Behance Portfolio For

< PENTAGRAMER >

Summative Documentation

By Kelsey Smith

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The Client

The client is a hypothetical design firm that we created for this project. We have based them off a well-known international design firm Pentagram. For copyright reasons we changed the name and logos to a spinoff of our own making.

Overview

The design firm Pentagramer that our team works for has tasked us with creating an app to show off the designer's work. All of their work is hosted on Behance so the app needs to be able to take the data from the Behance API and display it visually. The designer's individual ID's will be supplied at a later date so a random selection of designers from Behance will be used for example purposes. The project will need to be built without errors as the design firm would like to make the code available to the open source community.

Objectives

The objective of this project is to use the Behance Api to tap into the designer's profiles and projects which are hosted on Behance and use that data to produce a visualisation. I have been tasked with visualising the overall statistics of a designer's projects, including number of views, appreciations and comments.

Libraries:

Bootstrap

We will use bootstrap 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 which will be used in this site and cuts out the need for creating these from scratch therefore decreasing development time. As we won't be creating the whole site with bootstrap we won't have the issue of it looking the same as a lot of others (Lett, 2017).

JQuery

We will use 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 won't be left looking at a non-functioning website. As we are using bootstrap we also require JQuery for this to function (Hein, 2012).

Font Awesome

We will use font awesome in this project. We will use it for for icons such as arrows and closing x buttons. Font awesome contains scalable vector icons and is free to use and as it is a font it is easy to style (Fitzgerald, 2015).

Google Charts

We will use Google charts in this project to show the statistical information. Google charts is free and user friendly and doesn't take much knowledge to be able to use. It can be easily tweaked to suit the website that you are creating. It also has good documentation (Finance Online , n.d).

Technical tools:

Grunt

We will use grunt in this project as our task runner. We used grunt as it is easy to integrate and has a lot of different plugins such as SASS and JS Hint, we were able to use it for linting JavaScript as well as minifying JavaScript and compiling SASS and CSS files. This meant we didn't have to constantly check our code for errors and cut down on the repetitiveness of tasks, therefor decreasing development time (Grunt, n.d).

NPM

We will use package manager in this project to be able to install the dependencies from node.js, we have installed bootstrap, jQuery, and grunt using this method. It is an easy way to install and use these packages instead of using CDNs. It also 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 (NPM, 2018).

Version Control manager :

GitHub

We will use GitHub in this project for our online repository hosting service. We have used this as it free, has great documentation, easy to collaborate with other users and track the changes made throughout (Bradford, 2017).

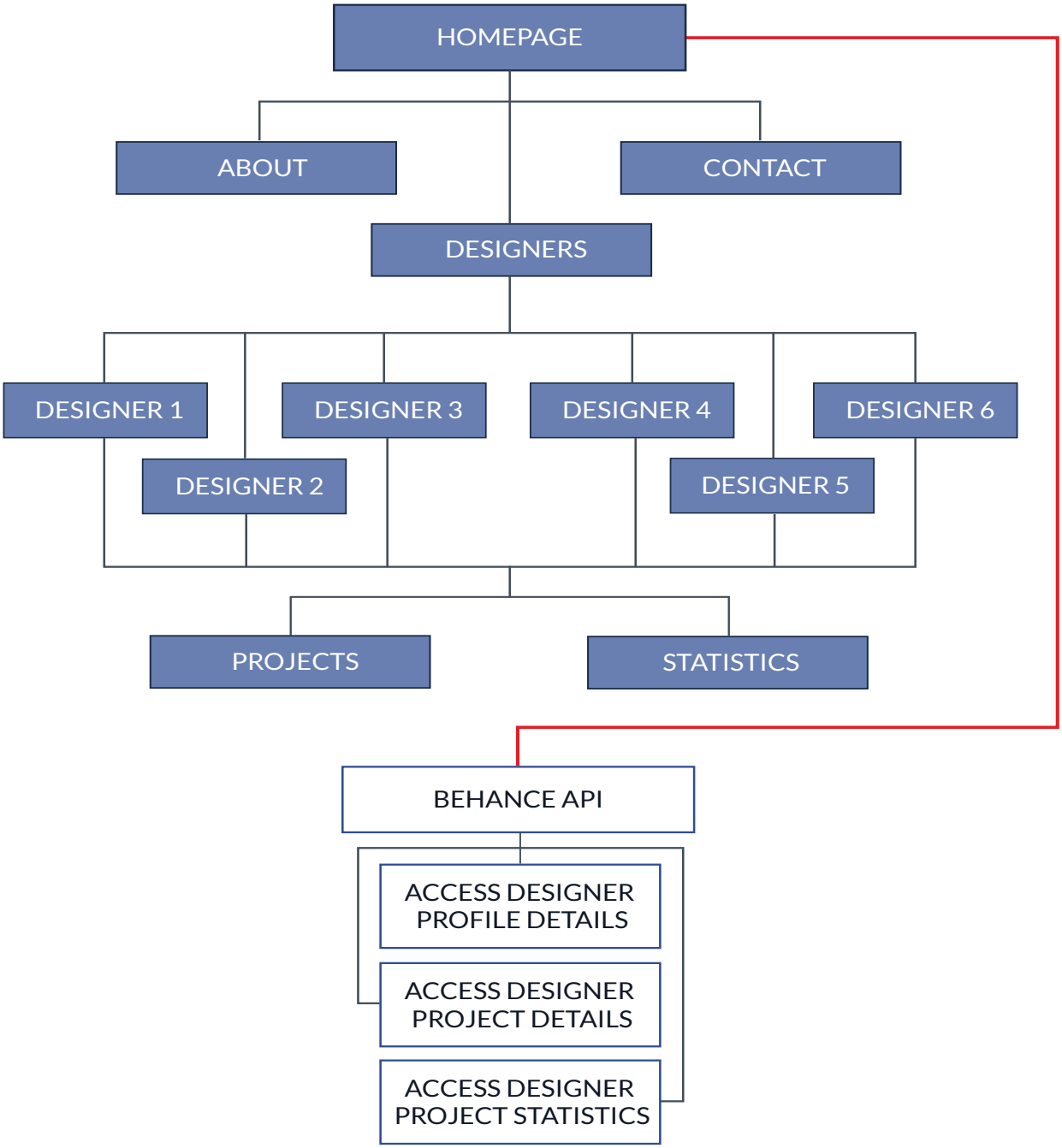
API:

