user chooses in the designers' page.

The changes made for the final system design was that the pages no longer link to each one another but only links to the homepages.

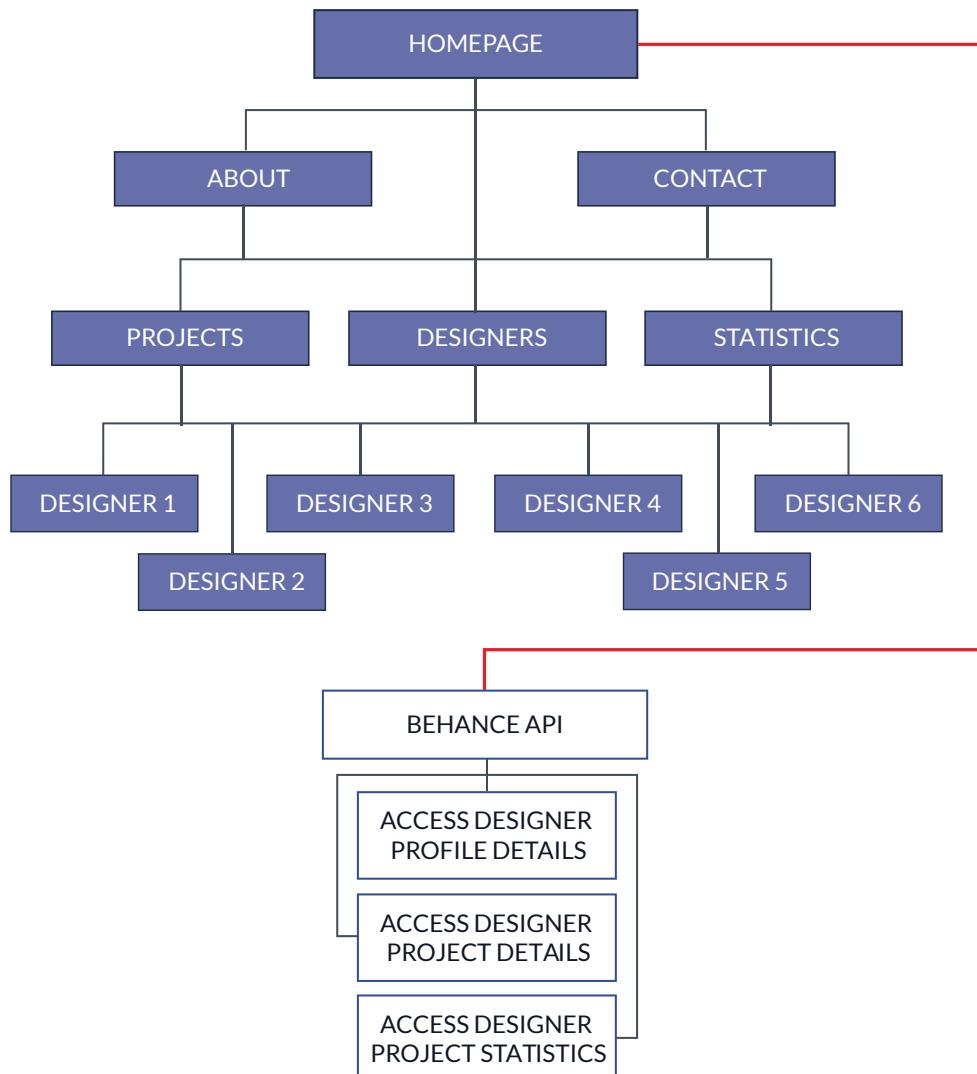
INITIAL WEBSITE PLAN



UML DIAGRAMS

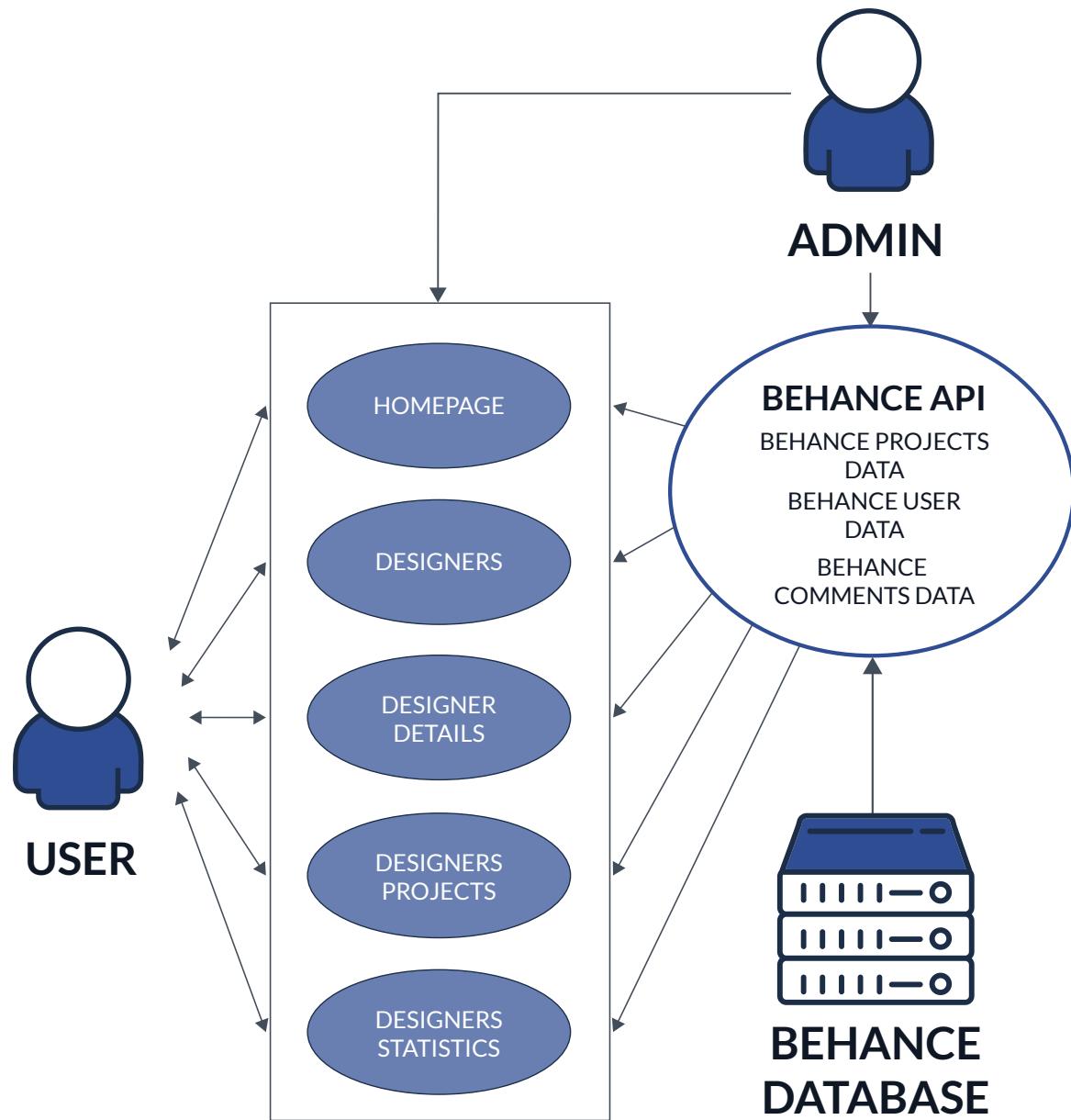
CONTINUED

FINAL WEBSITE PLAN



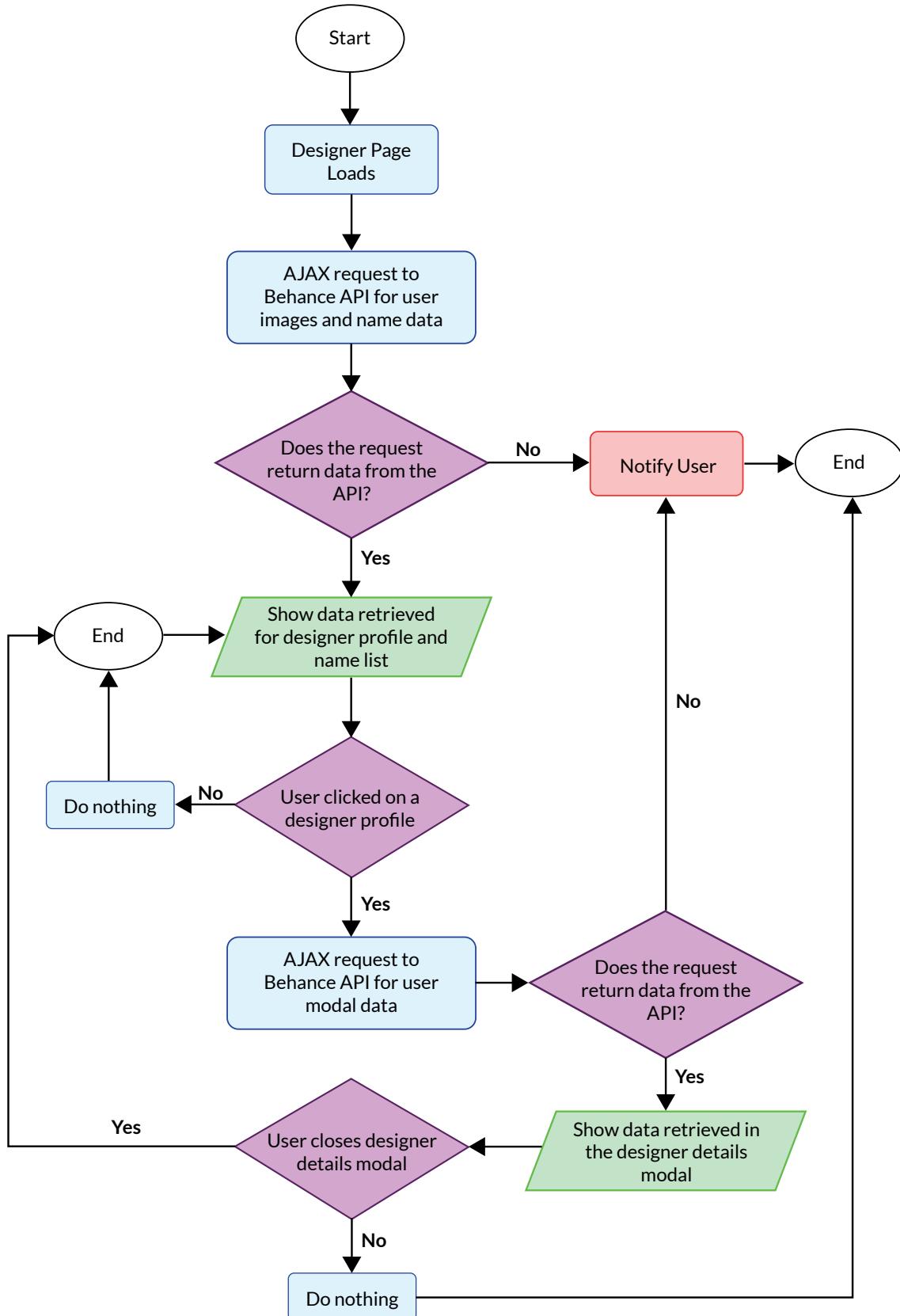
USE CASE DIAGRAM

The diagram shows the flow of what the user interacts with within the website and where the website data is coming from, which is the Behance API.



DESIGNERS' PAGE FLOW CHART

This flow chart visualises the internal processes and interactions of the designers' page.



WORK BREAKDOWN STRUCTURE

FLAT ORGANISATIONAL STRUCTURE

Due to the development team only having three members, we have decided to go with a flat organisation structure because the advantage of a flat structure increases involvement in the decision making processes as well as team member's level of responsibility elevates. (Meehan, n.d.) I am the team lead only when a decision cannot be decided.

PROJECT MANAGEMENT TOOL

We are using the project management tool, Asana; this tool will allow assigning tasks and deadlines to each team member more visually appealing as well as more interactive and efficient due to the range of features Asana offers; features such as, each member being notified through email if anything within the project has been changed, updated, added or commented on. (Asana, n.d.)

ASANA BOARDS:

The boards section is where we have laid out the different tasks to be completed for each week in order to meet the deadline. Within each task explains what the task is and who it is assigned too as well as a deadline of when it must be completed by. A great feature within Asana is the comment section which allows each team member to make suggestions or update the task with additional information if applicable. The board tasks can be moved around to be constantly changing as this project uses agile methodologies, the ability to constantly change priorities is important for an agile development process.

ASANA CONVERSATIONS:

This is where the team agile process will be recorded. After each team meeting a blog post will be posted describing an overview of the current status of the project as well as individual member's progress. This is also where we reiterate what tasks will be needed to be completed by the next meeting for each member as well as noting the changes we have decided to make throughout the project.

