

Behance portfolio for

< **PENTAGRAM** >

Documentation
by Carey Kwan

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Overview

Our client:

Pentagramer, a fictional design firm based off the successful international Graphic Design firm Pentagram. We have changed the name to Pentagramer and changed the logo slightly for copyright reasons.

< PENTAGRAMER >

Deliverables:

Create an app that meets the clients needs and demands.

Showcasing designer's work by accessing the data from the Behance API.

JavaScript style guide and best practices that have been created to ensure efficiency and consistency.

Objectives:

Showcase the designer's work at Pentagramer.

The data must be consumed from the Behance API as their work is hosted on Behance.

Each member of the group has been assigned a page to own and work on. My personal objectives for the page I am developin (projects page) include:

- View a designer's list of projects and be able to view the projects details.
- This includes project images, name of project, views, appreciations and comments.
- Direct link of the designer's project that can be viewed on Behance.
- Time each project was posted.
- Show all the comments for each project, this inlcudes time posted, user names, user profile images and user comments.

Flat Structure:

We have decided to use the flat structure in our group, where there is no defined team leader. We have chosen this because as we only have a group of three, we did not require a hierarchical structure as we wanted everyone in the team to be involved with the decision-making process, elevating everyone's responsibility in the group work.

Having a flat structure also improves the coordination and speed of communication and a quicker decision-making process. (Meehan, 2018).

We had Florence as our back up team leader if decisions were hard to make or we couldn't agree as a team.

ASANA:

Asana is a project management tool designed to help teams track their work. We chose to use Asana as it is easy to use and can track projects from start to finish. We have used this to manage our project, create tasks for each week, assign tasks to individual team members, set time frames, tick off tasks once they are completed. We can also comment on tasks, which was good for us as we could comment on which tasks were taking longer than expected and which task would be delayed.

Asana also had a function to record our minutes/ meetings. After each meeting we had, one member would post the minutes and we all had turns doing this as we were working in a flat structure so everyone was responsible. It also had a function for us to upload our files and images so all our research and work can be stored in the same place. (Dustin Moskovitz, J. R. (2008, N.D N.D).

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

Grunt:

Grunt is our chosen task runner to use for this project. We have used grunt as it is easy to use and can be easily incorporated into our project, it includes many different plugins such as SASS and JS Hint that we like to use in our project. We are able to use it for linting javascript, listing and compiling CSS and Sass files and also minifying javascript, SASS and CSS files. This meant our code was constantly being checked and would alert if there were errors with hints that made solving errors quicker which helps for decreasing development time and less error on code. (Alman, 2012). <https://gruntjs.com/>

NPM

Node package manager is used in this project to be able to install the dependencies from node.js, we have installed bootstrap, jquery, moment and grunt using this method. It is easy to install and use these packages instead of using CDNs. It makes it easy to update if the modules themselves are updated, simply using the command line. It also means if the project is moved you can easily install the modules with npm install on the command line. (Rebecca Turner, 2010). <https://docs.npmjs.com/getting-started/what-is-npm>

Bootstrap

Bootstrap has been used in this project to support the UI as it helps with fast development, has cross browser compatibility and the documentation is easy to understand and implement. It also provides components such as models, carousals and dropdown menus. These will be used in our website and cuts out the need for creating these from scratch therefore decreasing development time. As there are only some components being created with Bootstrap and the flexibility of customisation, we wont have the issue of it looking the same as other websites or Bootstrap templates. (Mark Otto, 2011). <https://bootstrapcreative.com/pros-cons-using-bootstrap-web-development/>

jquery

We have used jQuery in this project as it is simple to use and is shorter code which creates shorter load times. JQuery will also still work if javascript is disabled, therefore DOM manipulations will still be rendered and the user wont be left looking at a non functioning website. (Resig, 2006). <https://www.javaworld.com/article/2078613/java-web-development/6-reasons-you-should-be-using-jquery.html>

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Behance Api

We have chosen to use the Behance Api in our project as they have a large amount of design work hosted here. The Api gives developers access to users details, project details, images and works in progress and it suits the needs of the client and can provide the information they are wanting and be easily intergrated into the web application. The access keys are easy to request and you are given them instantly. They have easy to read documentation and easy steps to follow. (Belsky, 2005).

<https://www.programmableweb.com/news/behance-api-gives-talent-international-platform/2012/09/05>

Github

We are using Github as our remote repository, all team members are familiar with this and is commonly used in the industry too. We can use Github to regularly update our individual code and to merge our code with each others. You can also track each contributors branch to see when they have merged. (Preston-Werner, 2008).

