

1. c4 // The English Opening



IST Assessment Task 1
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5 Ideas

- **How to play the English opening (titled The English Opening)**
- How to install Windows 10
- Getting better at sim racing // A guide
- Strategies in Formula 1
- Poker, an introduction

Who: Intermediate Chess players learning to advance their opening repertoire

What: Multiple articles and videos explaining how to play different chess openings

Why: They want to get better at chess

How: Tactics and information on the chess opening

Statement of Intent

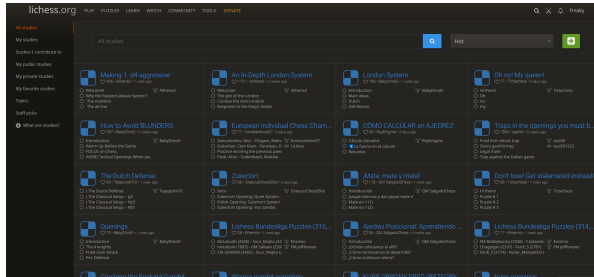
I intend to make a website that aims to provide a guide to playing different openings starting with c4 (the English), it will help players of all skill levels to improve their game.

The website will be organised into several sections, starting with the c4 move and it's what it entails for the rest of the game. The website will dive into specific openings that can be played after c4, such as the Anglo-Scandinavian, Anglo-Indian and several transpositions to other openings such as the Sicilian and various d4 positions.

To make the website as engaging and useful as possible, it will also include features such as puzzles and videos. This website aims to provide a resource for anyone who wants to improve their chess game by mastering the various openings that can be played starting with c4.

Current Designs

<https://lichess.org/study>

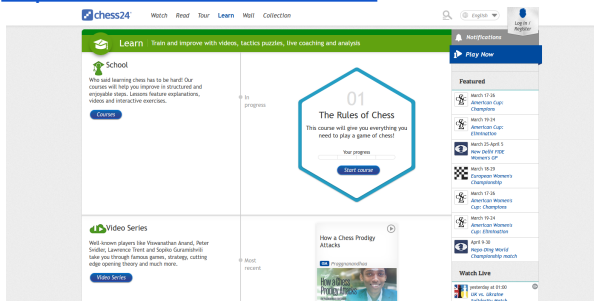


1. This layout is pretty cluttered, and its focus is on overall functionality.

It displays a ton of information which is useful, however it isn't executed well, there are some repeated icons and if scrolling, it is easy to miss a lot as your eyes are bombarded with text.

2. The buttons and sections are perfectly functional, there are not many flaws with the functionality, the menus are snappy and feel great, the website loads faster than other chess websites I've tested (might not be related to functionality, but rather lightweightness of the website)
3. I will attempt to replicate this website's functionality, as it works great, however I will try a different graphical design and layout

<https://chess24.com/en/learn>



1. The website does not make much use of its space, it takes up a whole large section for not much information. The button style also feels outdated.

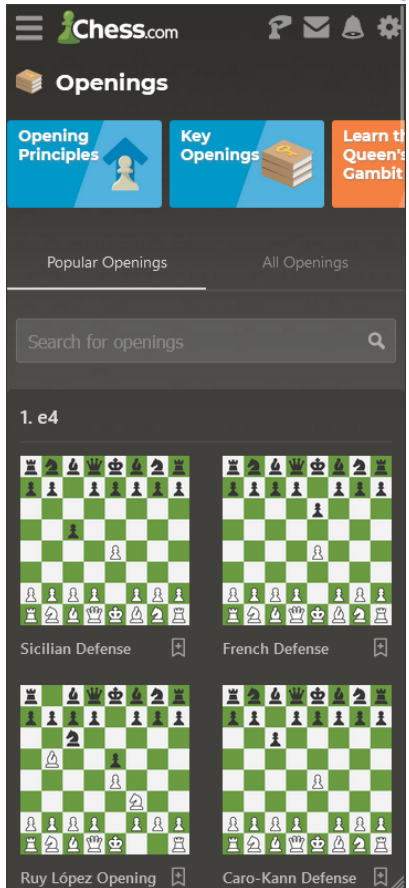
The whole website itself feels outdated, the colour scheme, font and buttons all contribute to this feel.

2. The website's functionality is overall average at best, nothing excels and everything is really badly spaced out and separated from each other.

The website also has some lag in loading certain elements of the website, namely the banner.

3. I will generally try to avoid using aspects from this website, as it doesn't feel great to use and it is a website that I would avoid.

<https://www.chess.com/openings>



1. The mobile version of this app uses the space well (maybe except the top section below openings as it is quite large)

Its layout is pleasing to the eye, although the colours are quite bright in contrast to the darker background (namely the chess boards).