Behance Api

We will use the Behance Api as all of the client's staff members design work is hosted here. The Api gives developers access to users details, projects and works in progress and so suits the needs of the client and can provide the information they are wanting and be easily integrated into the web application (McMillan, 2012)

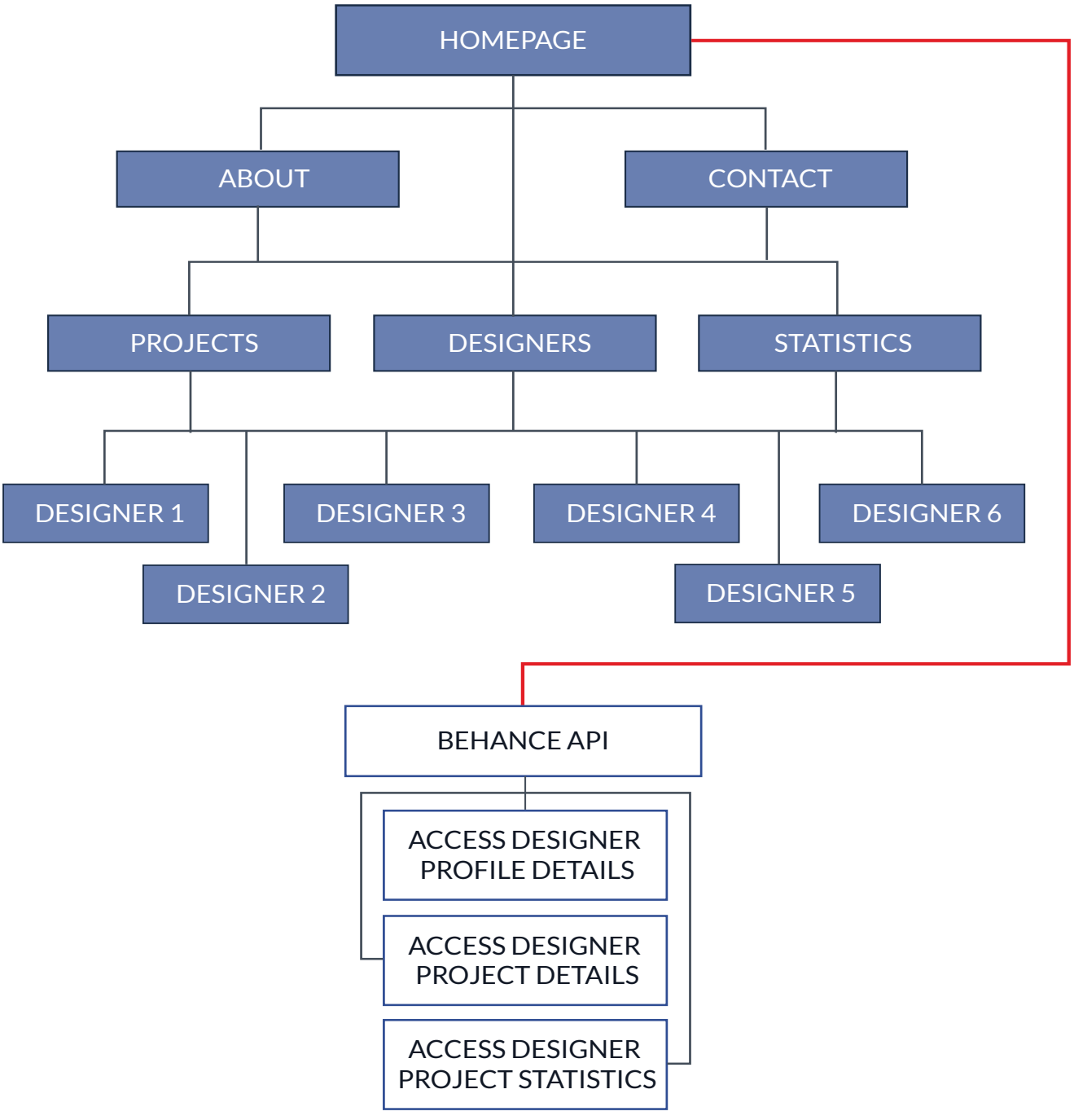
Initial Website Plan

This diagram shows our initial website plan. When a user clicked on a designer they would then be able to link to that designer's projects or statistics. However during development we were unable to produce this and due to time constraints and lack of knowledge we decided as a group to change our approach. This can be seen in the website plan below.



