# Voyager Design Process

During the Code Fellows UX Engineering bootcamp I participated in, I was assigned to a team of three to build out a prototype web app in four days. After a deep brainstorming session, we settled on Voyager, a web app that allows for user-generated expeditions of cities.

Voyager was inspired by a weekend trip in Wenatchee, WA. During my stay, I found many off-beaten, off-the-main-road drives that were surrounded by the most beautiful trees, orchards, and mountains. I thought about how my trip could be shared with others who also sought out less traveled roads. That's where Voyager comes in. By allowing locals to curate expeditions, a visitor could have the chance to see unique and interesting spots around town quickly and easily.

As a result of the time constraint, my team decided to build out the three core pages to a site: a homepage, a city listings page, and an expedition details page.
We began by sketching out wireframes, utilizing a mobile-first strategy and adding content as the window expanded.
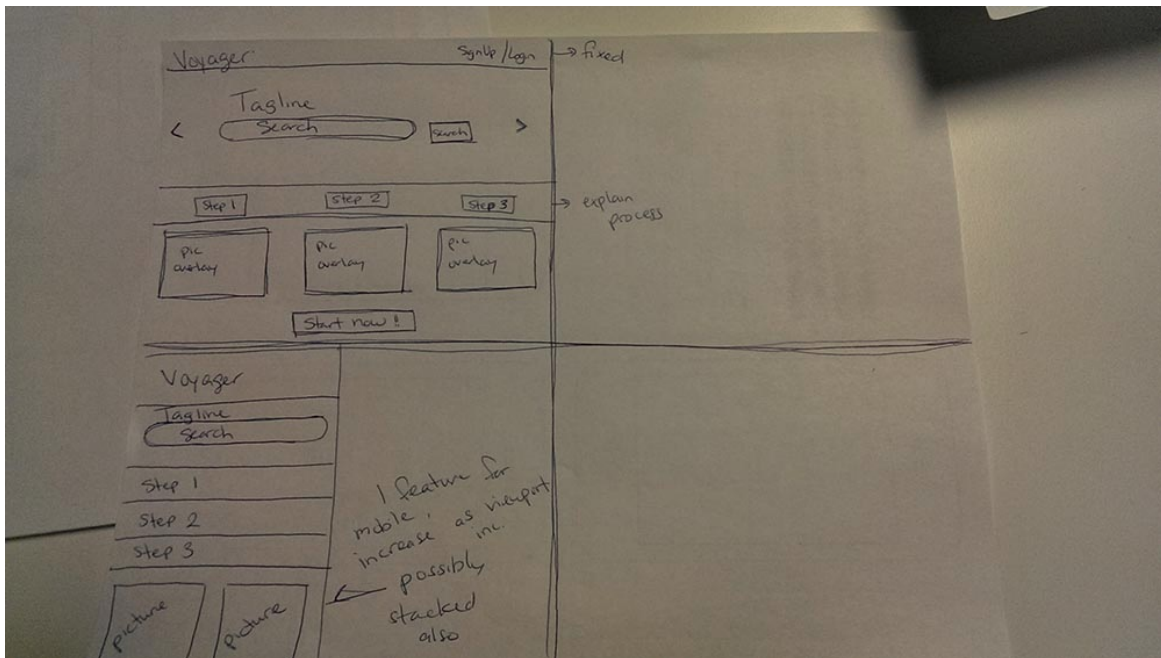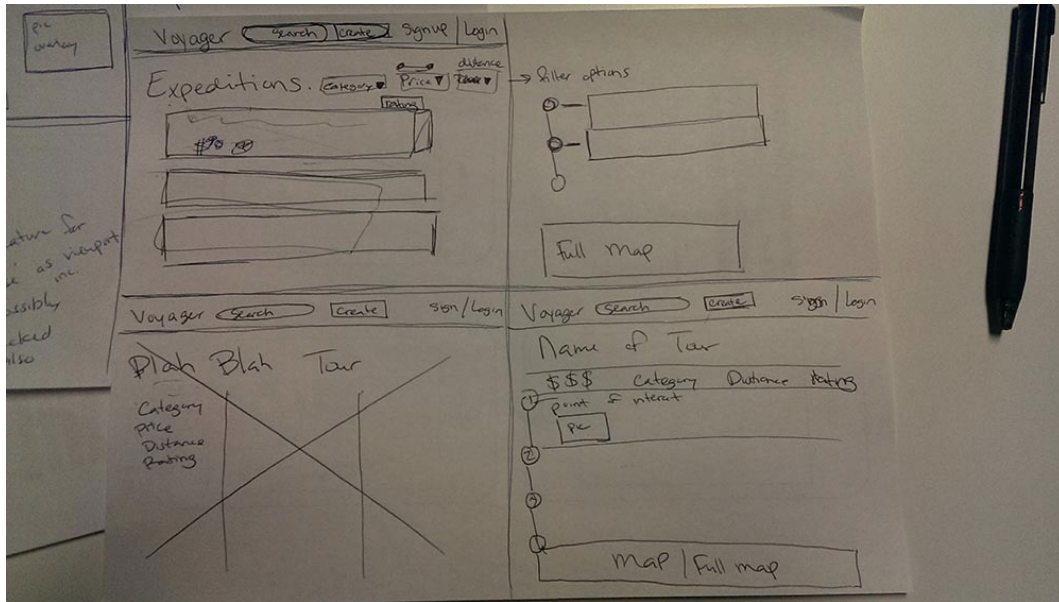
Next, a style guide was developed to allow for consistency throughout the project. We decided to go with a modern font, Open Sans, as well as several different shades of blue and an accent color of green, to play into a nature, outdoors-y, explorer mood. Inspiring, hip but not alienating, engaging, motivating, and discovery are the words we used to keep us on track with the feel of the app we were to build out.