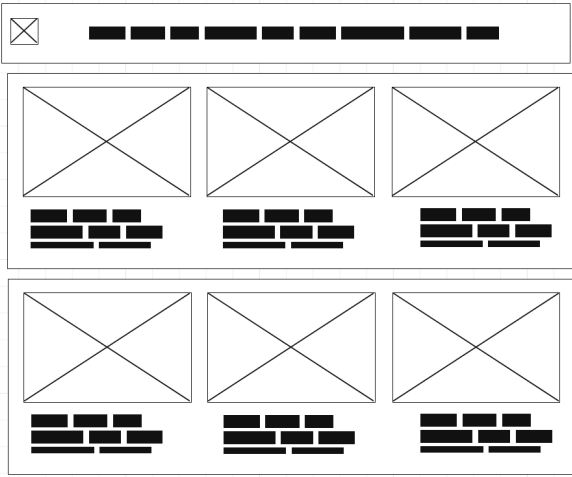

The visual aid of the chess boards are great though.

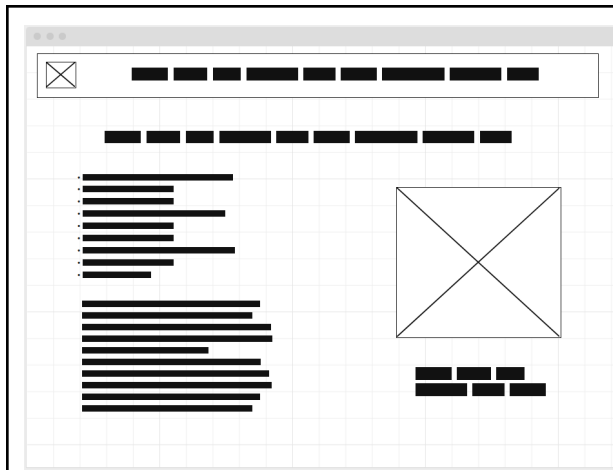
2. The functionality of this website is quite good, it's quite responsive (except the chess boards that lag in loading when scrolling past fast).

It overall works well on the mobile layout and is clearly optimised to fit on the form factor of smaller devices.

3. The layout of this website is something I may take in mind when developing the mobile section of my website. I will use this website's idea of a chess board's visual aid throughout the whole of my website though.

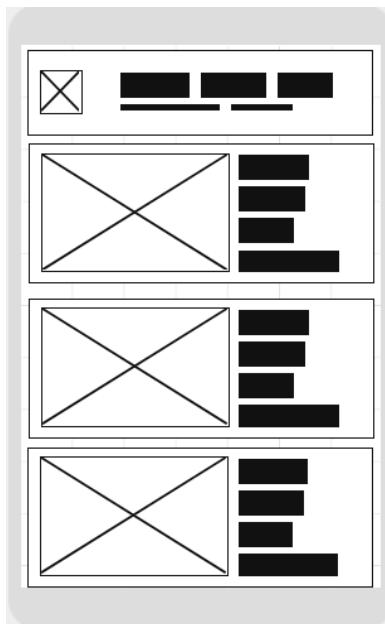
Layout // Wireframe

	<p>Homepage of my website, each opening is depicted by the image with a small description. When the image is pressed, it will redirect the user to a page of that specific opening</p>
	<p>Specific opening page, images are diagrams of the game while text complements the diagram by explaining what each move does and the ideas and tactics behind it.</p>

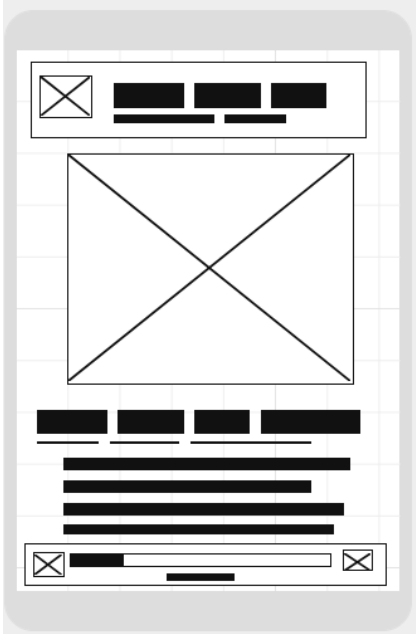


This is the 'Why c4' page where I explain the benefits to this specific chess opening and talk about the tactics and overall ideas of the English opening.

The first list is short dot points about the English, the text below is a detailed description, and the diagram on the right depicts the chess opening.