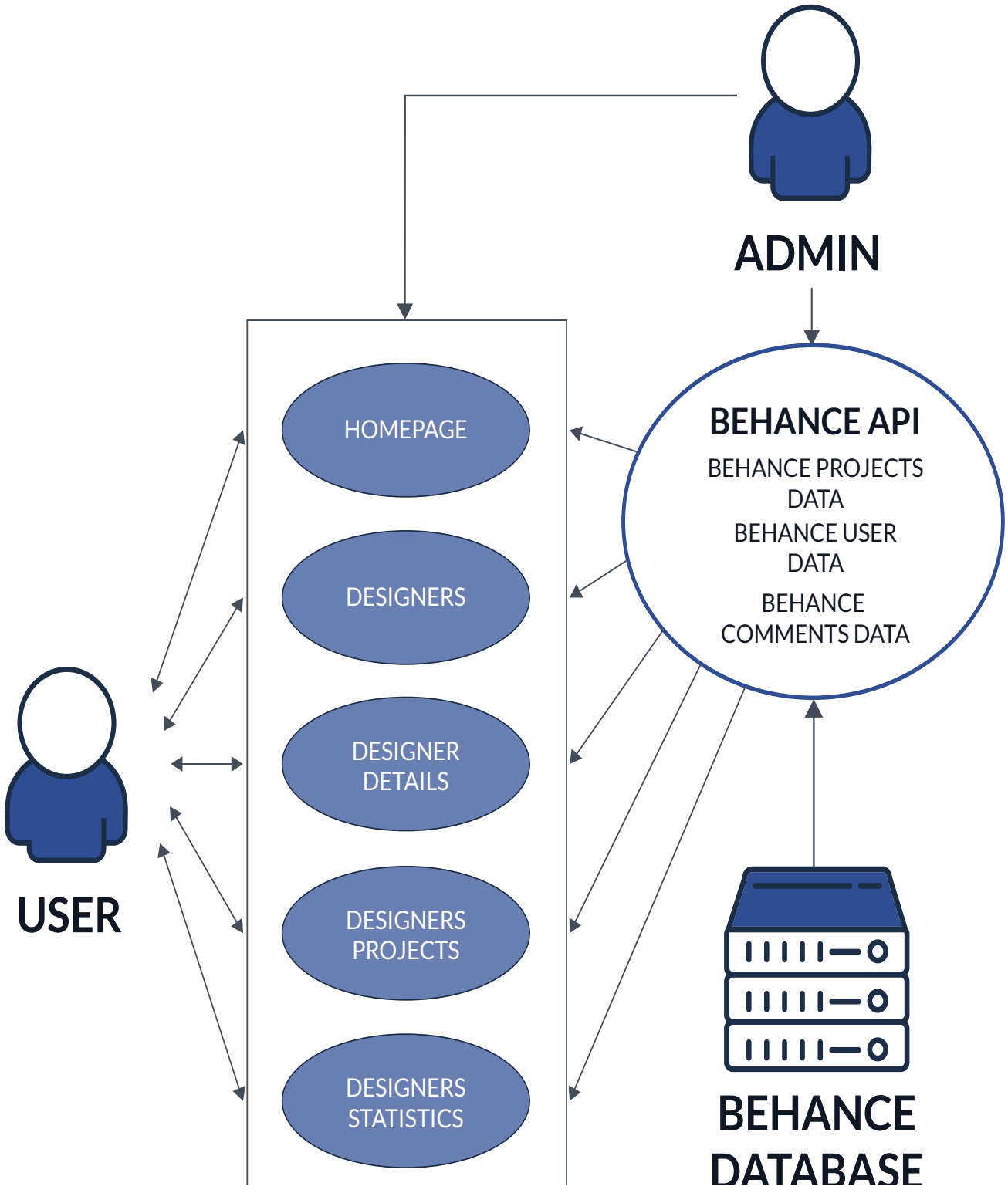
Second Website Plan

This diagram shows the website plan that we changed to. The user would start at the homepage and be able to go to either the designer's page, projects page or statistics page. On each page they would be able to view the different designer's information. The pages are no longer linked to each other



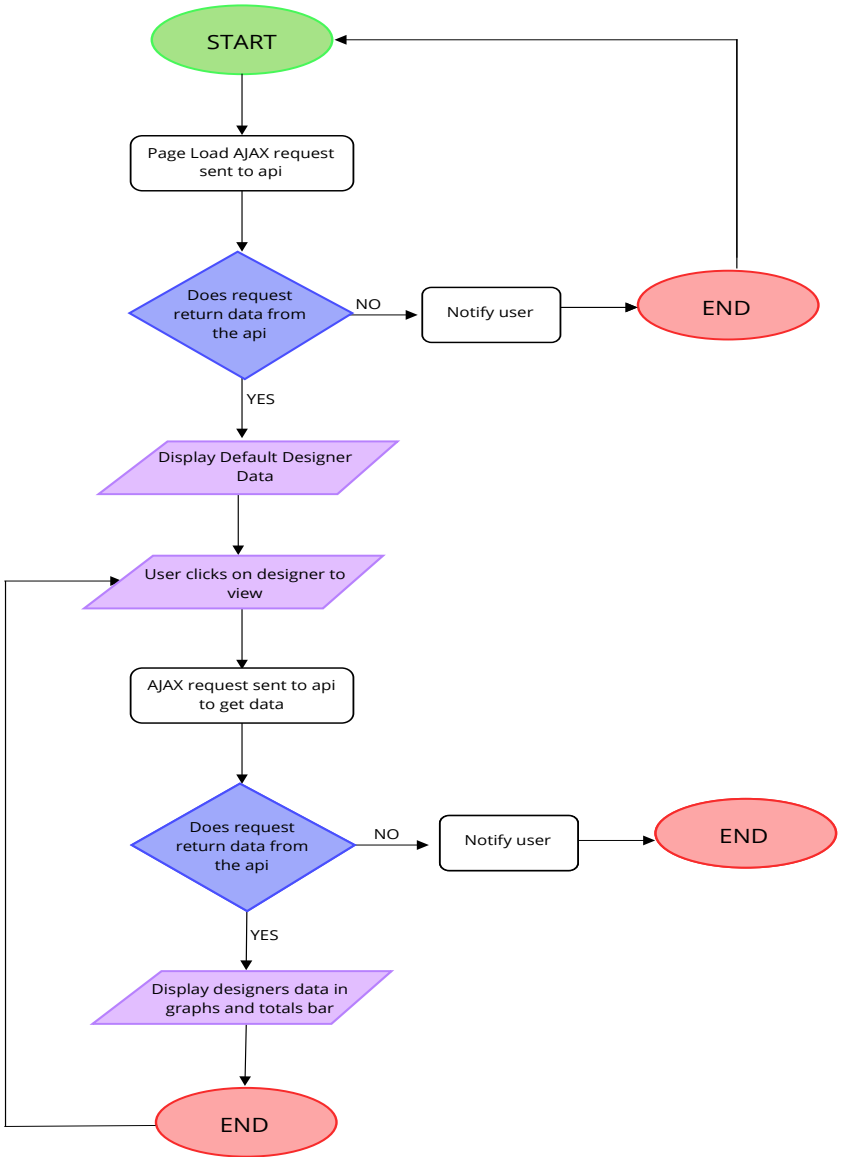
Use Case Diagram

This diagram shows the interaction between the user and the website. It also shows the interaction of the admin and behance api and the website that the user cannot access.