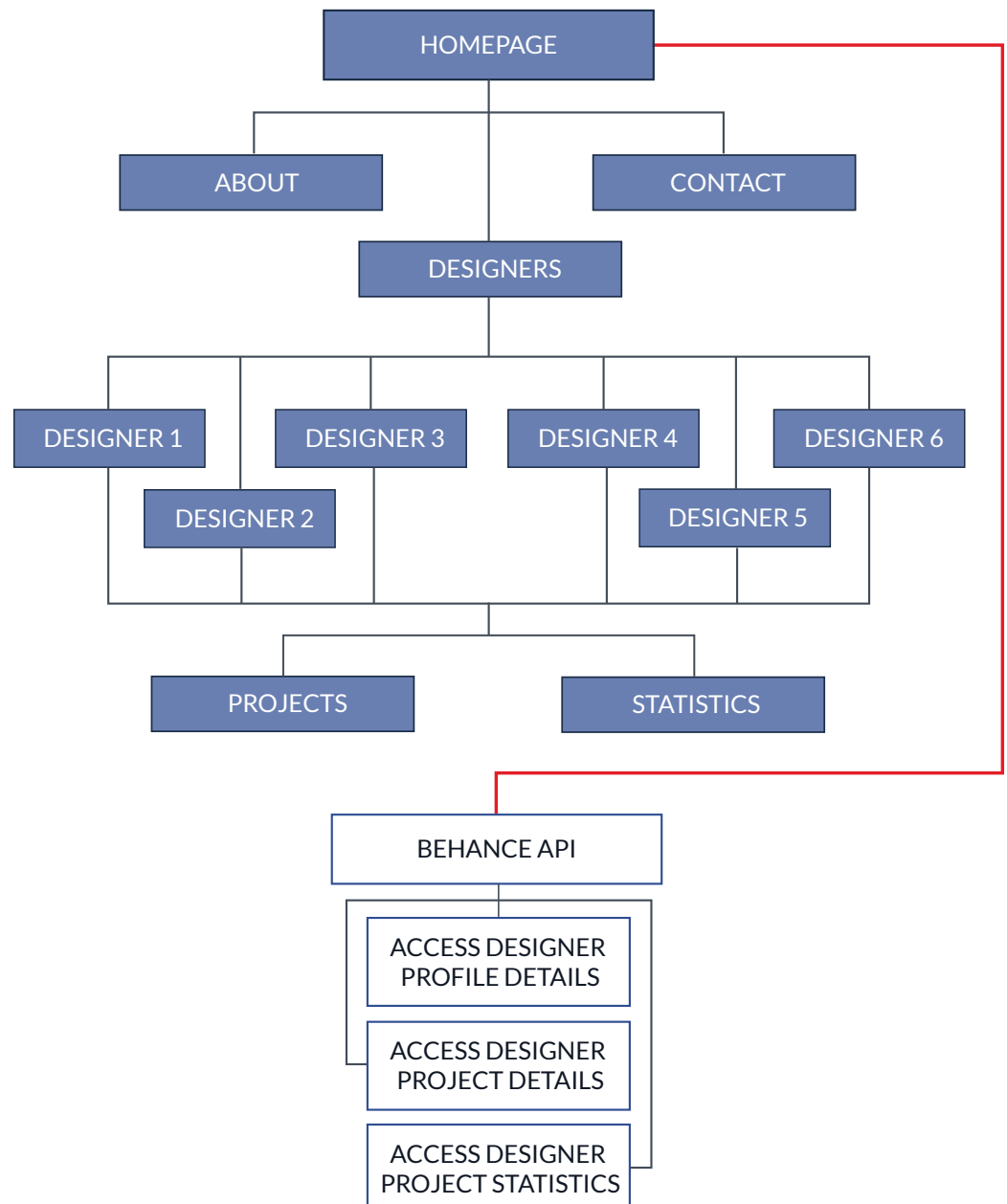
<https://github.com/>

Moment.js

Moment is a javascript plugin, you can use it to parse, validate, manipulate, and display dates and times in JavaScript. I have used this plugin to convert the time stamp pulled from the data from Behance to a readable string and display the time for users to view properly. (Momentjs, N.D).

Website Plan - Initial Diagram

We originally designed our website to flow in the diagram below. The homepage will have 3 links to 3 pages, about page, contact page and designers. The designers page would then show the 6 designers and on each designer you clicked on, a modal will show which will display designer information and have the two links to the rest of their information. One person would develop the home page and designers page, one will develop the statistics page and I will develop the designers projects page.

