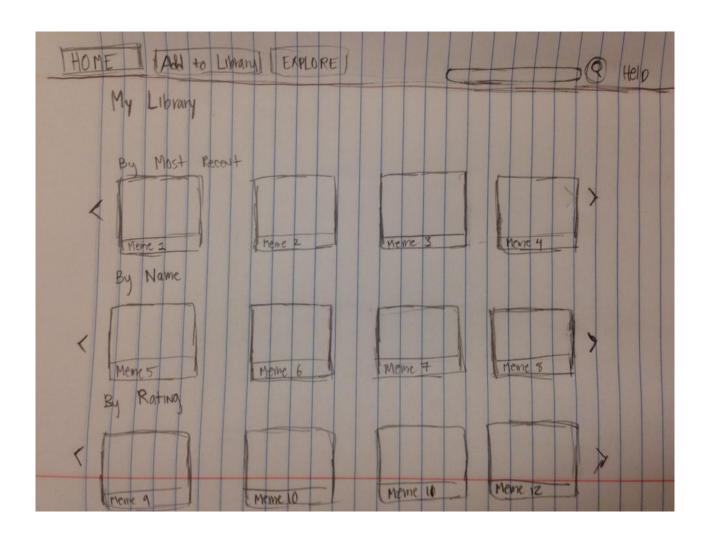
Design Document Concepts and Discussion by The Meme Team (Group 19)

The purpose of our Mememaster web application is to allow people to collect their favorite Memes and GIFs from the around the web. This document will go into detail explaining the layout and features our team has proposed and wireframed. Our design goal was to create an application that is easy to use, easy on the eyes, and overall can allow users to do what the web application was made for, to collect your favorite GIFS and Memes. Some of the ideas and features discussed in this document may well be too complicated to actually implement in this short 5-week class, but the point of this assignment was to think of the best possible Mememaster that could be made, that everyone would love.

Home Page

Let us start discussing the most important design aspect, the home page. Since this is the first page that the user will see, we wanted it to simple and familiar, yet bring some elegance to it as well. Also it was important that everything in the home page is very easy for the user to navigate and get familiar with how our web application works. The header of our homepage which also will stay consistent as a user navigates through all of our website consists of a search textbox in the upper right corner, and then buttons for Home, Add to Library, Explore, Help. You can see this from looking at our wireframe.

Now to the meat of our homepage. Underneath our header menu will be the users library of gifs and memes that he has added. The library will be organized by most recent, by rating, and alphabetically all in separate rows. The gifs/memes will be displayed in a tile format, with arrows to scroll through the row of gifs/memes. So the homepage would be something like the following:

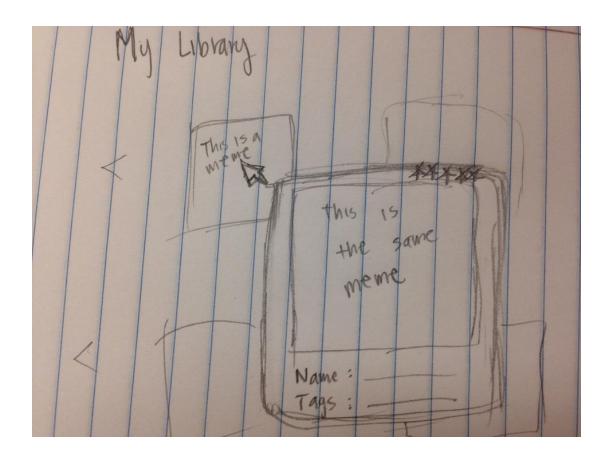


We also thought about what if it is the users first time on the page? Then the library would be empty, our homepage would look empty and that is ugly! So we thought that we would have some default memes/gifs already in the library, so that they could see how the library looks and works. We definitely would add our favorite Memes like this one as defaults!



Then we thought, what if the user wants to delete from his library easily from the home page? So for our design we would like our tile style meme/gifs like shown above to have a small X in the upper left corner. If the user clicks on it a pop-up will come up asking if you are sure you would like to delete the meme/gif from your library. We want this popup since a user could accidentally click the X without meaning to. (we always need to think about the users).