To view the Asana project manager:

<https://app.asana.com/0/580144874993278/580144874993278>

RESEARCH

LIBRARIES

BOOTSTRAP

Bootstrap is the chosen user interface (UI) library for this project. Using one UI library for the entire team makes the design aspect of the website more consistent. Other than to maintain consistency we chose to use a UI library because decreases development time because it cuts the time to create certain components from scratch, i.e. modals. Bootstrap provides easy to understand and implementable documentation due to it being one of the most popular open source UI libraries. One of the cons of Bootstrap is that it could make our website look like many other sites due to the popularity of Bootstrap but we will not have this issue as we have a design already made and we will only use bootstrap for certain components, such as modals and buttons. (Gimmer, 2014)

JQUERY

We are going to include the jQuery library in this project because we are also using the Bootstrap UI library therefore jQuery must be included in order for the Bootstrap JavaScript plugins to work. (Bootstrap, n.d.) Other than being a Bootstrap requirement jQuery has a low learning curve as well as consisting of shorter code therefore load time is shorter. Another positive is that if JavaScript is disabled jQuery will still work therefore DOM manipulations will be rendered with no disruptions to the functionality of the website. (Hein, 2012)

FONT AWESOME

Font Awesome is an icon library that provides easy to implement vector icons. We have chosen this library because it is one of the most popular web icon library therefore it is reliable; it also has very easy to follow documentation. (Font Awesome, n.d.) The icons itself are fonts therefore it makes it very easy to customise as it would be styled like text. Also Font Awesome icons are supported by all modern browsers. (Fitzgerald, 2015)

SLICK

Slick is a plugin library for carousels. I decided to use Slick over Bootstrap's carousels as Slick was a lot easier to customise and it also offers functions that Bootstrap doesn't offer. (Camara, 2015) The documentation for Slick offers the code as well as shows you clearly what the code will show, this made it easy to pick and change things easily. The amount of code to create a carousel with slick is very minimal therefore this also aid with load time.

TECHNICAL TOOLS

GRUNT

Grunt is a task runner tool that will be used throughout the coding process of the project. We chose to use this particular task runner because it is easy to understand and integrate into the teams coding process. The benefit of using Grunt is that it allows automation of performing repetitive tasks. This means mundane jobs like minifying, linting JavaScript, concatenating of files and compiling sass file are done far more efficiently and effortlessly. Grunt helps make our code meet the best practices set for the project as having no errors or validation errors is a key point in the best practices guideline. (*Grunt JS*, n.d.)

NODE PACKAGE MANAGER

Node Package Manager (NPM) will be used in this project to allow open sourced dependency packages to be installed from node.js and then be accessed locally instead of using CDNs during the development of the project. NPM also makes tracking and updating versions of dependencies more efficient because implementing NPM is simple and straight forward, everything can be done through the terminal/command line. (*NPM* , 2018)

VERSION CONTROL TOOLS

GITHUB

To keep track of version control we have decided to use GitHub. GitHub is one of the largest coding community around therefore it's reliable and assessable to everyone on the team. The features within GitHub allows easy collaboration and trackable changes therefore it keeps track of all the iterations made by each member. It is easy to use as it only requires a few commands in the terminal/command line. (*Bradford*, 2017)

API

BEHANCE API

Due to the objectives and stakeholder needs we will use the Behance API. The final product must have the following data integrated; multiple designers' details, projects, project details and the overview of the designers' profile statistics. The Behance API allows developers to access all this information easily with an access code and the chosen designers' user ID. (*Behance*, n.d.)

CSS STYLE GUIDE

The colour scheme chosen for the website was to not be very noticeable, as too many colours could distract the user from the work of the designers. The red is a very noticeable colour but that was the intention as it was to be the accent colour. The accent colour is to draw the user's eyes towards it therefore it is good for headers and buttons have it because it gives the user an incentive to click on it.

The header font chosen is a serif font. This typeface was chosen because the company that Pentagrammer is based off from uses a serif typeface. Also serif typeface gives the overall brand a slightly classier look.

The paragraph font is a sans serif font. This type of typeface was chosen because it is an obvious contrast to the header font therefore it makes it easier for the user to differentiate what the hierarchy is better.

TYPEFACES:

Header Font: Playfair Display

Playfair Display - Regular

Playfair Display - Italic

Playfair Display - Bold

Playfair Display - Bold Italic

Playfair Display - Black

Playfair Display - Black Italic

Paragraph Font: Lato

ABCĆDEFGHIJKLMNOPQRSŠTUVWXYZŽabcćdef
ghijklmnopqrsštuvwxyzž1234567890‘?’“!”(%)[#]{
@}/&!\<-+÷×=>®©\$€£¥¢::..*

Lato - Light

Lato - Light Italic

Lato - Regular

Lato - Italic

COLOUR SCHEME:

Primary Colour Scheme:



Accent Colour:



WIREFRAMES & PROTOTYPES

The design aim for the layout of the website was to enhance the idea that the information about the designers was the most prominent. The flow of the website is kept simple for easy navigation.

