Planning document

By Harry Thornburrow

# Identify problem.

## Background of the problem

I do chess tournaments and one on one chess sessions as a business. But people have a hard time getting the details for the tournaments and sessions and how to contact me. So, I would like to get a website that says those details and spreads the information about me.

## Problem statement

I need a website that provides the information of what I do when they are and cost etc. Also, can be used to contact me.

## Name of the client

Mark Van der Hoorn.

# Requirements

## Business requirements

### Purpose and goals

* To spread Marks chess information
* Make people aware of the prices.
* Marks contact information
* Most asked questions section.

### Business goals

* The site must be welcoming.
* It must be accommodating to phones and desktop.
* It all needs to be functional as intended. Or if not hard to tell

### Stakeholders

* Harry Thornburrow
* Thomas Thornburrow
* Anneleah Thornburrow

## Stakeholder requirements

### Target audience

The target audience is parents that are trying to find things for their children to do.

Teenagers that are looking for something fun to do.

And teachers that would be interested in doing a chess club.

### User stories

When you enter the site, it should display the information people area looking for and be able to captivate your attention. Then it should be to easily direct you to the page you want to go too.

### Non-functional requirements

* Usability is important because usability means that it can be used in different environments while still working.
* Performance is also important because it is a small site so it shouldn’t be slow. Performance means loading time so let’s say when you get on a page it should load within 3 seconds that’s performance.
* Scalability because everyone should be able to read it. Scalability means that it should be to scale with the resolution, and everything should adjust to scale.
* Availability just like scalability because everyone should be able to use it. Availability means that it should be accessible on multiple devices and different browsers like chrome or Firefox.
* Reliability because the site should be consistent and always the same. Reliability means that it should be consistent and always work the same.

# Research

## Site 1

<https://kiwichess.neocities.org/>

### Features I will not use.

* The navbar doesn’t feel right the title should be above or next to the navbar.
* The layout doesn’t flow.
* I won’t be using the faulty active page.
* I won’t use a footer on the side.

### Features I will consider using.

* I think having a slideshow would be good.

### General usability

I feel like it gives you all the information when you enter the site, but it just isn’t laid out correctly. It would be much better if it followed the UI principles.

## Site 2

### <https://www.aucklandchess.nz/coaching/>

### Features I will not use.

* The layout with navigation on the left content on the right.
* Lack of images
* It is too bright/white.

### Features I will consider using.

* They have a good layout of their context in the context section.
* Spaces between content is nice.
* It’s nice that there is links through the content.

### General usability

It gives you the necessary information when you enter the site. It also has a unique flow that’s neither good nor bad. Once again, I feel like it would be much better if it followed the UI principles.

## Site 3

<https://www.chesspower.co.nz/private-coaching.html>

### Features I will not use.

* The colour scheme isn’t like how I would want it.
* The navbar is not easy to use.
* They don’t name things intuitive so it’s hard to understand.

### Features I will consider using.

* I really like the layout because it flows.
* I like that it shows a slideshow on the home page.
* I like the use of images with the content.

### General usability

It gives good information when you first enter, has good flow of the content and better layout that follows some UI principles. Through the navigation is hard to understand and not all content is easy to find.

# Technologies/tools

* **Figma** for building wireframes
* **HTML** for building webpages
* **CSS** for building webpages
* **JavaScript** for client-side scripting
* **React** for framework
* **HTML5** for advanced front-end features
* **Media queries** for responsiveness
* **Bootstrap** for responsiveness and quality
* **jQuery** for forms
* **Word** for documentation
* **Visual studio code** for making the site

My reason for using these are all the same it is because I have used them a lot before and so I am more familiar with them which makes them easier to use and makes it I know what they are capable of.

# Technologies research

## Bootstrap

### Links

<https://getbootstrap.com/>

<https://www.w3schools.com/bootstrap/>

<https://www.techtarget.com/whatis/definition/bootstrap>

### New things I have found:

#### Pros

* That it is easier to use then I thought and is very intuitive
* It can help with CSS and JS
* It is even compatible with react.
* It requires less code on your side.
* It has a lot more preset function then I thought.

#### Cons

* There is so much that you can do that it is overwhelming.
* If you get too reliant on it will become hard to code the CSS and JS yourself.
* If you don’t know the name of what you want, then even if they have it you won’t be able to use it.
* Last con is that when you start of using bootstrap it is very hard to use if you don’t have someone with experience there to help you.

#### points to remember.

Bootstrap is very useful and helps you not need to make things yourself. But you need to make sure that you remember all the different names it uses and what does what. Lastly you need to make sure you use it correctly so that you have a better understanding of why it does what it does.

## Figma

### Links

<https://www.figma.com/>

<https://www.toptal.com/designers/ui/figma-design-tool>

<https://www.youtube.com/watch?v=dXQ7IHkTiMM>

### New things I have found:

#### Pros

* It is cross platform.
* Can be used as a team with live updating.
* You can make the links act like links.
* It has a lot of templates you can use and choose from.

#### Cons

* If you don’t learn how to use Figma it can be very difficult to understand.
* It is annoying to make tables with.

#### points to remember.

Figma is a web designers dream if you take a small amount of time to figure out where the tools are and other panels and what they do. Also remember that to use Figma with a team you need to get the paid version which some people forget.

## React JS

### Links

<https://react.dev/learn>

<https://www.w3schools.com/REACT/DEFAULT.ASP>

<https://www.simplilearn.com/tutorials/reactjs-tutorial/what-is-reactjs>

### New things I have found:

#### Pros

* Is a good framework.
* Unidirectional data flow which makes it easy to find bugs.
* You can also reuse the components multiple times.
* There is an only a small learning curve because react uses simple HTML and JS.

#### Cons

* It can be confusing to setup.
* It is difficult to move once setup.

#### points to remember.

React is a great framework to use and makes it that you can reuse code html a lot easier. It also makes it easy to see the changes through the basically live view. Setup is hard to do even with instructions if you are new to the terminal so you will have to get use to it.

## Summary of what I’ve learnt about UI/UX design.

UI is more about the layout and setup of a site following conventions and making the site familiar. Whereas UX is about the users experience of the site and about how to make enjoy the site. I already had a very good understanding of UI and UX, so I didn’t really learn anything new. But I will say that through research it becomes clear that it is important to have good UI and UX and something feels wrong if you only do one and not the other.

## References

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