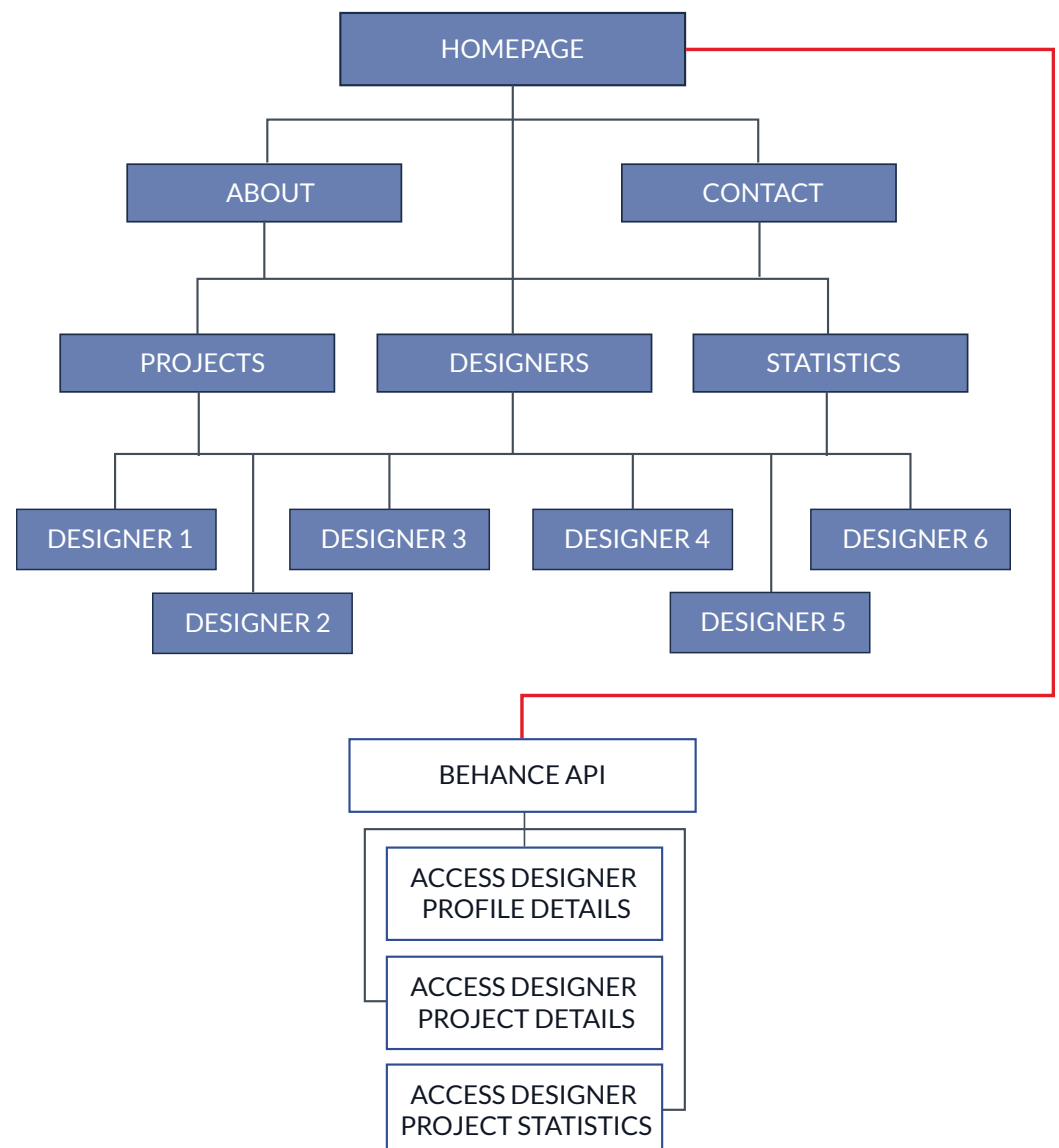


Website Plan - Final Diagram

Half way through development, we had some issues with linking the links to our individual pages, we needed to figure out how to link a page and parse the value through to the next page. Due to time constraints and our skill set, we couldn't figure out how to code this so we had to change the website plan.

The home page now has links to all 3 of our pages and the contact and about page. The designers page will display the name of the designers and their details. The projects page will display their projects, details on the projects and comments. The statistics page will show the project data.

Overall this only changed the flow of our website, we didn't need to re-design any of our pages or code.



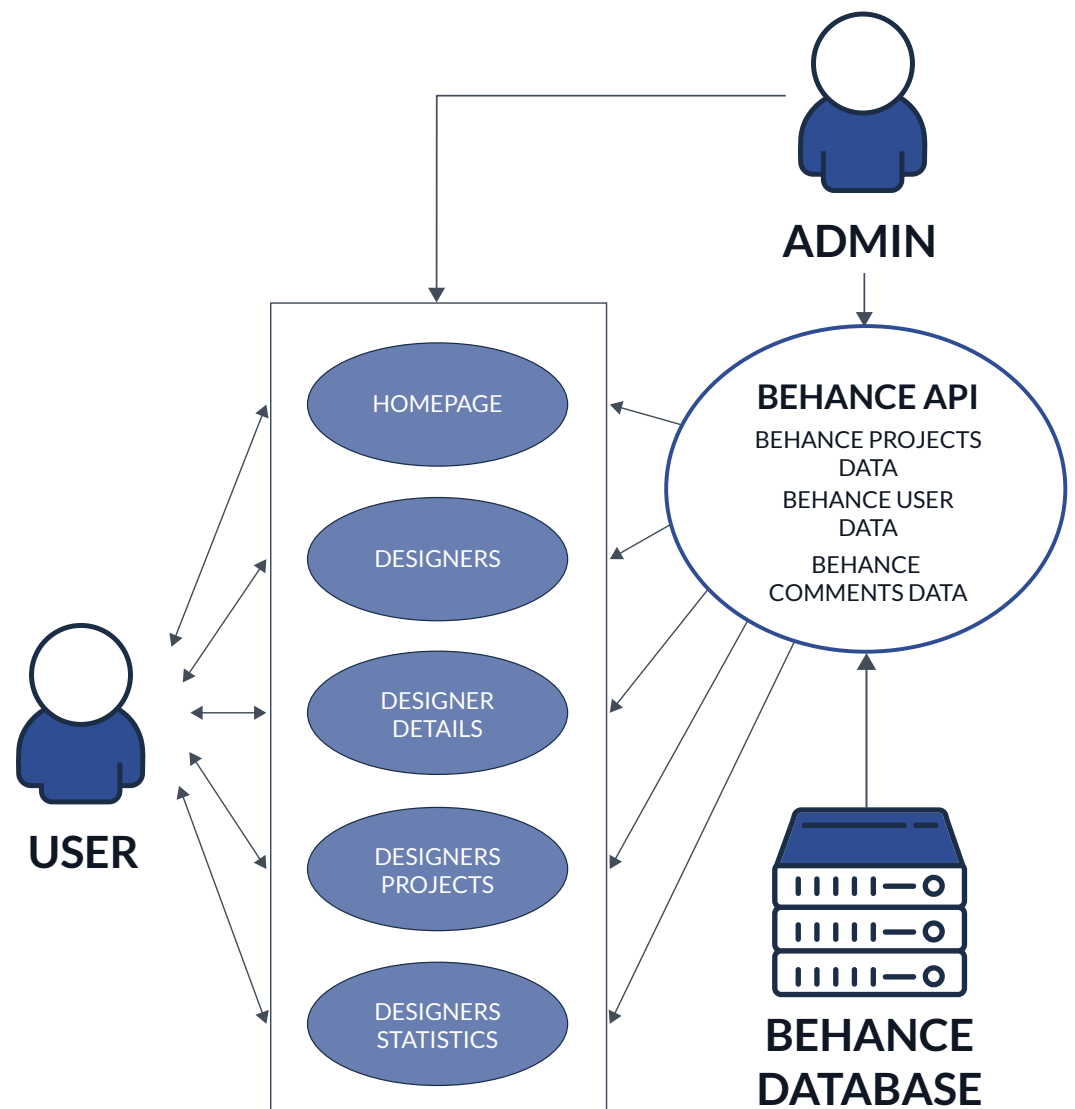
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UML diagrams