WIREFRAMES

The wireframes illustrate the layout and interaction design for a website. The top row shows the homepage and contact page. The middle row shows a creator profile page and a project detail page. The bottom row shows a statistics page.

Homepage: Features a large central area for a 'SlideShow' with a 'Project Title' and 'Designer' input field. Navigation links include 'ABOUT', 'CONTACT', and 'CREATORS'.

Contact Page: Shows a large 'X' shape and placeholder text for 'ABOUT' and 'CONTACT' sections.

Creator Profile Page: Displays a grid of six creator profiles, each with a logo and name (Creator 1 to Creator 6). Navigation links include 'ABOUT', 'CONTACT', and 'CREATORS'.

Project Detail Page: Shows a dark background with a central white box asking 'Interested in working together?' with a 'CONTACTUS' button. Navigation links include 'ABOUT', 'CONTACT', and 'CREATORS'.

Creator Profile Detail: A modal window showing 'Creator DETAILS' for 'Creator's Name'. It includes a 'Creator profile pic', social media icons for PROJECT VIEWS (12,345,67), APPRECIATIONS (12,345), and FOLLOWING (1234), and a 'VIEW CREATOR'S PROJECTS' link.

Project Detail: Three separate wireframes for 'Creator's Project' detail pages, each showing a 'Creator's Project' header, a 'Creator's Project' section with social media stats, and a 'COMMENTS' section with a pie chart.

Statistics Page: A bar chart titled 'PROJECT VIEWS vs APPRECIATIONS' comparing 'PROJECT ONE', 'PROJECT TWO', and 'PROJECT THREE'. Below the chart are summary boxes for 'PROJECT VIEWS' (12,345,67), 'APPRECIATIONS' (12,345), and 'COMMENTS' (12,345).

WIREFRAMES & PROTOTYPES

CONTINUED

PROTOTYPE

The image displays a 3x3 grid of wireframe prototypes for a Behance-like platform, illustrating the design process from initial wireframes to final prototypes.

- Row 1:**
 - ABOUT US:** A page featuring a large red header "ABOUT US" and a paragraph of placeholder text.
 - CONTACT:** A page with a large red header "CONTACT" and a "ABOUT" link.
 - CREATORS:** A page showing a grid of ice cream containers with a "Van Leeuwen Artisan Ice Cream" banner at the bottom.
- Row 2:**
 - ABOUT:** A page with a large red header "ABOUT" and a "CONTACT" button.
 - CONTACT:** A page with a large red header "CONTACT" and a "ABOUT" link.
 - CREATORS:** A page showing a grid of ice cream containers with a "Van Leeuwen Artisan Ice Cream" banner at the bottom.
- Row 3:**
 - ABOUT:** A page with a large red header "ABOUT" and a "CONTACT" button.
 - CONTACT:** A page with a large red header "CONTACT" and a "ABOUT" link.
 - CREATORS:** A page showing a grid of ice cream containers with a "Van Leeuwen Artisan Ice Cream" banner at the bottom.

CREATOR PROFILE (Top Left):

Creator Details:

- NATASHA JEN** (New York, NY, USA)
- bio: Gourmandise Artisan Ice Cream
- followers: 587,426
- appreciations: 29,772
- following: 6

PROJECT DETAILS (Bottom Left):

Van Leeuwen Artisan Ice Cream (Branding & Design) Published June 24, 2017

PROJECT VIEWS	APPRECIATIONS	COMMENTS
12,345,678	12,345	123

Comments (Bottom Left):

- COMMENTOR NAME: *Placeholder text about a comment.*

Project Views vs Appreciations (Bottom Left):

PROJECT VIEWS	APPRECIATIONS
12,345,678	12,345

Comments (Bottom Right):

COMMENTS
123

Behance Logos (Top Right):

- Planned by: Behance
- Published by: Behance
- View full profile in Behance

Project Details (Top Right):

NATASHA JEN (New York, NY, USA)

Noodle Theater (Graphic Design) Published June 24, 2017

PROJECT VIEWS	APPRECIATIONS	COMMENTS
12,345,678	12,345	123

Comments (Top Right):