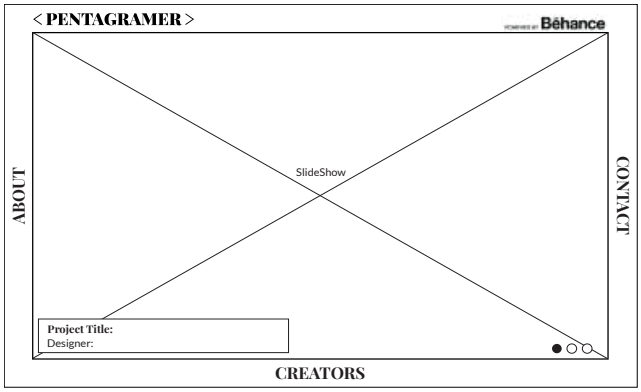
Flow Chart

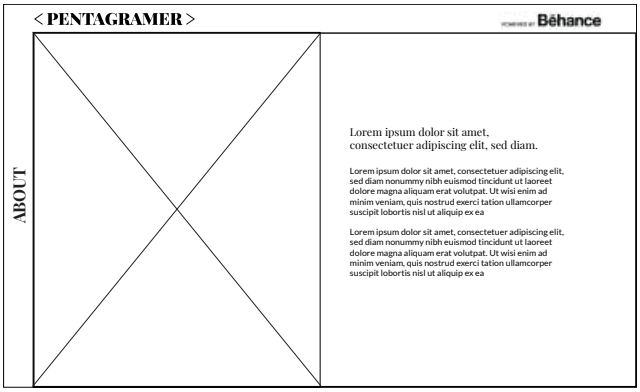
The flow chart shows the user flow of the statistics page. The user enters the site and the page load sends a request to the Api to display the data of the default designer. If the Api does not return data the user will be notified, if it does return data the default designers data will display in the DOM. When the user clicks to view another designer, another request is sent to the Api for that designer's data, again if nothing is returned the user is notified. If data is returned then the designers' data is displayed in the graphs and in the totals bar. This is the end of the flow and the previous steps are repeated again for each new designer chosen.

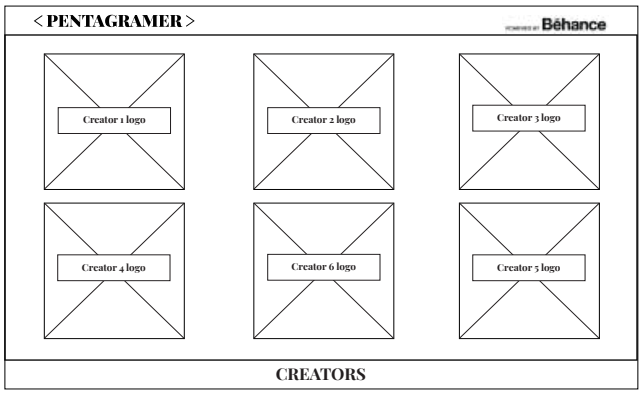


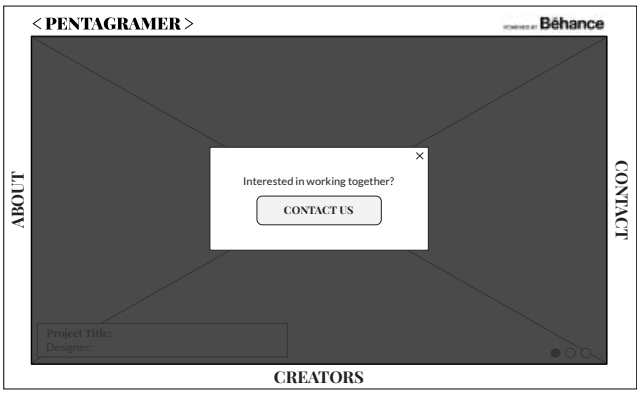
Wireframes

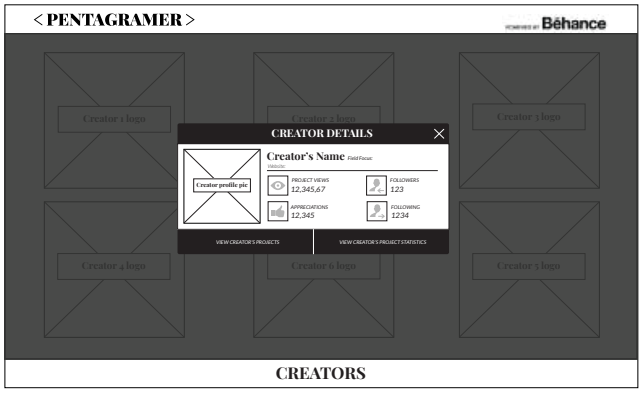
The wireframes were the initial step in the design process. It shows the basic layout and structure of the website as a whole and the individual pages. I have the statistics page which will show two graphs of the designer's data as well as a table of total statistics.

