# Part 1 - design specification

1. **Agree on the purpose of the web site**
   *Discuss the reasons for a theme park operator to have a website, the people who might look at such a web site and the reasons that they would be looking at the website.*

   Reasons to have a website from perspective of a park operator:

   ● clients are able to find the park

   ● attracting potential clients

   ● providing information - opening hours, contact information, google map for directions, photos, news, map of the park, promotions, regulations

   ● booking system with payment - less people waiting in lines to buy tickets on site

   ● newsletter sign-up box, being able to collect emails and sending out informations about events, promotions, changes etc

   ● contact form

   Reasons why people would be looking at the website and who would they be:

   ● families, groups of friends, schools, charities etc looking for a way to spend a one-day trip

   ● people looking for attractions nearby or while they are travelling for holidays

   ● people looking for specific kind of attractions

   ● checking for basic information, like opening hours and ticket price list

   ● checking the offer - what kind of attractions park has, food, hotel

   ● booking a ticket in advance to avoid standing in lines

2. **Research theme park websites**
   *As a group, choose five different web sites of theme parks. Review the type of information that you find on the sites, and the structure that these sites have to help people find that information. Make a list of the aspects of the sites that you think are a good idea or that work well, and a list of the aspects of the sites that you don't think are so successful. This will give you some insights that you can use when designing your own website. Keep a record of the discussion in a document.*

   **https://disneyland.disney.go.com/**
   **https://www.oceanpark.com.hk/en**
   **https://scotlandsthemepark.com/**
   **https://www.puydufou.com/en**
   **https://www.usj.co.jp/web/en/us**

| GOOD ASPECTS | BAD ASPECTS |
|---|---|
| <ul><li>Can choose languages</li><li>Pop-up windows for important information</li><li>Searching bar</li><li>Tickets service</li><li>Sign in page</li><li>Mobile version</li><li>Easy to find contact informations</li><li>Social media links</li><li>Search filters for attractions - family, wet rides, thrill rides, minimum age/height, maximum weight etc</li><li>Restaurants' menus available on website</li><li>Map of the park</li></ul> | <ul><li>www.puydufou.com : Photos before the navigation section are too big</li><li>https://disneyland.disney.go.com/ - small logo and top navigation menu</li><li>https://disneyland.disney.go.com/ : Covid alert section is unnecessarily big, pushing down overall contents down below.</li><li>https://www.usj.co.jp/web/en/us : The ng-content is duplicated with navigation bar menu components.</li></ul> |

3. **Agree on the content for the web site**
   *Agree within the group the theme for your theme park and the types of attractions that you will have for the different visitors that you expect to come to your theme park. Think of any other services that you will provide to visitors (for example food, access to money and medical help). Think of any other information that people looking at your web site will want to know before they come and visit your theme park. Keep a record of the discussion in a document.*

   **Theme of the park -** SPACE (cosmos, astronauts, space rockets etc.)

   **Attractions**
   - planetarium
   - 3D movies
   - thrill rides
   - trip to the moon
   - cabin where you can experience weightlessness
   - scare house with aliens
   - exhibitions pavillon (astronauts suits, rocket models, Mars rovers, first landing on the moon informations etc)

   **Food -** some two or three restaurants

   **Hotel -** regular hotel + a theme camping site

   **ATM, Medical care, Souvenir shop**

4. **Agree on the structure of the web site**
   *Agree within your group the structure of your web site, with the aim of designing a web site with 3 pages. What information will appear on the main page, and what will appear on the other two pages? Think about how you might present the content, and whether you will have semantic parts such as asides or pop-up windows. Keep a record of the discussion in a document.*

   **Homepage**
   - **header**
     - logo
     - top navigation
       - Sign in & Sign up
       - Supports
       - Ticket & Pass
       - Attractions
       - Search bar
   - **main**
     - slider
     - covid 19 notice
     - updates
     - content blocks
     - few chosen activities
     - experiences
   - **footer**
     - menu
     - contact information
     - social media links

   **Attractions**
   - list of attractions, with photos and descriptions

   **Restaurants**
   - list of restaurants with photos and some simple menu

5. **Design the wireframes for the web site**
   *Produce a set of wireframes for the site, showing the concepts for both a wide screen and small screen. These can either be drawn by hand or produced using a tool such as PowerPoint or a graphics package such as Illustrator. Avoid painting or photo-editing software such as Paint or Photoshop as designs produced in this way are difficult to edit. Ensure that the designs are clear and easy to read.*

   We have created three wireframes which are presented as separate .png files.

   These are: homepage, attractions and restaurants.