Use case diagram

The use case diagram below shows how the users interact with the website, the users interact with the homepage, designer page, designer details page, projects page and statistics page.

The 'admin' or developers will also interact with all the pages and they will also interact with the Behance API, the Behance API will interact with the Behance database.

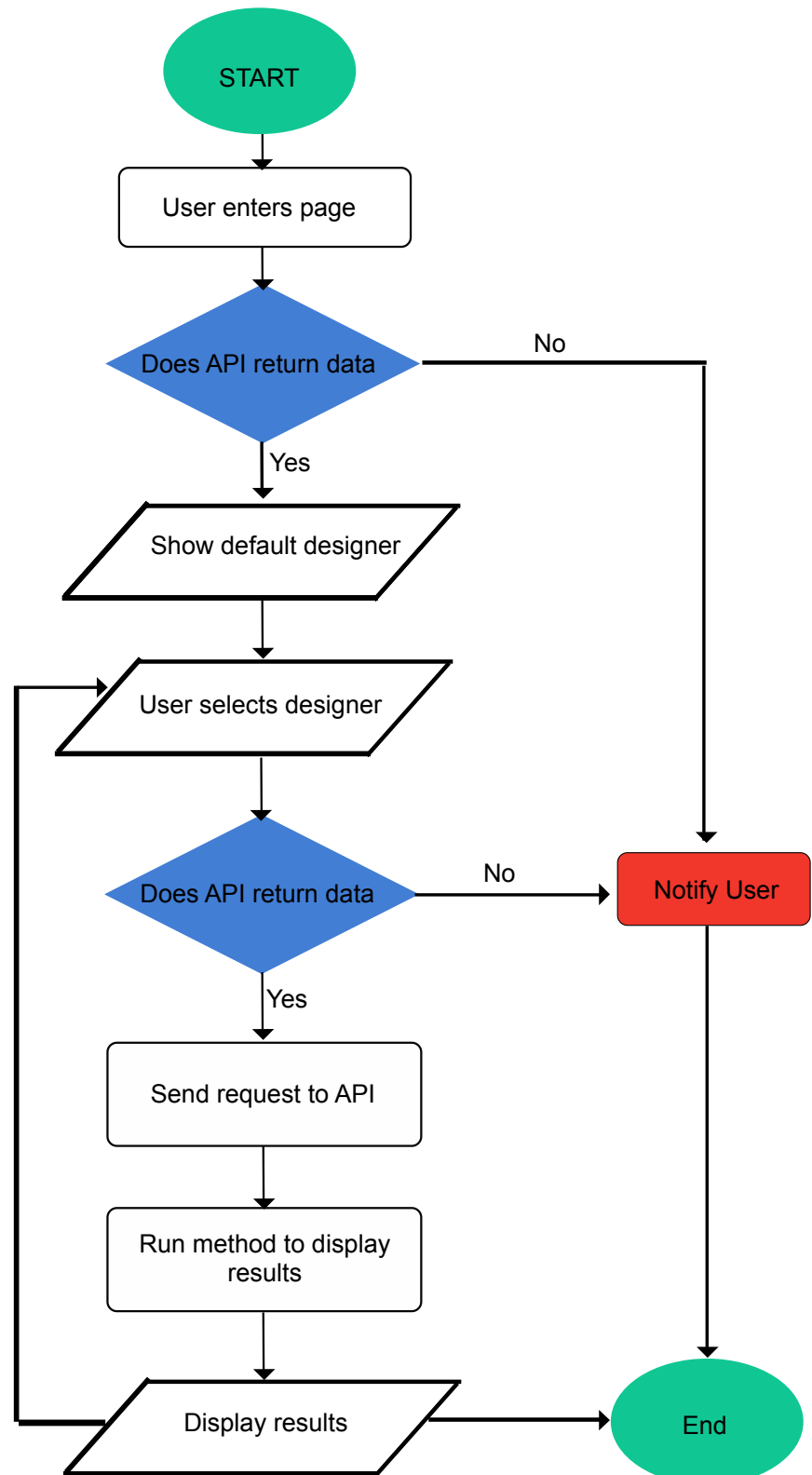


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UML diagrams

UML Diagram

The UML diagram shows the step by step process on how the user will interact with the projects page.



