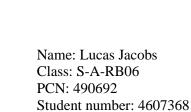
Design Document

Individual Project: FestivalConnect



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Semester coach: Gerard Elbers

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Introduction

This document will cover the basic design of the design and how FestivalConnect will look. This document will cover a page flow of the website and some wireframes.

Pageoverview Diagram

This diagram will show an overview of the user can access the pages of the website.

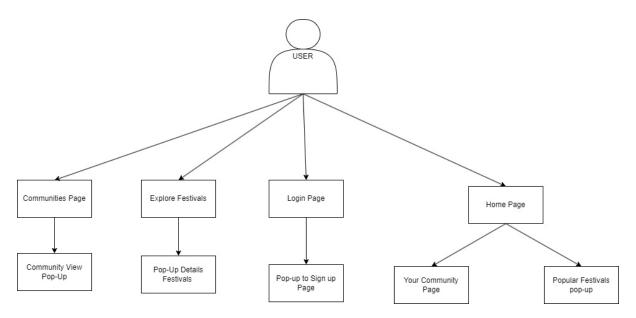


Figure 1: Page Overview Diagram

Design Principles

To have a consistent and easy-to-use user interface, FestivalConnect will be designed keeping in mind the Nielsen principles. This will make sure the front end will reuse components when possible and have a consistent design, making maintenance better. These principles are the following:

- Give the user feedback: Inform the user about the status and progress of the program, this will improve the understanding and engagement, keeping the user attached to FestivalConnect.
- Support an undo option: when a user does something by accident, enable to rectify the mistake so that the user has a smooth experience.
- Consistency: Have a uniform design in elements and actions, giving the user familiarity and predictability.
- Preventing a problem over fixing one: Have proper errors throughout the design.
- Recognition vs recall: We want recognition over recall to simplify the user experience and interaction, having the user minimize the cognitive effect.
- User shortcuts: When possible, add shortcuts, to improve efficiency and usability.
- K.I.S.S. (Keep it simple, stupid): Have a simple design that is clear and informative, which will prevent user overload.
- Error messages useful: Have a clear explanation and action to the solution in the error message to give clarity to the user.
- Help and documentation (only when there is time left): Have help resources to assist the user in navigating and understanding the system.

(Enginess, 2023)

Wireframes

When the user is logged out, it will be directly redirected to the login page. You can provide your email and password. If the user does not have a account yet, you can go to the sign up page

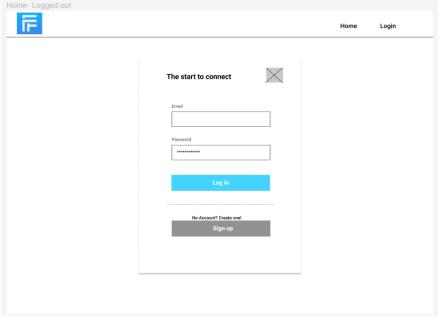


Figure 2: Login page

On the signup page, you can register either as a festival goer or festival organizer. The main difference in signing up, is that festival organizers need to provide evidence that they are a festival organizer.

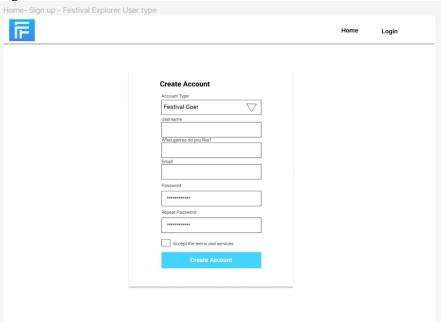


Figure 3: Festival Goer Sign Up Page

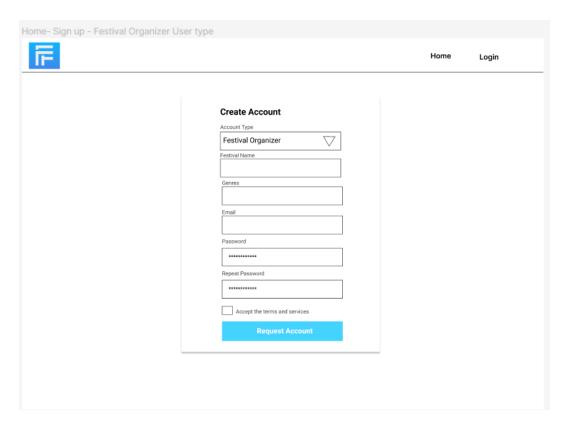


Figure 4: Sign Up Page Festival Organizer

On the home page, the user can view there own communities that they joined, and a overview of the popular festivals.

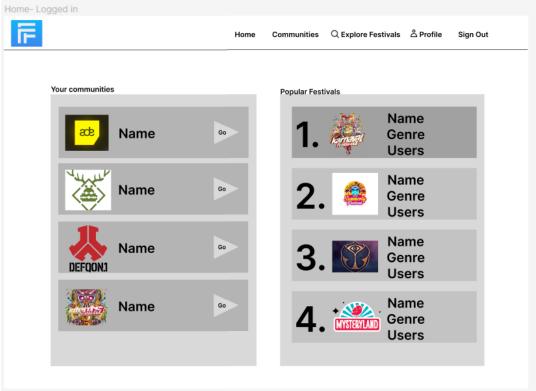


Figure 5: Home Page Logged In

To explore festivals and join one, the 'Explore Festivals' tab is the where you can find your favorite festival that you want to join.

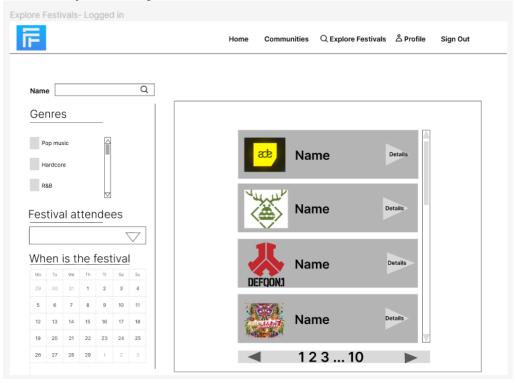


Figure 6: Explore Festivals Page

When you joined the community, there is page "Communities", which is where you can view all the festival communities that you are part of. You can select a community and view the feed or leave a post in the feed it self.

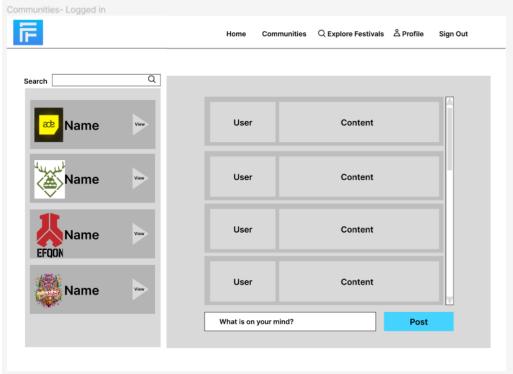


Figure 7: Communities Page

References

Enginess. (2023, 10 11). *Jakob Neilsen's 10 Principles of Interactive Design*. Retrieved from enginess: https://www.enginess.io/insights/principles-of-interactive-design