- COMMENTOR NAME: *Placeholder text about a comment.*

Flour and Salt Bakery (Top Right):

Flour and Salt Bakery (Branding & Packaging Design) Published June 24, 2017

PROJECT VIEWS	APPRECIATIONS	COMMENTS
12,345,678	12,345	123

Comments (Top Right):

- COMMENTOR NAME: *Placeholder text about a comment.*

USER TESTING

PROTOTYPE USER TESTING Conducted on 8th March 2018

We extended the prototype user testing stage for an extra day to gather more result from a wider range of users instead of just having users with a design and user experience background.

We only tested the desktop version of the app as we only decided to add a tablet version on the final day of the prototype user testing stage due to the many testers giving feedback of how they had to scroll to see the “creators” button. Although scrolling doesn’t relate to adding a screen size but it showed that users have smaller devices we should accommodate to this need.

The majority of feedback received was toward the design elements of the prototype rather than the overall flow of the app. Most of the feedback was made towards the homepage sections, which is the page I have been tasked with, therefore I will implement most of the feedback received as most of them are changing the positioning and colours of components. A few of the tester’s feedback suggested to implement more interactive features such as a hover effect for the creator’s section to let the user know who the designer is before they click on their profile.

I noticed that there were not very many comments for the creator projects and statistic pages; A possible cause for this may be due to the creator’s details modal doesn’t not show the links very clearly and obviously, therefore I will change it so it will be more obvious and gives the user an incentive to click on a link.

Refer to the comment section of UX pin prototype to view the comments made during the prototype user testing stage:

<https://preview.uxpin.com/bc6d9e4ae5534517f06c38eb15fae75e2765355d#/pages//comment/comments?mode=i>

FINAL USER TESTING Conducted on 19th March 2018

This was the final user testing we did for the project. The testing was for the coded desktop and tablet version of the website. For this round of user testing we wanted to have testers who aren't designers or had any knowledge of what the project was, other than the information given to them during the testing; We wanted this because during the prototype testing phase, the testers we had were people who were from our class therefore the results were skewed and also the majority of the feedback received was towards the overall design and not towards whether or not they understood the flow of the site.

To get the most amount of feedback possible we gave each tester a questionnaire to answer. The questionnaire questions asked the users to find different things throughout the site and have them rate out of 5 how easy it was to do the task. After the questionnaire we gave the users a chance to explore the website more to get gather more feedback on the overall experience. The website was tested on both tablet and desktop screens to allow feedback on responsiveness.

QUESTIONNAIRE QUESTIONS

For each question rate out of 5 how easy it was to accomplish (5 being really easy and 1 being unable to accomplish)

**Note any likes and changes that could be made to make it easier to use

1. Find the creator (name) and how many followers they have

Answer:

Rating:

2. Find creator (name) and where they are from

Answer:

Rating:

3. Find creator (name) projects and name one of them

Answer:

Rating:

4. Find creator (name) first project and note down a comment

Answer:

Rating:

5. Find creator (name) project stats and find how many total views their projects have gotten

Answer:

Rating:

6. Find creator (name) project stats and find how many appreciations there second project has gotten

Answer:

Rating:

USER TESTING FEEDBACK RESULTS

We got a good amount of feedback in this round of user testing as the testers really expressed their concerns and frustrations towards their experience with the website as well as what they thought was good and effective. The negative critical feedback was really helpful in making the website more user friendly.

Below is a list of user testing feedback sorted by relevance to each team member and their page.

HOME AND DESIGNERS PAGE

- Blue banner in the slide show, users thought it was clickable.
- Menu thickness needs to be even and thicker.
- Don't understand the logo, thought arrows were clickable.
- "How do I go back to the homepage."
- Modal overlay is scrollable; remove it.

PROJECTS PAGE

- Scroll bar on comments can be scrolled sideways.
- Add a comments title to comment section.
- Make arrow bigger for changing names.
- It doesn't seem clear about how to find/change designer.
- "Didn't notice that I could change the designers."

STATISTICS PAGE

- Make 'click to see more details' larger or more noticeable.
- Unsure the total statistics are the profile overall statistics.
- "Didn't notice that I could change the designers."
- Doesn't like how the name links to another page, because they thought it was to change the name.