Fonts, colour schemes and logo

TYPEFACES:

Header Font: Playfair Display

ABCČĆDĎEFGHIJKLMNOPQRSŠTUVWXYZŽabcčćd
đefghijklmnopqrsštuvwxyzžАБВГДЕЁЖЗИЙКЛМ
НОПРСТУФХЦЧШЩЪЫЬЭЮЯабвгдеёжзийклмн
опрстуфхцчшщъыьэюяĂÂÊÔŮŰăâêôů123456789
0‘?’“!”(%)[#]{\$@}/&\<-+÷×=>®©\$€£¥¢;:;.*

Playfair Display - Regular

Playfair Display - Italic

Playfair Display - Bold

Playfair Display - Bold Italic

Playfair Display - Black

Playfair Display - Black Italic

Paragraph Font: Lato

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

Lato - Light

Lato - Light Italic

Lato - Regular

Lato - Italic

COLOUR SCHEME:

Primary Colour Scheme:

#1B2D47

#1E3E75

#2F4C93

#FFFFFF

Accent Colour:

#E41E26

LOGO VARIATIONS:

< P > < PENTAGRAMER >

< P > < PENTAGRAMER >

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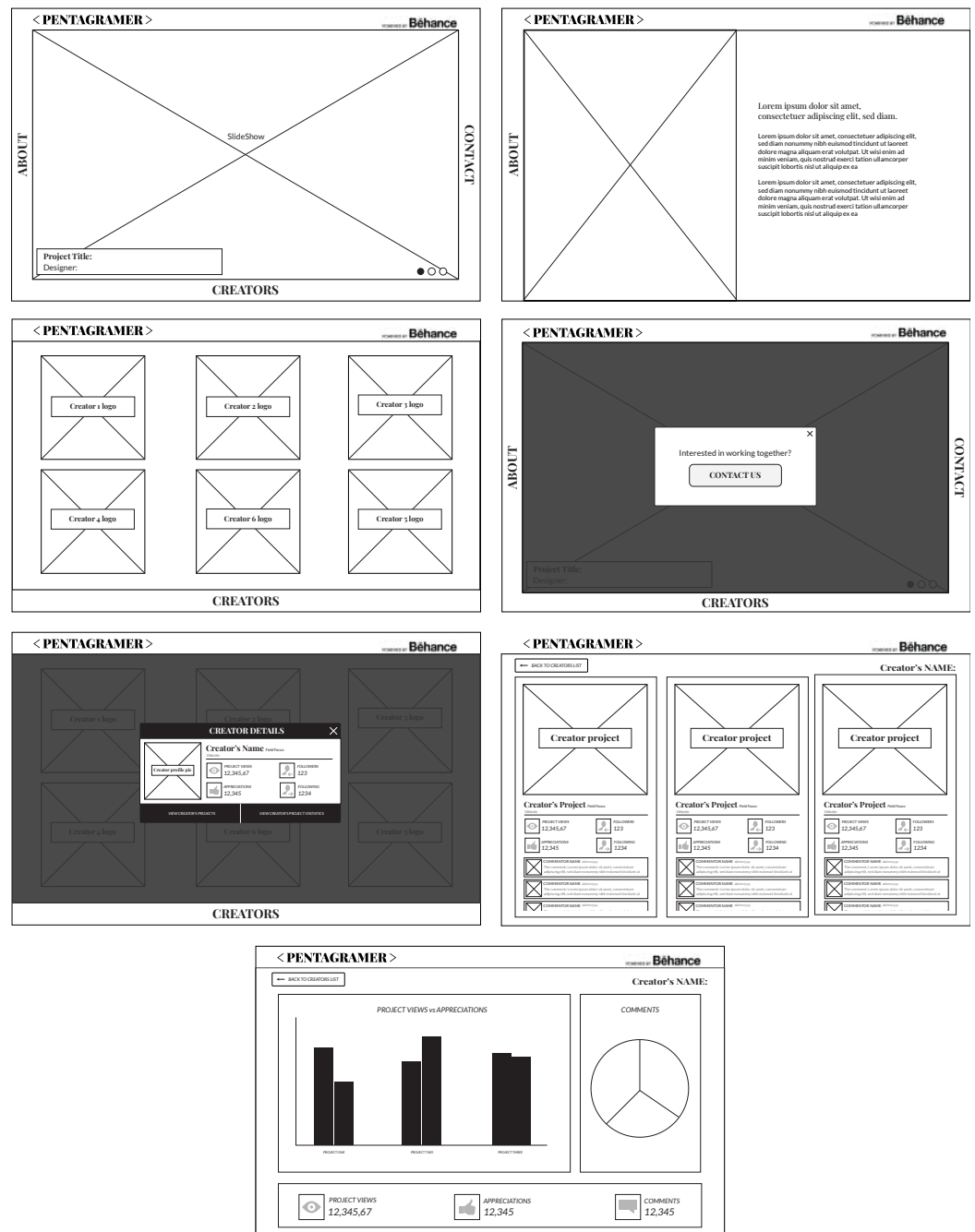
Wireframes

Wireframe

The wireframes below are the first step of our design process, it shows the basic structure of the website and the structure for each page.

Our project will be viewable on desktop and with be compatible with Ipad and tablet size, landscape and portrait.

For the projects page, I have decided to only display x3 most recent projects for each designer as this will reduce code, shorten load time, client needs most recent work so I have displayed the latest projects and can be updated if the designer adds a new project.



Prototype

The prototype created on Ux pin. This is a great prototype tool which can render templates that look like websites and they have functions to demo how the buttons, scroll, nav bar would function without coding. You can also share your prototype with many people for user testing and users can directly add comments to the pages with the comment tools.



Prototype user testing

On the fourth day into our project we started on user testing, we did a Unmoderated Remote Usability Testing method which meant we could send our prototype out to many people and get users to test our prototype and they can comment on the prototype.

