Planning and design

COM1008 website assignment

# General ethos

My website will have a simple and clean design in order to not overwhelm the user or distract from the actual content of the site. I have also chosen a soft blue colour scheme which continues the calm and professional themes as opposed to being a fun, eye-grabbing design.

# Site map

#### Figure 1

Home

Degree

Quiz

Canvas

Contacts

Accessibility

Content

Demos

Important infomation

The site will consist of three types of page. The degree overview page will be primarily content based listing off information. The Quiz page and Canvas page will be there to demonstrate CSS and JavaScript skills. A Contacts page and accessibility page contain vital information or function to the website without being a part of the necessary content.

All pages will be accessible from the same navigation bar on all pages for ease of movement through the site.

# Accessibility

In order to make my website accessible to people with various typical conditions I will make sure my design accounts for the implementation of assistive technology.

For those with vision problems, text will be dark coloured to stand out against a light background and have a large enough font to be very visible. In addition, the text and the alt tags of images can be read by a screen reader which also helps with cognitive conditions such as dyslexia or attention deficit disorder.

# Legal Issues

In accordance with copyright laws and university unfair means guidelines all my work will be my own or referenced should I take inspiration or code from another source. All the images will be my own or royalty free.

The footer of each page will be labelled with “© George Smith 2020”.

# Design mock-ups

I have decided there will be two breakpoints. This will split the website into three versions: one for mobile devices, one for tablets, and one for desktops. I chose this format because I think only the screen size difference between different platforms is significant enough to require a layout change and there will be no need for more breakpoints in between.

I have only made mobile and desktop designs for each page as the tablet designs will likely come as a happy medium between the two which will require specific layout editing during the implementation process.

Other than various font, image, and object size changes the key difference between screen sizes is with the layout of objects on the page. In general, the layouts for the mobile screen is one column with every object on top of one another whereas the layouts for the desktop screen can utilise the far bigger width to organise object with multiple columns. This is all to keep text at a readable size without making it too large which is evident in the designs for the degree page with the arrangement of text and images for each module.

## Home page (index.html)

### Mobile design

#### Figure 2

### Desktop design

#### Figure 3

## Degree page (degree.html)

### Mobile design

#### Figure 4

### Desktop design

#### Figure 5

## Quiz page (quiz.html)

### Mobile design

#### Figure 6

### Desktop design

#### Figure 7

## Contacts page (contacts.html)

### Mobile design

#### Figure 8

### Desktop design

#### Figure 9

## Accessibility page (accessibility.html)

The accessibility page will contain the same basic navigation, header, and footer as the other pages with a simple list for the accessibility statement.

# Menu system

## Mobile design

#### Figure 10

In order to not take up the whole nav bar on the small screen with small, hard to tap buttons, the menu is tied to one button that opens the list below

#### Figure 11

This list provides a set of larger buttons that also overlays the screen in order to take up more space to be tapped easier. This aligns with the accessibility ideas of creating larger text to be read too. In addition, it follows the same light blue colour scheme to keep with the theme.

This design is inspired from the menu overlay in <http://responsivenavigation.net/index.html>

## Desktop design

#### Figure 12

Desktop sized screens allow for the use of a standard navigation menu.

# Canvas and JavaScript demo

The data visualisation will be based on the amount of time I spent on my phone, doing exercise, and doing university work.

The minutes spent on each activity each day and average daily time will be recorded in a table. It will be important to make sure the table is readable with large enough font size for the numbers to accommodate accessibility issues.

The data will be visualised in three different ways. A pie chart, a bar chart, and a line graph. Overall, this will make clear the proportion and amount of time spent on each activity and how this changes over the week.

I plan to make the canvas big enough to be easily readable in both the mobile and desktop layouts and the 3 different colour schemes should make it more accessible for viewers with colour blindness.

## Mobile design

#### Figure 13

## Desktop design

#### Figure 14