Also we wanted to incorporate a live preview into our homepage that would be useful, so we thought that when the user's mouse hovers over a gif/meme in our library it will magnify and preview it with some additional information about it. Here is a picture of our idea,

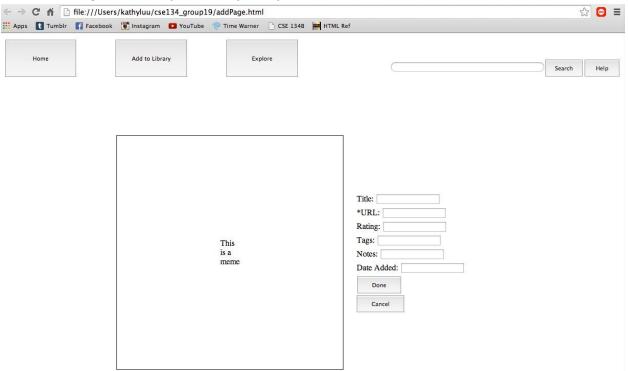


The above image is supposed to depict the responsive meme preview when a user hovers over a meme on the home page library.

Now lets take a look how our web application will allow users to add a meme/gif to their collection and edit meme/gifs already in their collection.

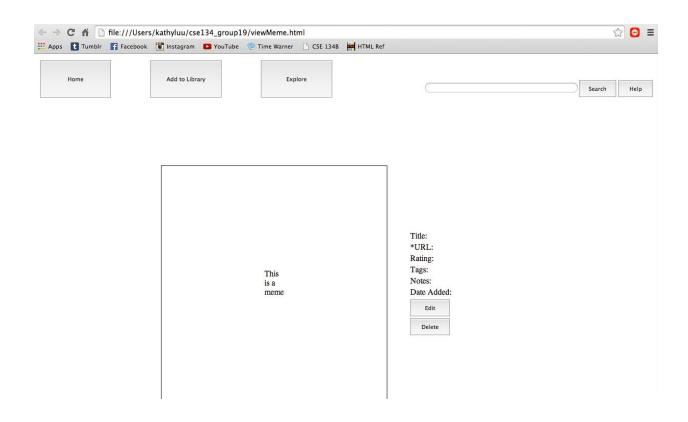
Add to Library Page

So as discussed previously one of the tabs on our homepage will be "Add to Library". When this is clicked it will direct our user to a new page. This page will allow the user to fill in all in the information necessary to adding the meme/gif to their collection. The page will have the following fields to fill out on the page. URL, Title, Tags, Rating, and Comments. The only mandatory fields will be URL and Title, the others will be optional. Then after the user fills out the information, there will be an add button at the bottom. After this button is clicked a snapshot of the meme/gif from the inputted url will popup asking you to confirm adding to library. You press confirm and the actual meme/gif is added your library, easy as 123!



View/Edit a Meme/Gif in your Library Page

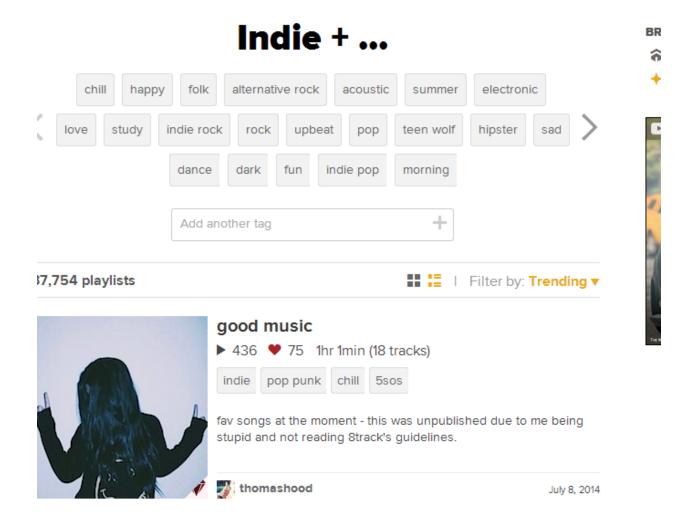
So with our tile design of the gifs/memes of your library above, and the hover preview, you can view the basics of the meme. If you want to view details of a specific meme/gif in your library, we thought you should be able to just click on the specific meme which will upload a new page with the specified meme/gif and all the information about it, (Title, Tags, Rating, Comments, Date Added). From this page you should be able to click an "enable editing" button allowing the user to add/remove/change information about the meme/gif such as comments rating, title, tags, etc. This makes managing your memes/gifs easy for the user!



EXPLORE PAGE

We thought our explore page idea is really cool and something different the users will like. So lets go back to the idea of tags for memes/gifs. The user can add tags to their memes/gifs that can describe them, and the beauty of this is that it is open ended. The user can tag based on mood, subject, activity, it does not matter. For example lets says you tag a bunch of memes/gif with the tag "worldcup", then some of those memes also have the tags like "USA" or "celebration" or "brazilSucks" that you add to it. The explore page will take advantage of this tag system to help the user filter through their memes. It is called explore because the user is not specifically searching for a title of a meme in their library (or else they would be using the search bar in upper right corner), they are searching through their library based on tags. How the explore page would work is that it would have all of the tags in your library on the screen which will be clickable. There will also be a search by tag search box on the screen as well. Then the user can simply click on the tags that he/she wants or search for the tags they want which will highlight those tags and filter through and display all the memes in their library with those tags. Also once the filtered memes of your library show up the live preview feature as discussed earlier for the homepage would still work the same. Also as expected, if you click on a meme/gif it will take you to the view/edit meme/gif page.