We received the following comments:

- Simplicity is nice. But everything is just big. It makes navigating annoying because i have to scroll down to get the Creators button. The buttons can also be better situated. Right now I just find them a bit random.
- Lots to take in, am pretty confused about the menu location.
- I feel like the red is clashing with the blue. I would like to see a brighter blue maybe / this blue reminds me of an old woman's decor.
- This looks really well put together. A little bit 'sharp' in terms of colour palette but that's completely subjective. :)
- Maybe make the buttons more obvious as i almost missed them.
- Seems a bit empty...maybe make the modal bigger?

Overall the user testing comments were good, the comments were mostly based on colours and resizing images and buttons and navigation. We will refine our design and consider the findings we have gathered.

Final user testing on coded site

After a week of coding our website, we have finally completed development and conducted usability testing. On our first testing we had a lot of people who were familiar with our project test our website. This time around we conducted the testing with new people that have not been on our website or know the project.

We had a series of task for the users to complete and after each task they had to give the task a rating on how easy/hard they found it:

1. Find Mary Rabun and how many followers they have.

Answer:

rating:

2. Find Claire Hartley and where they are from.

Answer:

rating:

3. Find Rafaal Varez projects and name of them.

Answer:

rating:

4. Find Yukai Du's first project and note down a comment.

Answer:

rating:

5. Find Naheul Salcedo project stats and find how many views totals their project have.

Answer:

rating:

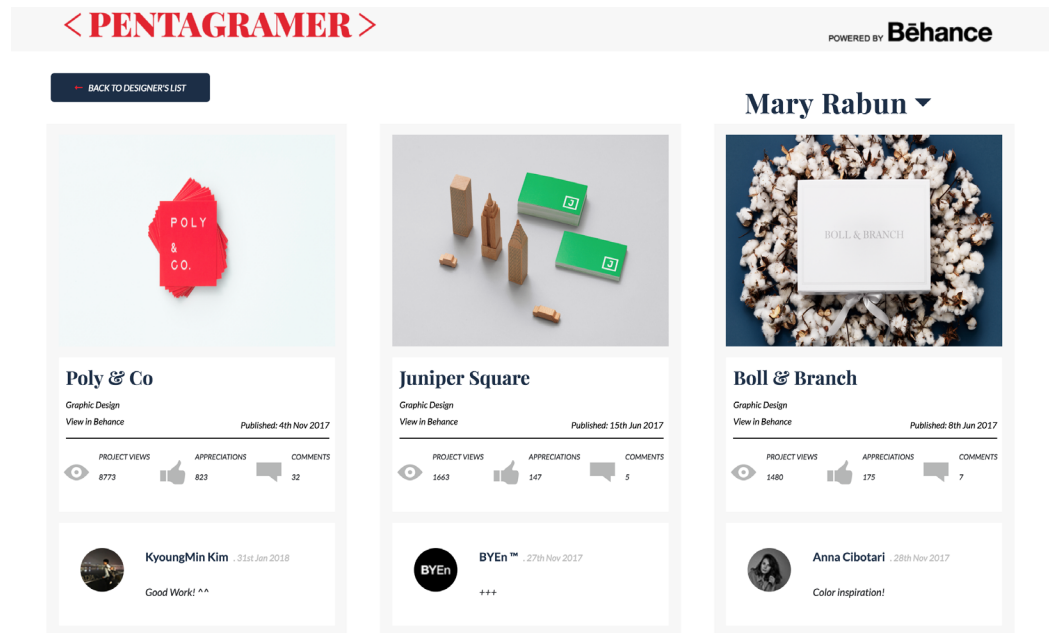
6. Find Hiroyuki Izutsu's project stats and how many appreciations they have.

Answer:

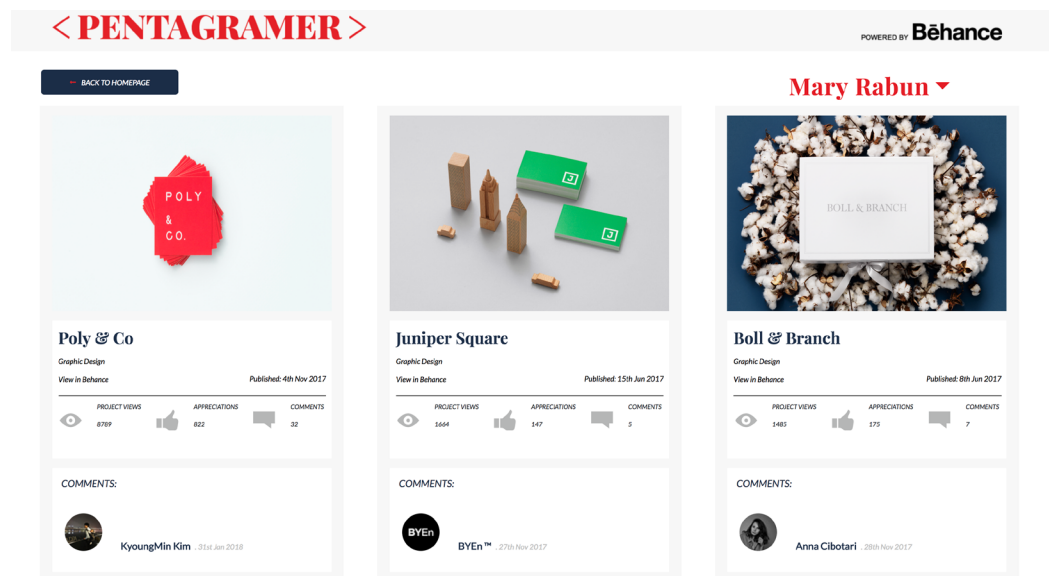
rating:

The tasks showed how each user navigated the website and how long it took them to find things, in the user research for the projects page, I noticed users had abit of trouble finding the comments or some of them didnt notice it all. I also received comments on the drop down click button, it took them awhile to figure out you can click on the name to select a designer.