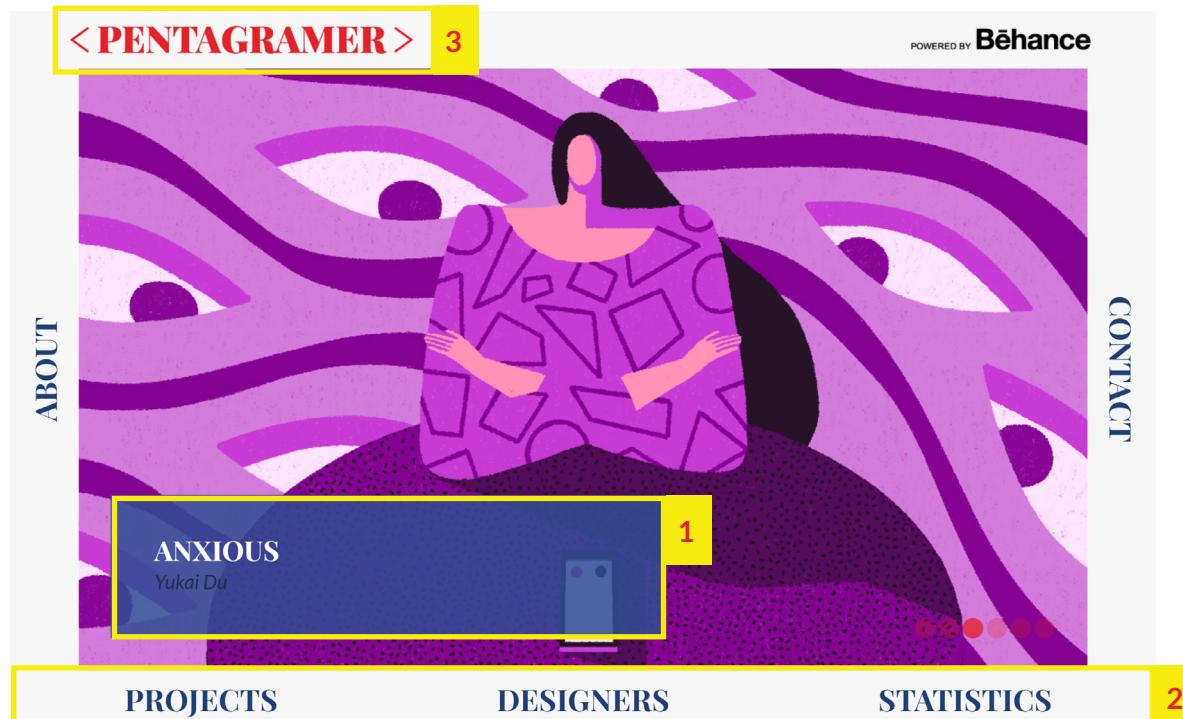
EVERY PAGE

- Notify user on the DOM when website cannot connect to server.
- Behance logo should link to behance homepage.

CHANGES MADE FROM USER TESTING FEEDBACK

From the feedback received on my pages (Homepage and Designer page) I made a few changes in response to the feedback received on my assigned page. The images shown below are screenshots of before the changes have been made.

Homepage



Changes Made:

- 1) Changed the slide show blue info box too white so it's not so obvious and users won't be wanting to click on it.
- 2) Changed the top and bottom menu bar heights to 10% instead if 8% to make the top and bottom menu bar more prominent compared to the side bars (about and contact links).
- 3) Did not change the logo due to it being only one person who gave this feedback, therefore we decided as a group to not change the logo because in real world situation a company would not change their logo unless it was causing serious issues.

DESIGNERS' PAGE

< PENTAGRAMER >

POWERED BY **Bēhance** 7

RAFAEL ALVAREZ 6

CLAIRE HARTLEY

YUKA DU 5

HIROFUKU KIZUTSU

MARY RABUN

NAHUEL SALCEDO

DESIGNERS 4

CHANGES MADE:

- * Added a 'Go back to homepage' button, like the projects and statistics page to keep a consistency.
- * Removed the vertical scroll in the overlay of the designer details' modal in all screen sizes.
- 4) Removed the bottom bar as it was not necessary because the purpose of it was to link user back to homepage but it was not effective. Also it was removed because a button has been added to make it more obvious that the user can go back to homepage, as well as it keeps the design consistency through all the pages.
- 5) Made profile images fit within the screen on different screen sizes without allowing scrolling.
- 6) Fixed bug issue of names changing every time a profile image is clicked.