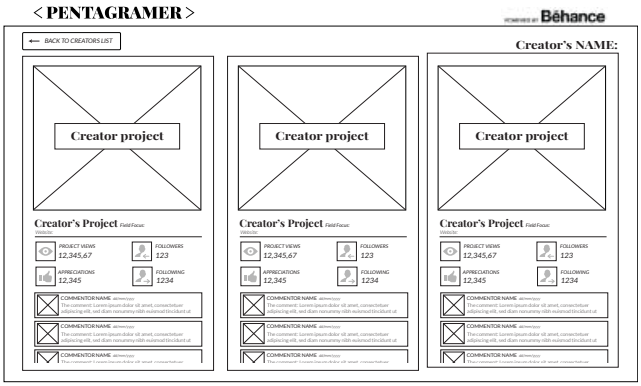


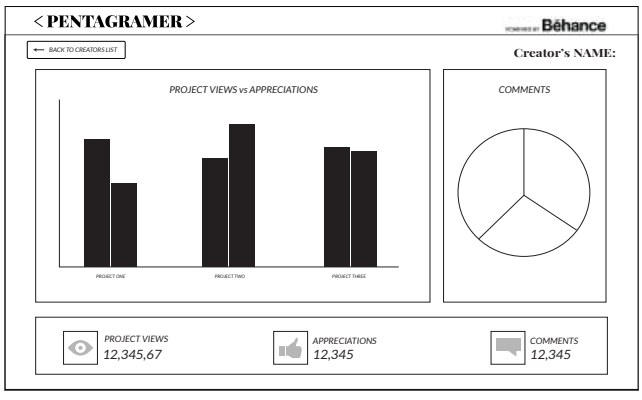






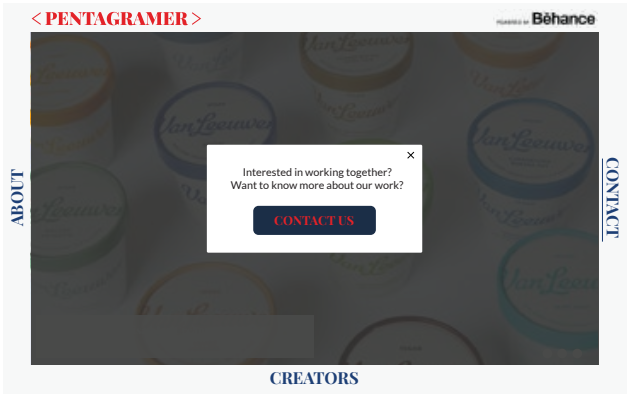


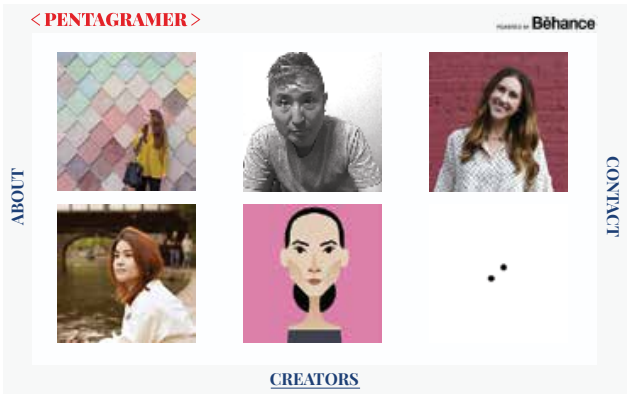


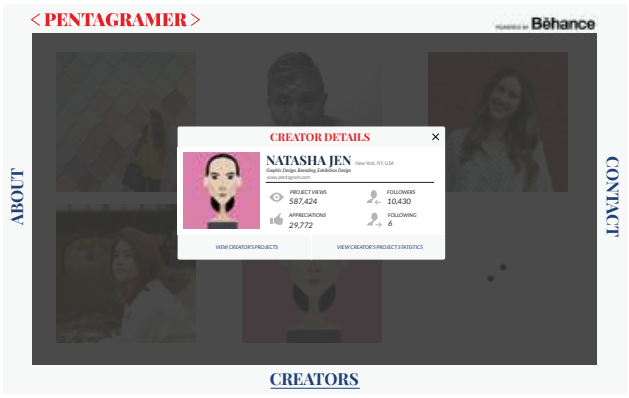


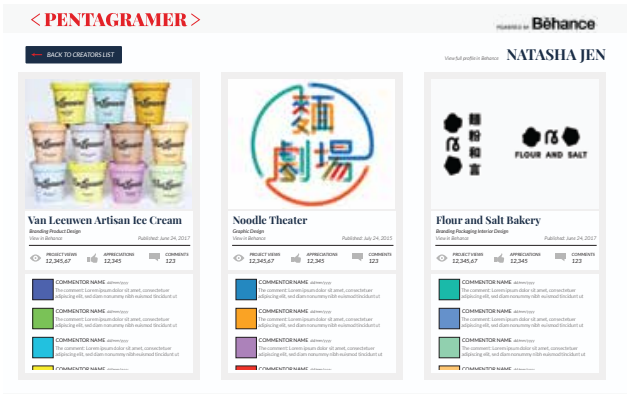
Prototype

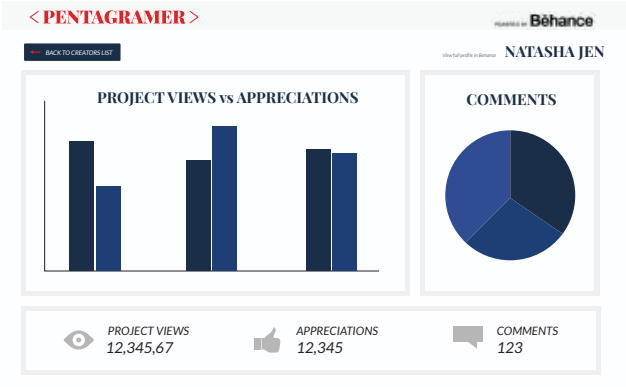
The prototype was created using UX pin. This allowed us to add the interactive elements of what the actual site would do. It also allowed us to use the comments aspect for user testing











CSS Style Guide

TYPEFACES:

Header Font: Playfair Display

ABCČĆDĐEFGHIJKLMNOPQRSŠTUVWXYZŽabcčćd
đefghijklmnopqrsštuvwxyzžАБВГДЕЁЖЗИЙКЛМ
НОПРСТУФХЦЧШЩЪЫЬЭЮЯабвгдеёжзийклмн
опрстуфхцчшщъыьэюяĂÂÊÔƠƯăâêôơư1234567890
o‘?’“!”(%)[#]{@}/&\<-+÷×=>®©$€£¥¢:;,.*

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:

#1B2D47	#1E3E75	#2F4C93	#FFFFFF

Accent Colour:

#E41E26

LOGO VARIATIONS:

<P> <PENTAGRAMER>

<P> <PENTAGRAMER>

Flat Structure

We will use a flat organizational structure in this project. A flat structure is an organisation structure that has no levels of management between all team members. We chose this structure as it provides more levels of responsibility for those in the project with less supervision. It also promotes more communication and collaboration between group members. It also means that decision making is faster. We chose this as the group only has three members so we found it unnecessary to have different levels of management (Meehan, n.d). We have split some of the tasks and this can be seen in our project management tool below.

