Design Document



Group: DB05-1

Course: Software

Teacher(s): Marc van Grootel

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Version history

Version	Date	Author(s)	Changes
v0.01	23/09/2021		

Crew

Jurgen Kalkers:

Remco van Swaemen

Teun van Brakel

Wesley Arends

Mathijs Jansen

1. Index

The product owner wants a global and uniform design for the website. It needs to be functional and pleasant to see. Also, the website needs the ability to change the primary and secondary colour.

Besides the website the group of IT students will also deliver some documents about the project. You could think of an analysing document, functional design, research documents and technical design. All these documents are made through the same design and typography.

Because the product owner does not have a definitive vision about what the design should be, the group will get a free choice in designing the pages. The only requirement concerning the colours is that it should be changeable by the user of the final product.

Alongside the colour scheme there will also be an explanation about the typographies that will be used in our project and why it is used. Finally, we will talk about the design style to bring everything to one piece.

1.1 Goal

"What kind of design can I expect as a company?" is a fair question that is asked to our project group. This document is designed to answer this question. Before the group starts to create their guest app, there first needs to be clear guidelines for the design style. This form of working reduces the unexpected outcomes while creating the guest app.

The style guidelines of the project will be explained in this document and with an agreement from the product owner, this design will serve as a solid base for the project.

2. Colour scheme

As mentioned before in the index, we chose a primary- and secondary colour for the demo guest app. Based upon these colours the rest of the website will be designed around them. For the primary colour we chose "Middle Blue Green" because it is a light colour that connects to nature.

NOTE: The primary- and secondary colour will be able to change based on what the admin submits as colours.



White (#FFFFF)

The white colour will be a standard for every restaurant. This is what will make the design uniform, no matter which other two colours are picked.

Middle Blue Green (#82C4B5)

This demo colour gives of the feelings of ocean and forest, this works well with the uniform design that we strive for. A uniform design is what most restaurants and apps use for a smooth UX.

Light Cyan (#CBE1D9)

Light cyan serves as a purpose to be the in between colour for "Middle Blue Green" and white.

Khaki Web (#BDAD89)

This demo colour Khaki Web goes well with "Middle Blue Green" for simulating nature. It will give peace to mind and matches the nice uniform intended design of the web app. This will then also be the secondary colour of the app.

Bone (#E0DCCC)

A lighter tint of Khaki Web, which will be the middle colour between this darkish brown and the white colour.

3. Typography

For the text it is important for the group to choose something that catches the eyes of a customer and fits the uniform design that we strive for. After a small discussion, we concluded that a minimalistic and simple style has most to offer for the guest app.

3.1 Headers

For the Headers we will use "Baskerville old face". This will be used to type titles of pages and attract the attention with it.

	"Baskerville Old Face (Bold)"
$ \mathbf{A} $	
A A	Lorem ipsum dolor sit amet, consectetuer
	adipiscing elit. Aenean commodo ligula eget
	dolor. Aenean massa. Cum sociis natoque
	penatibus et magnis dis parturient montes,
	nascetur ridiculus mus.

3.2 Text

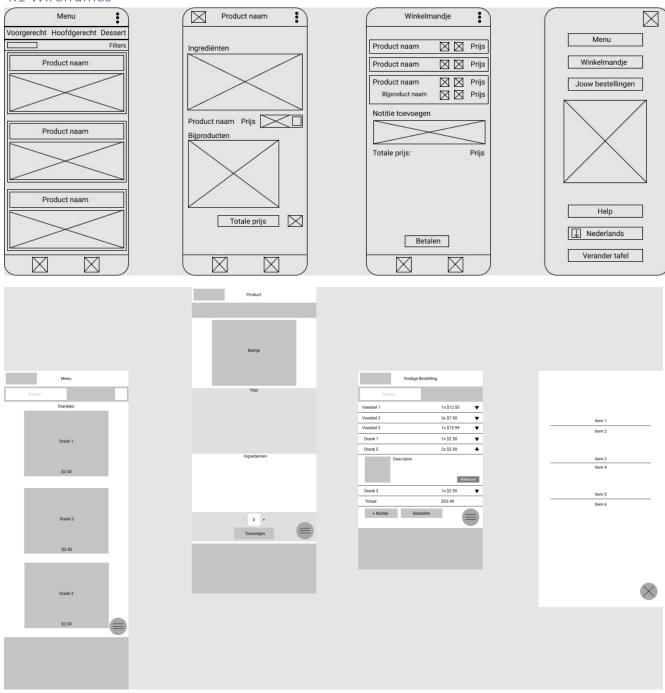
As regular text we will use "Arial" for the paragraphs and the other pieces of text that are not a header.

Λ	"Arial (Regular)"
A	Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Aenean commodo ligula eget dolor. Aenean massa. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus.

4. Design style

As mentioned before, a minimalistic style has already come forth once. This means we will make use of tight shapes and not too many superfluous elements. The team hopes to create a clear design for the guest app.

4.1 Wireframes



4.2 High level design



