Functional Spec for Semester Assignment

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**Introduction**

The assignment is to create a small website with a specific purpose for NASA. The site will focus on one of NASAs future voyages to Mars in the coming years, it will focus on why they are doing this, the space shuttle itself, some of the most important people involved, and general information about the mission.

**Purpose**

The reason for this website is both promotional and informational. It helps to contain the information for the chosen topic within one site. Its goal is also to create awareness about the project that NASA is undertaking.

**Intended Audience**

The intended audience for this site is varied, but mainly people who are interested in the project and what NASA is doing. It also keeps people in the loop what is going on with space, allowing them to get educated about the project and feel involved in such big and important events. To entice the desired audience the page should reflect NASA in a way, being a government run organization it should be informative, and professional, but also engaging and fun to scroll trough with lots of pictures and videos.

**Site structure**

The structure of the site should be flowing and engaging. The information architecture should portray the text in a readable and logical fashion. The different elements should be neatly separated to make it clear when one section ends and another begins, this will be done with whitespace or breaking it up with the use of images/videos and making headlines clear and eye gripping. This will of course be furthered developed during the sketching and coding phase, but it represents the initial ideas for the site structure. When needed the use of grid will also help align items neatly, especially for desktop views, both for images and paragraphs of text.

**Technical specifications**

The site will be a brochure site of sorts, with its main purpose being to relay information and create awareness about the NASA mission. Therefor it will mostly be static with limited reactions to the user’s actions, however there will be accordions, buttons and engaging hover effect to keep the user engaged.

No html/css frameworks will be used but libraries such as animate.css might be used. As for fonts google fonts will be the main source of fonts and for icons fontawsome or google icons will be used. NASA and SpaceX have extensive libraries of images that will be used, but if needed stock photos sites like pexels is a backup if needed.

**Non-functional requirements**

The site will be optimized for desktop/laptop and mobile, if time allows some tweaking might be done to allow tablets as well but not an initial focus. As you can not buy anything, or enter anything in regards to personal information on the site, any sort of security on the page is not necessary, especially since this is a school project too. Load times however is very important, this will be tested to ensure it’s not too long, but also depends on the hosting service used.

**Competitors and Comparison**

As NASA is government run, it doesn’t really have any competitors in the traditional sense, SpaceX is maybe the closest thing domestically, but NASA also works with SpaceX, that said some of NASA existing websites are not the most modern or best designed. Therefor comparing NASA and SpaceX’s site could prove helpful as they are in the same line of “business”.

When comparing the biggest initial difference is how much less clustered SpaceX’s site is. Every element seems to have a logical place for it where as NASA’s site is much more clustered with too many articles or images next to each other, it just feels a bit messy and un-organized. More whitespace and thought to the number of elements clumped together will be the measures taken to avoid this problem on the new page.

**Budget and Timescales**

Since this is a school project, there is no financial aspect to talk about, but rather time needs to be treated as the main resource here. With a set deadline on the fifth on June 23:59, there isn’t a massive amount of time, helping structuring when and what to spend time on through a gantt chart helps get an overview of what has to be done, and what kind of time can be dedicated to it.

Immediately following this the sketching phase will start, making personas AdobeXD prototypes and storyboard. This should help the coding phase that will follow the design phase, having some clear ideas and only needing to make it takes less time than coming up with an idea and tweaking it as you code it. This initial report and the Gantt chart have a deadline Monday 13th of May, and personas prototypes and storyboards needs to be delivered the following Monday the 20th of May. After that delivery however all focus and time will be spent on coding and making the site, as this will be the most time-consuming aspect of this project.