Project Management Tool

We will use ASANA as our project management tool for this project. We chose ASANA as it provides easy collaboration between the team members who are all able to see the dashboard and tasks, we are then able to assign tasks to members and also assign deadlines for those tasks. As well as having our tasks easily accessible we were able to use ASANA to hold our minutes for our agile meetings, this was helpful as all of our information was in one place and each team member was able to comment on the minutes and easily read them. Following are two links to our ASANA profile which show the minutes of our meetings and the timeline and task assignments:
Our minutes can be found under conversations:
https://app.asana.com/0/580144874993278/conversations
Our timeline and task assignments can be found here:
https://app.asana.com/0/580144874993278/board

User Testing

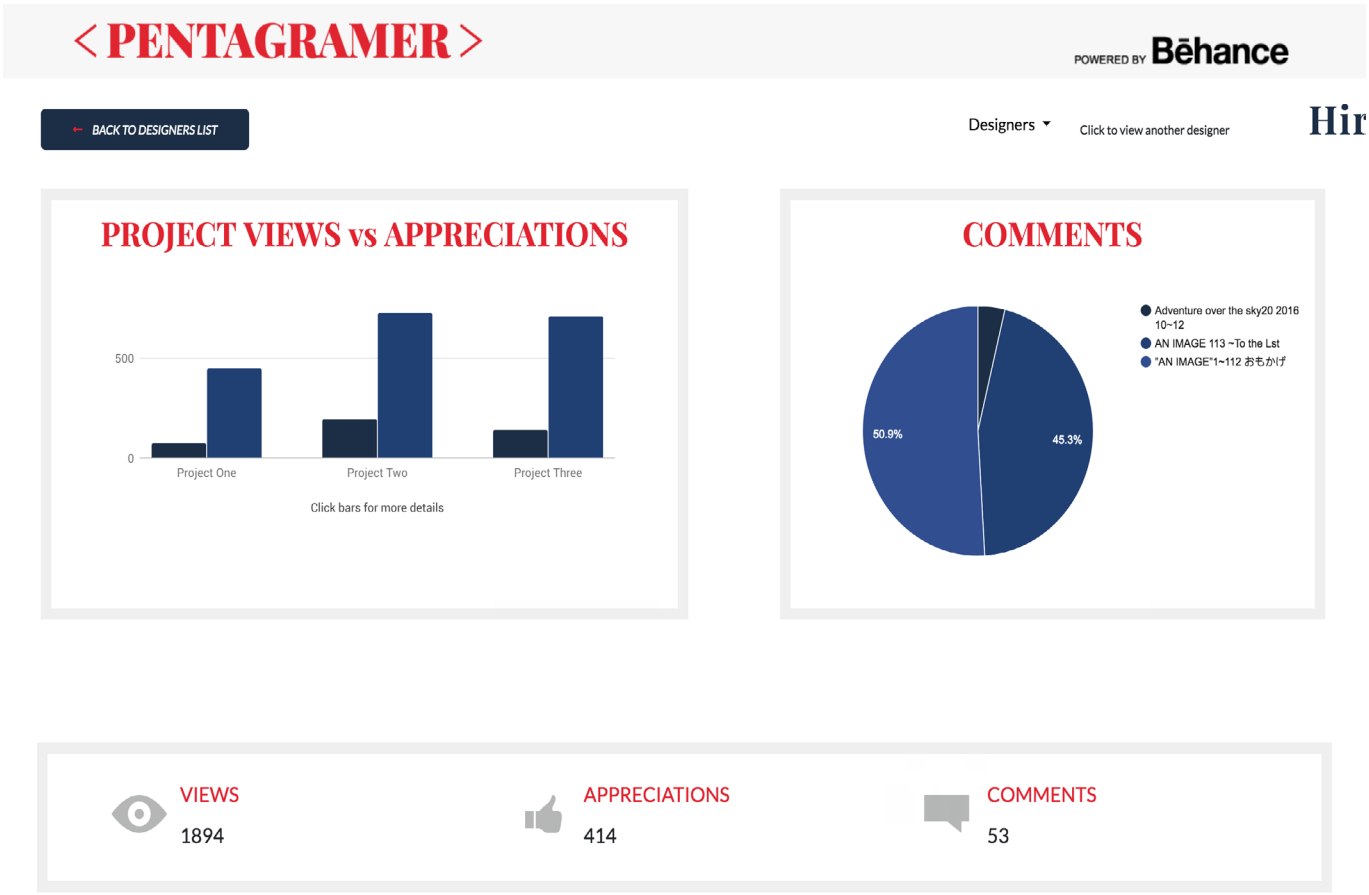
After we created the initial prototype we did usability testing. We had people use the application and leave comments in UX pin on what they liked or what they thought could be changed to make the application look and work better. As most of the people we tested were in our class the results were slightly skewed and so most of the comments we recived were style based. The overall summary of the comments where to:

- Add a hover event to the creator's navigation so it is able to be seen as clickable.
- Adding names to the designer's page and adding a way to see that they are clickable for more information.
- On the homepage changing the colours of the image description box

A full account of the comments can be found on UXpin https://preview.uxpin.com/bc6d9e4ae5534517f06c38eb-15fae75e2765355d#/pages/81709128/comment/no-panels?-mode=i

Statistics Page Coded

This is the intial coded statistics page after user testing. Once this was completed we then did another round of user testing.