It would have something like the following structure.



In the above example Indie was selected as a tag, and it filtered to all the playlists with the Indie tag, as you can see you can also add more tags to filter the playlists through.

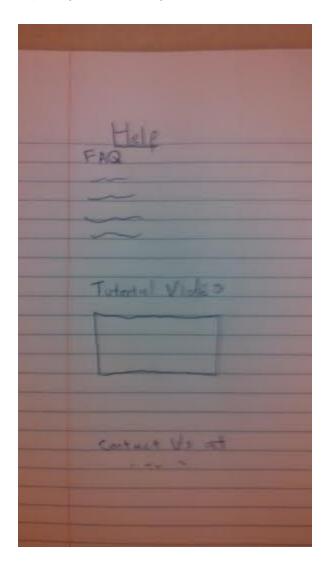
This explore idea is used by a music website called 8tracks.com, if you are still confused by the explore concept go to this link, and play around with the explore feature. Our idea is very similar, except for Memes, not music playlists!

http://8tracks.com/explore

This concept is very easy for users to catch on to, and offers them easy access and organization to their meme/gif collection!

Help Page

So like essentially every website, we were thinking of having a simple help page, with maybe a FAQ section, and even the possibility of a youtube introductory video showing MemeMaster, how it works, and its cool features. That way if the user is confused on any functionality, they can have easy access to helpful resources. Even though with our easy to use design and simplicity hopefully not too many users would have to use this page.



Additional (Ambitious) Feature/Design ideas for our MemeMaster

So overall to this point we feel we have given a good overall design and feature layout for a MemeMaster 1.0. The following ideas about to be discussed would be ideal but know might be a stretch to implement in such a short class. We will still go through them, highlighting why the features would be great for an ideal MemeMaster sight.

Responsive Web Design

Responsive Web design is the approach that suggests that design and development should respond to the user's behavior and environment based on screen size, platform and orientation. The practice consists of a mix of flexible grids and layouts, images and an intelligent use of CSS media queries. Some of the ideas for responsive web design is for touch screen devices like tablets and phones, would be for the library of memes/gifs instead of showing up in tile form would show up like the iphone where you can swipe to scroll when the screen is in horizontal orientation. This would be more user friendly for horizontal oriented touch screen devices, making it easier to navigate through your library.



There are many ways to utilize responsive web design to make your web application for user-friendly on different devices and platforms, this is just one example.

Chrome Plugin makes it easy to add meme/gif to library

This is a feature which if implemented could make the user's ability to add memes/gifs on web to their collection extremely easy. So currently when a user wants to add a meme/gif to their library they need to manually copy the gif/meme from the website they found it and then go paste that link into the "add to library" page of the meme website. What if the user could simply add the meme/gif to their library without having to navigate back to the memeMaster website and without having to copy and paste? That would be awesome! So our idea is that there is a chrome

extension that allows the user to right click on any meme/gif on any website and have the an option that says "add to MemeMaster library". Once that is clicked it will open up the memeMaster "add to library" webpage, with the meme/gif url auto filled, so all the user has to do is add a title and any other optional information about it and add it to their library. This makes adding gifs/memes to the users library a lot easier, since you do not have to copy and paste the url and manually go to the memeMaster "add to Library" page!



Be able to edit Meme (maybe add your own text over image)

This would be another cool feature. This could be incorporated on the view/edit meme/gif page. You could possibly have the ability to add your own text on top of the meme/gif in your library.

Also I know in the HW1 specs the customer wants a different color blue for links but we felt that would not be a good idea, so links will be normal blue.

Conclusion

Overall our group put a lot of thought and effort into designing the concept and features for our mememaster. We made our wireframes based on structural html, trying to organize the different parts of our website properly, not focusing on any style or layout particularly. And then in this design document we gave more concrete ideas that will hopefully let the customer understand our vision for this MemeMaster. We wanted to focus on user-friendly design but still give the application flexibility and power to the user. We are hoping our hard work pays off and we can use our wireframe design for the rest of the course. We wanted to give a lot of detail in our explanation of our ideas for this document, but we know a lot of these features and idea details can change and might not happen when implementation begins.