Mobile homepage. Instead of openings grouped into 3 for neatness, it is split into groups of 1 to fit on a small phone.

 <p>The wireframe shows a mobile interface. At the top, there is a header bar containing a square icon with an 'X' and three black rectangular blocks. Below this is a large square area with a diagonal 'X' across it. Underneath the 'X' are four black rectangular blocks of varying widths. At the bottom, there is a footer bar containing a square icon with an 'X', a black rectangular block, and another square icon with an 'X'.</p>	<p>Mobile version of the specific openings page. This is thought out completely differently from the PC version, as this will be</p>
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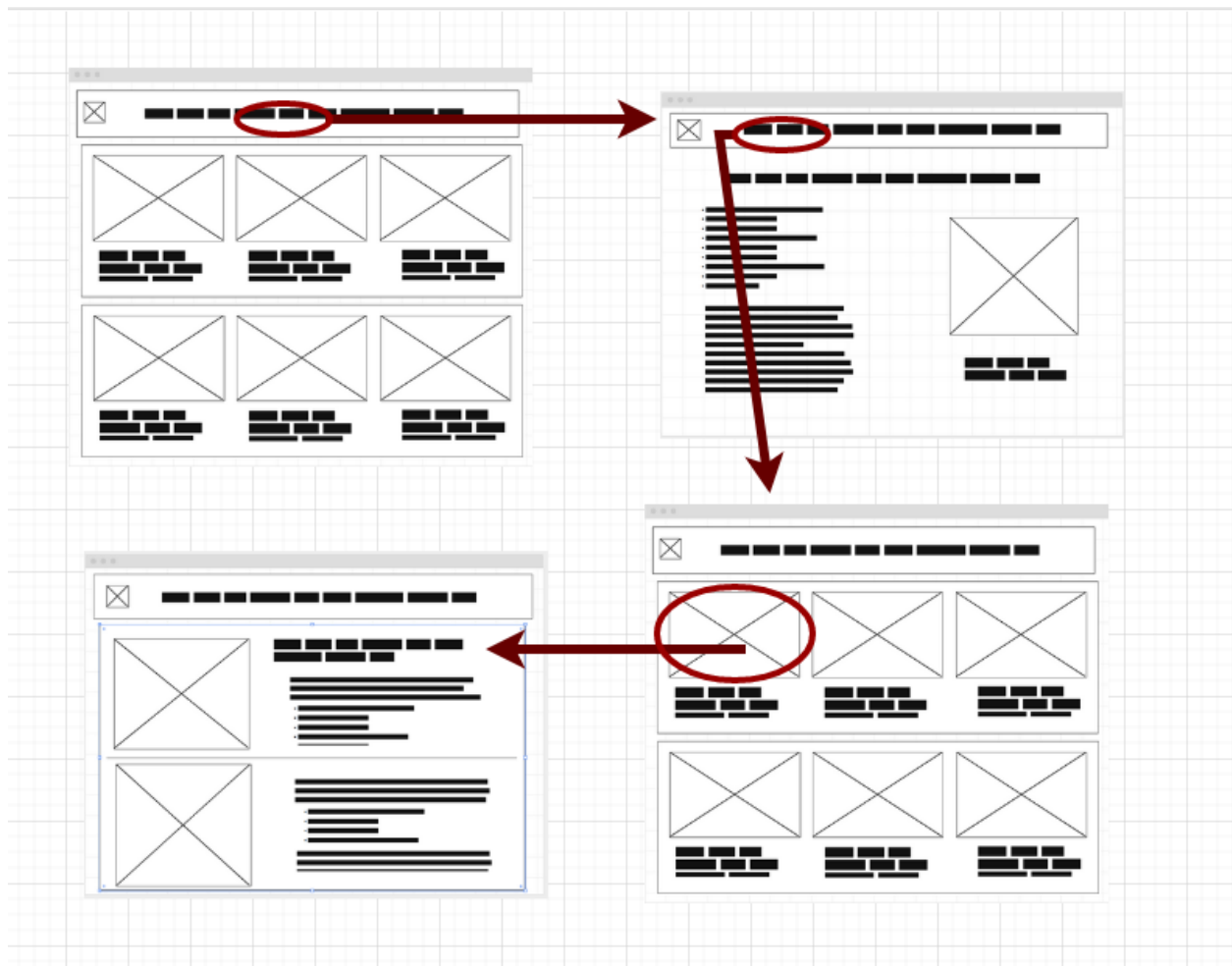
The boxes with crosses in these images will be images of the different openings, the text next to it are the opening name and short descriptions.

When image or hyperlink text is clicked, it will redirect to another page dedicated to that specific opening.

