Project 2 Design Document

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Site: [ComicHub]

Mission Statement:
My goal was to create a site to collect and recommend my favorite webcomics.

Major Design Points/Design Process:
First of all, I wanted it to be easy to navigate. There were going to be a lot of pages involved, one for each genre, and I wanted people to easily find what they are looking for. Since people are probably browsing this site for recommendations, I wanted it to be easy to go between the genre pages without having to click back to the home page. This resulted in the navigation bar with the genres permanently on the side, and the main navigation bar at the top for the major pages. I also put genres on each comic description with links to the genre page for quick understanding of the type of comic as well as the ability to see other comics like it.

Another very important factor is that I wanted it to be easily expandable. I want to be able to easily add new webcomics or genres as I find them or as people suggest them. This meant putting a lot of the design in the style sheet. It actually turned out really well and easy to use. For this project I just wanted to demonstrate the skeleton of the site, and only used my top 10 webcomics- ideally there'd be a lot more, I might fill it out in my spare time. (The Mystery genre has nothing in it- I made a note instead encouraging and linking people to the submit page).

With the overall look, I just kind of started at my general idea of a "website." I have no idea why that's my default- logo on left, nav on top right, other nav on the left - but it just is, and I think it worked out really well for what this site wanted. I went with purple for the color mostly on a whim, I liked the way it worked with the site. The [ComicHub] was actually supposed to be temporary, but I liked the name and the way it ended up looking so I kept it.

Required Elements:

Forms: I used forms for the Submit area, for people to submit recommendations for webcomics directly to me. Using the Smith remailer, it sends the submitted information to my Smith email in a very readable format. I didn't feel any particular need to make any particular box mandatory for it to send.

Cookies: I used cookies in the Quiz section, to store the choices the user makes in order to later decide what suggestion to show.

Interaction: I incorporated this through the quiz (though for now it's a little short). I stored the responses in cookies, and made a tree - if people picked 1, 3, and 6, for example, it would show the comics correlating with that response, versus 1, 4, and 6. I did this by putting all the table cells with the comics in the page and setting display:none. I followed the tree with nested if statements, at the end of which I would show the desired comics with document.getElementById("comicId").style.display = "inline". I was very proud of this ;)

User Feedback: Everything clickable changes opacity on hover. The genres, since they are black on a color background, were more visible and more obvious if I also changed the color to white. Within the page, the clickable links are also in a different color to the surrounding text.

Canvas Graphics: I used canvas graphics to make the start button on the quiz screen. I wanted to keep the start separate from the questions, so that you click a button to enter. I wanted the button to be inviting and feel unique so I made it from graphics.