Project page before user testing



Project page with changes made

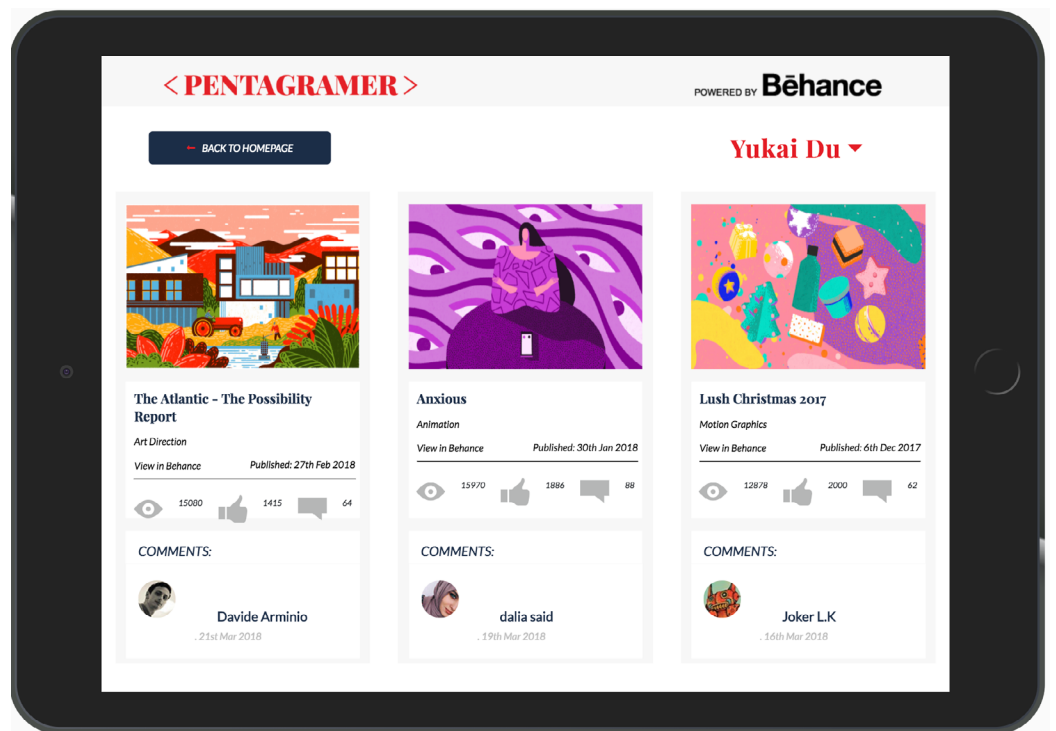
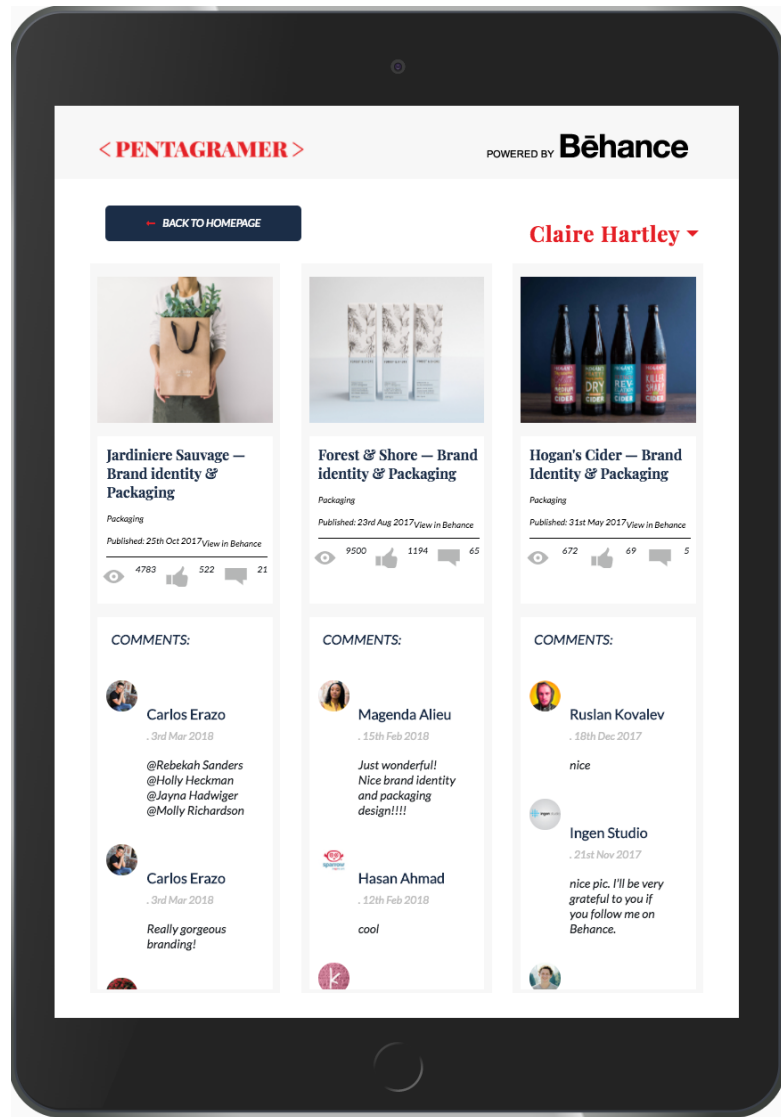


After user testing I reviewed the comment and made the following changes to my page, I added a comment title about the comments section to make it more noticeable and removed the y scoll bar from the commets section. I also changed the the drown down button with clients name displayed to a red colour to make it stand out more.