UX Persona

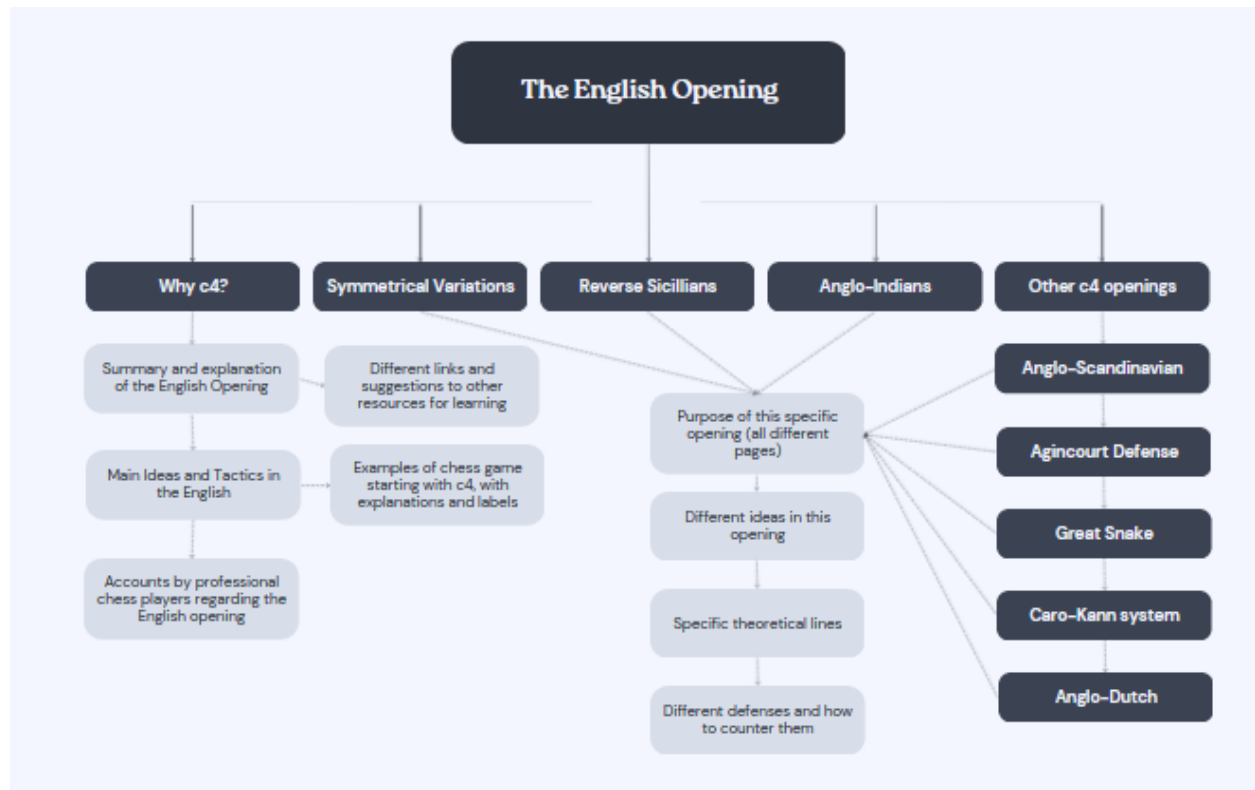
1. As a beginner chess player, I would like to learn new openings, so that I can get better at chess.
2. As an intermediate chess player, I want to expand my knowledge and theory of chess itself, so that I can climb the ranks of chess.

UX navigation



They would first visit the 'Why c4' page to learn about the opening, then go to learn about more in depth openings.

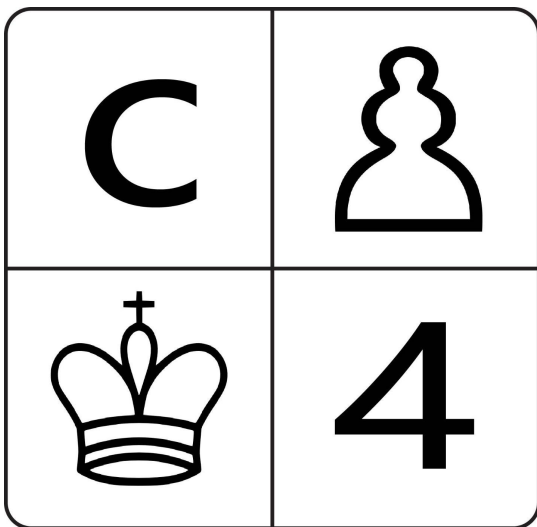
Sitemap



Moodboard



Icon // Favicon



Icon Drafts