User testing round two

When then coded the site with the previous changes made, once the site was completed we did more user testing. This time we had people outside of the class to test as it was a more realistic representation of a user. We had the user complete 6 tasks and comment how easy it was and what they thought needed changed. The tasks that were asked of the user were:

1. Find the designer Mary Rabun and how many followers they have
2. Find designer Claire Hartley and where they are from
3. Find designer Rafaal Varez projects and name one of them
4. Find designer Yukai Du first project and note down a comment
5. Find designer Naheul Salcedovvproject stats and find how many views in total their projects have gotten
6. Find designer Hiroyuki Izutsu's project stats and find how many appreciations there second project has gotten

The overall comments that came out of the user testing for the statisitcs page where:

- Make ‘click to see more details” larger.
- Unsure the total stats are the profile stats.
- Didn’t notice that I could change the designers.
- Doesn’t think the view click to view another designer is not very necessary.
- Don’t like how the name links to another page, because they thought it was to change the name.
- Notify user when api cannot be reached
- Behance logo should link to bechance homepage

The changes that I made to the page after reading the user feedback where:

- Changed the designer drop down to red and got rid of the click to see another designer also added the name change function to drop down
- Added a legend key to the bar graph.
- Added a title to the totals bar
- Made the click bars for more details’ font size larger

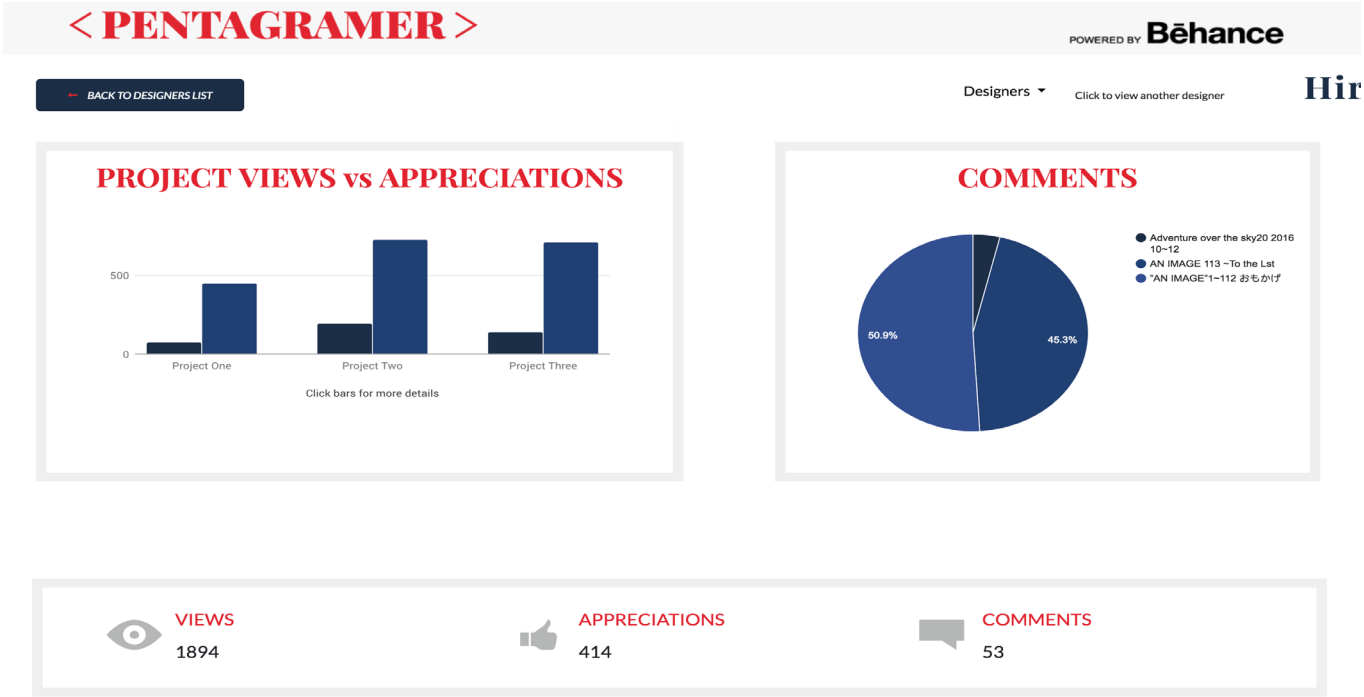
Added click function to behance logo to go to behance homepage

- Added message for when server is not available.

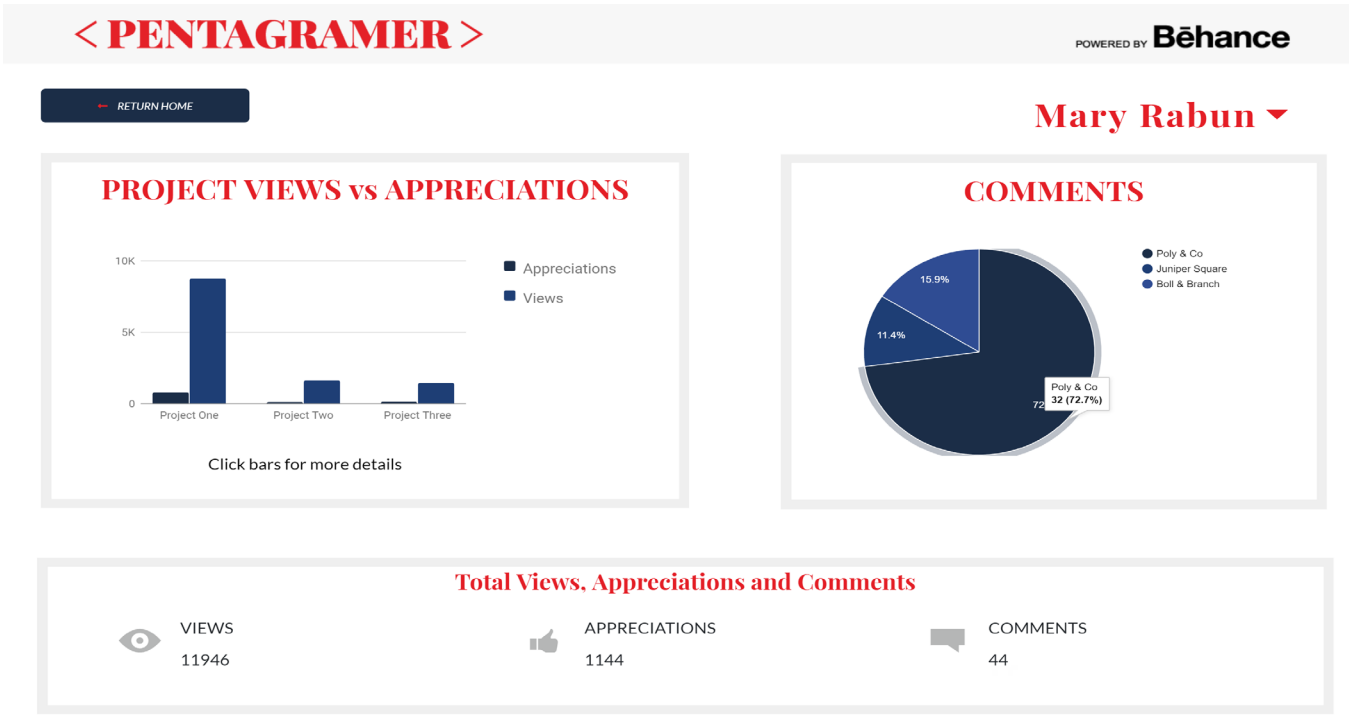
Statistics Page With User Feedback Changes