OTHER CHANGES MADE:

- * Added an error message to the slideshow, profile images and modal when the website cannot connect to the Behance API server.
- 7) Made the Behance Logo link to Behance.com homepage.

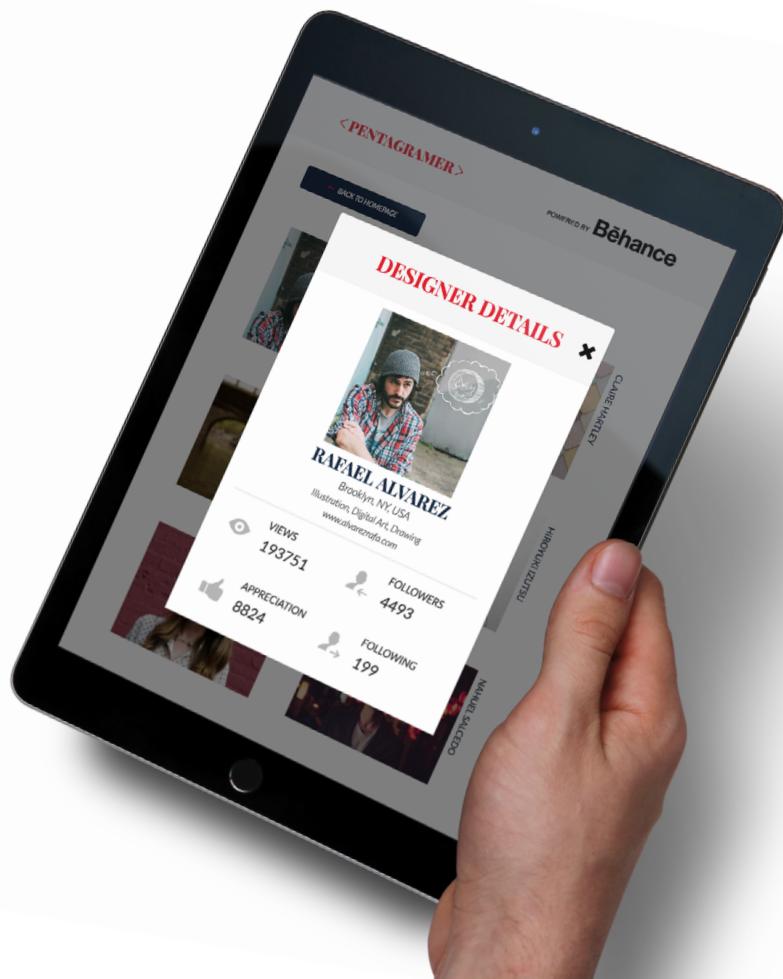
JS STYLE GUIDE & BEST PRACTICES

As this is a collaborative project, we have created a JavaScript style guide to aid the development process. Having a JavaScript style guide allows a consistency throughout every team member's code; by doing this it aided the debugging process as everyone understood the style of how code used. (Hiemstra, 2015)

Throughout the project the team also followed the Yoobee Best Practices guidelines. By following a guideline, it increases the chance of developing a successful product. (Rouse, 2007) One of the main things that was implemented in the project to meet the guidelines set out in the Yoobee Best Practices was to validate the code. The w3 school's online validator was used to ensure there were no errors within our HTML and CSS. To ensure there were no errors within the JavaScript we used Grunt during the development process to constantly lint the JavaScript code; if there were error we would be notified immediately.

To view our JavaScript Style Guide and Best Practices guideline click on the link below:

<https://github.com/careykwan/Behance-API/blob/master/readme.md>



CONCLUSION

REFLECTION

I believe the product meets all the client's deliverables and objectives.

If I had more time to refine the project more I would like to have the website responsive to phones as well. Although the idea was to only view the website on desktop and tablet because it allowed the user to experience the designers work better but during the final user testing phase, some user asked if they could view the website on their phone.

Another change I would make if I had more time would be to refine my JavaScript more; especially the multiple AJAX requests for the slide show and profile images. I would want to change the code so that instead of 7 AJAX requests I would only have at most two requests; this would cut down the amount of code written as well as reduces the amount of times an AJAX is requested.

For the group part of the project, I believe we worked well together and that we completed the project with no serious issues. We worked well in an agile system; we were able to assist and adapt to each other throughout our constant changes in the project.

TO VIEW THE FINAL WEBSITE GO TO:

<https://github.com/careykwan/Behance-API>

AND CLONE THE REPOSITORY



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This the end

THANK YOU!

AND GOODBYE