**1 . Research (2 pages text, 2 pages pictures)**

Research existing websites to get ideas for your web application.

* Record any pages you find that are good examples of what your site could look like. What parts work well. What parts don’t work well?
* Also record any examples you find of features you might want to include in your site.

**2. Features (4 pages bulleted text, 5 pages with pictures)**

Once you decide what a user will be able to do, then you need to think about how they will do each task and how you will make those tasks visible on your site – keeping in mind the articles and lectures on design and usability.

* Draw (don’t code) what your site will look like.
  + It should be obvious from the drawing what each part of the site does.
  + Be sure to include any dimensions – if the window is resized, how do elements change?
  + How might the site look on a phone vs desktop?
* Thinking about the features in the description section, start to plan how each of these features of your site will function, plus any additional features that you might like to have.
  + Where does this feature appear and how does the user interact with it?
  + What happens when a user performs one of these interactions?
  + If a change occurs to the page/site following an interaction, clarify what that will be and draw if necessary.

Describe these for each feature.

* Don't forget to decide which special feature you'll implement:
  + Email notifications

    ~OR~

* + Calendar Reminder

**3. Review (2 pages for ‘review your design’, 2 pages for ‘other student review your design’)**

* Review your design.
  + How does it minimise kinematic and cognitive load?
  + Does it meet the standards & heuristics referenced in lectures and on MyUni?
* Have 2 other students review your website design and perform basic usability testing.
  + Which parts of your site were clear. Which weren't?
  + Record the feedback from the other group and any findings.
* Record any updates to your design made as a result of the above testing and review.

**4. Routes and Database (3 pages)**

Now that you have a solid design and basic client side implementation, you can start thinking about the content that your web application will be dealing with, and how.

* For each of the features in your website, create a data plan that lists the different pieces of content/information that your web application will be dealing with & determine where it should be stored, what format, and where it should be processed.
  + Where does the information come from?
  + What form should it take?
  + If the information is on the server, what will the client need to send to retrieve that data?
  + If the information is on the client, how will it be sent to the server?
  + Does all information need to be stored on the server?
  + What processing needs to be done to make the data useful?

**5. Entity Relationship Diagram**

Once you have an idea of the different pieces of data that you'll need to be working with, you can start thinking about how you'll store that data on your server.

* Using the methods outlined in lectures and pracs, create an Entity-Relationship diagram for your web application's data.