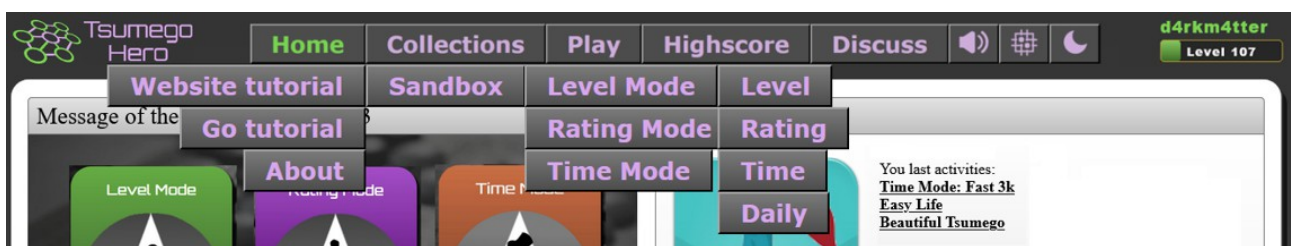


Improvements of layout and page structure of Tsumego Hero

1. Menu

The menu should give more room to navigate through the pages. I suggest a structure with 5 main menu points that each have a dropdown-submenu. The three icons regard general page settings.



Home->Website Functions Info, Gameplay Info, About

Collections->Sandbox,(Personal Sandbox)

Play->Level Mode, Rating Mode, Time Mode

Highscore->Level, Rating, Time, Daily

Discuss->(…)

Sound icon: Sound on/off.

Boards icon: Select board designs.

Dark/Light Layout icon: A good website should have the option to switch between dark and light layout. This would mainly concern the white background area. Users also messaged me for this feature.

2. Pages in the Menu

Home

Overview of the current happenings. Further description in 3.

Website Functions Info

Information about problem button colors, hero powers, explanation of the modes.

Gameplay Info

When is a problem correct/incorrect, Go rules (ko, step-ko, double-ko, super-ko, bent four, seki etc.).

About

Current About page, backlinks.

Collections

Current collections page.

Sandbox

Current sandbox page.

Personal sandbox (idea)

Any user should be able to create his own collection and publish it to the sandbox. In the sandbox, there would be custom made collections that the users provided and a rating/reputation system.

Collections that get a good response by the community get published to the collections page. The community response would get measured by 1. Thumbs up/down (already implemented) 2. Rating form of the collection (the users have a feedback form for each collection) 3. comments. This also requires a better collection activity page. For this, the sandbox needs to be public for any user, currently it is only available for premium users.

Play

Goes to the last problem visited.

Level Mode

Goes to the last problem visited in the level mode.

Rating Mode

Goes to the last problem visited in the rating mode.

Time Mode

Goes to the time mode select page.

Highscore

Goes to the last highscore visited.

Level Highscore

Goes to the level highscore.

Rating Highscore

Goes to the rating highscore.

Time Highscore

Goes to the time mode highscore and the last category visited.

Daily Highscore

Goes to the daily highscore.

Discuss

The current discussion page. There could be a subpage for the sandbox and an option to show comments of a certain collection.

3. Home Page

<http://tsumego-hero.com/img/other/home-screen.png>

<http://tsumego-hero.com/img/other/home-screen-submenu.png>

General adjustments

- Reduction of the menu to one row, which makes the head of the website smaller.
- The left and right column each have 50% of the screen.
- Equal spaces between sides, rows and columns.
- The white frame of the website has border and shadow.
- The topic boxes have borders, gradients and rounded edges.
- Body background gradient color.

Message of the Day

Current highlighted topic. Can be anything.

Recent Activities

Real time display of user activities that regard solving problems and reaching a new rank. Can be implemented with AJAX.

Recent Comments

Real time display of the latest comments. (AJAX)

Recent Achievements

Real time display of the latest achievements. (AJAX)

Recent Donations and Upgrades

The most current donations.

Problem Database Size

Graph of the number of problems in the database.

Tsumego Hero Videos by Daniel ML

This is really cool and Daniel is a friend of mine. So I'll probably keep it on the main page.

Your Avatar/Profile

This shows current accomplishments and activities of the logged in user. Probably shows the last collections and modes visited and the last achievements. There is later the possibility that users can get different avatar icons, but the first publish will have one static icon. This is not shown when not logged in.

Problems of the Day

Today's added problems and most popular problem. Today's most popular problem has a metric that I probably need to improve some time this year. It gets easy problems from old collections too often, as it counts how often a problem is played each day, how much time is spent and if it has been solved. It should put more weight on new collections and on not repeating recent most popular collections.

User of the Day

This is currently based on the user who gets the most XP on a day. It can be seen on the daily highscore.

Update

Shows the most recent update of the website.

New Collection

Shows the freshest collection.

Sponsor

I wrote a text about you and Wube Software being the sponsor. If you approve, this will be posted on the main page.

Not yet in the draft:

Area with the topic of personalized sets of problems. Possible functions:

- Try again problems that the user had difficulties solving the previous day(s).
- Favorites
- Problems the user had commented on.
- Own collection