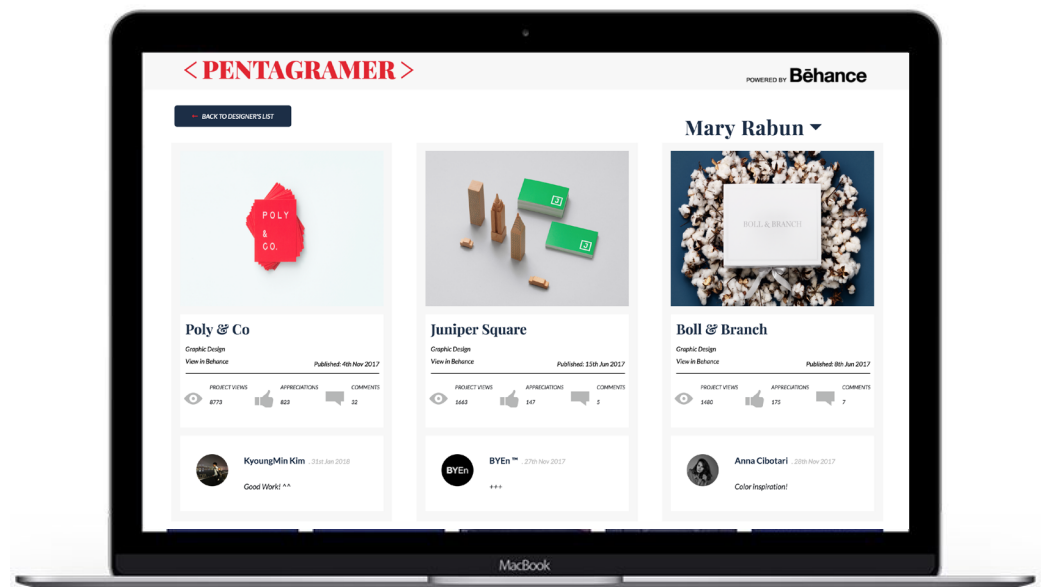
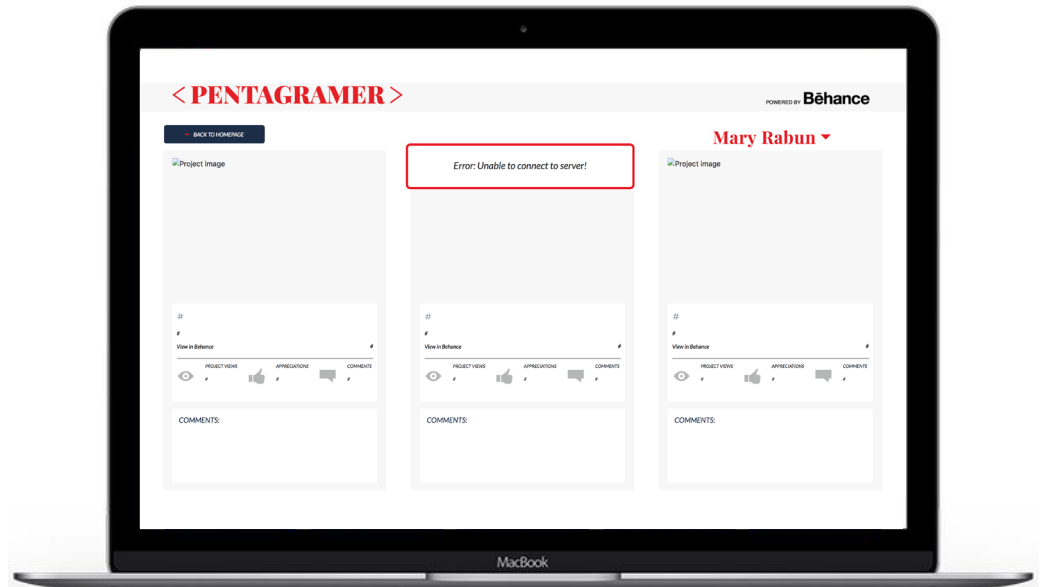
I also added a error pop up message if the server is not responding and cannot retrieve data.

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Final Website



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View website and repository on:
<https://github.com/careykwan/Behance-API>

Reflections

Overall I am very happy with the production of my work. I have coded all the functions and the data pulls from the Behance API.

The most challenging part styling all the different components and making them all fit nicely as the data changes and content varies.

I think our group worked very well and the communication was good between all of us. We were able to converse through meetings, Asana and Slack. We were all very helpful with each others work and worked as a team.

If I had extra time for this project, I would spend more time on the css/ styling and making all the components sit better. I would also like to display more photos of the projects in a slider.

JavaScript Style Guide

As part of the deliverables, we created a JavaScript style guide that all members in the group can follow, this ensures all our code is consistent and this ensures efficiency.

Our JavaScript style guide can be found on our github repository:

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

Best Practices

We followed and adhered to Yoobee's best practices guide lines.

We have used Grunt as our task runner to manage our projects, Grunt also lints our code reducing production time trying to debug and solve errors.

I have validated my Html and CSS code through w3school validator, this ensured my code was bug free and it followed the best practice guidelines. W3schools.(2000).

The Yoobee best practice guide lines can be found here:

<http://yoobee.net.nz/BestPractices/>

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<THE END>

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