After the user testing I added the necessary changes to the coded statistics page and they can be seen below. In comparison to the original coded page.

Original Page



Updated Page



JavaScript Style Guide

For this project we have created a JavaScript style guide. This is so that all of our group's code sticks to a set format and is consistently coded. We have also done this so that it is easier to error debug; having everyone code the same way means that less issues with this.

Our JavaScript style guide can be found at:
https://github.com/careykwan/Behance-API/blob/master/read-me.md

Best Practices

We have also been following the Yoobee Best Practices guidelines. Having error free code was one of the main aspects we aimed for as set out in Yoobee Best Practices. We used grunt as our task runner and to lint the Javascript to ensure code was error free. I also validated my Html and CSS using the w3School validator this ensured all of my code was error free in order to follow the Yoobee Best practice Guidelines.

The Yoobee Best Practices can be found at:
http://yoobee.net.nz/BestPractices/

Conclusion

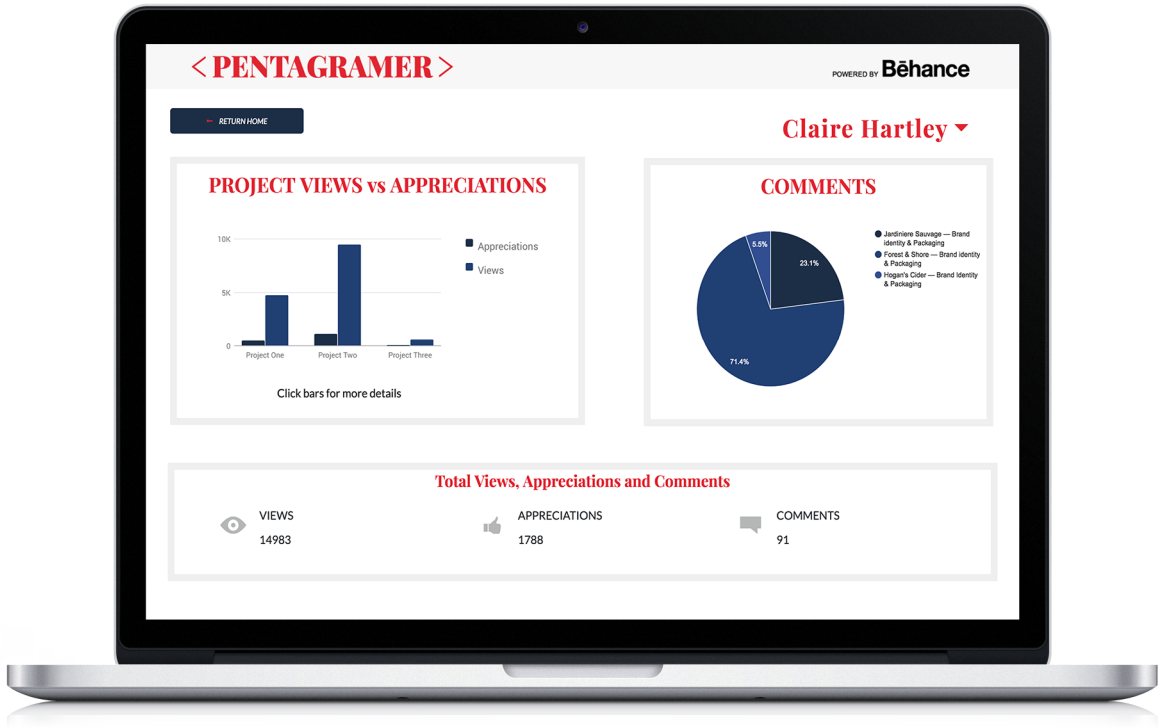
I believe that the product meets the client's objectives and we have delivered what they have asked for.

The most challenging part initially was getting the data from the API to work with google charts, however once I worked out how to do this using Google charts was easy. This was a good learning experience.

If I had more time on the project I would like to be able to use the original idea of having all the pages link together and use the data from the first page throughout. I would also like to refine it to make it responsive to phone. As we have only made it responsive to tablet due to user experience. I would like to make the Google charts be more responsive or to change them when they were at phone size.

I think that we worked really well as a group and our communication was consistent and productive. Using Asana as our project management tool was really helpful as we were all able to see where we were at and what tasks we were assigned, we could also make comments on anything for the group to see.

To view the website to go to:
https://github.com/careykwan/Behance-API
Download the repo and follow the readme


< PENTAGRAMER >
POWERED BY Behance
← RETURN HOME
Claire Hartley
PROJECT VIEWS vs APPRECIATIONS
10K
5K
0
Project One
Project Two
Project Three
Appreciations
Views
Click bars for more details
COMMENTS
5.5%
23.1%
71.4%
Jardiniere Sauvage — Brand identity & Packaging
Forest & Shore — Brand identity & Packaging
Hogan's Cider — Brand Identity & Packaging
Total Views, Appreciations and Comments
VIEWS
14983
APPRECIATIONS
1788
COMMENTS
91

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