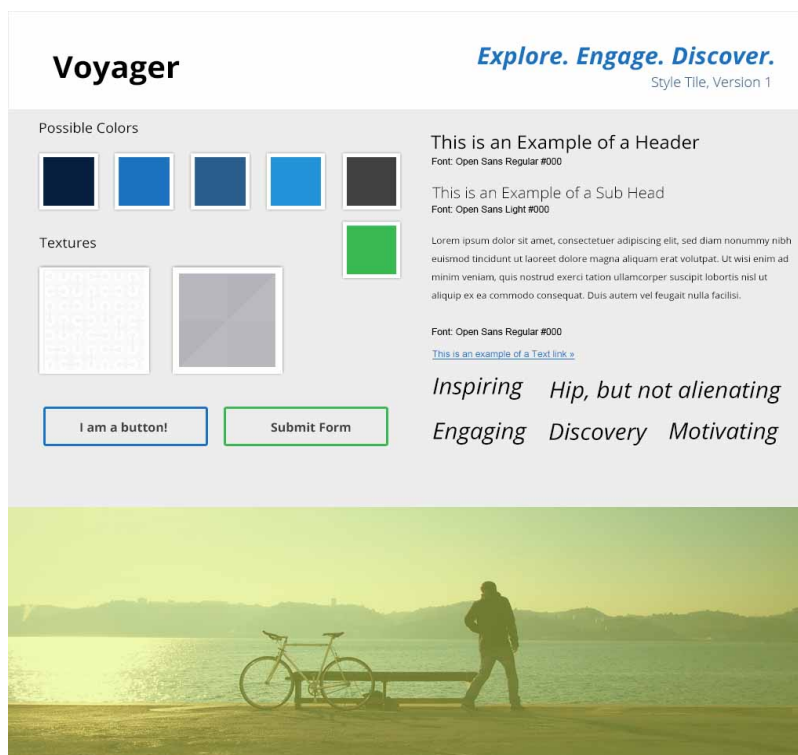
At this point, we were ready to begin coding out the structure of the pages using a mobile-first strategy. We utilized pair programming as we built out a semantic HTML structure. Skeleton was our grid system of choice for this project.

```html
index.html        ×
1  <!DOCTYPE html>
2  <html>
3      <head>
4          <meta charset="utf-8">
5          <meta http-equiv="X-UA-Compatible" content="IE=edge">
6          <title>Voyager | Explore new horizons</title>
7          <meta name="description" content="This shit is on fire">
8          <meta name="viewport" content="width=device-width, initial-scale=1">
9
10         <link rel="stylesheet" href="css/normalize.css">
11         <link rel="stylesheet" href="css/skeleton.css">
12         <link rel="stylesheet" href="css/layout.css">
13
14         <script src="js/vendor/modernizr-2.6.2.min.js"></script>
15     </head>
16     <body>
17
18         <!-- Primary Page Layout
19         ========================================================= -->
20
21     <header>
22       <div class="container">
23         <div class="sixteen columns clearfix navbar">
24           <a href="index.html"><h1><span class="icon-directions"></span>Voyager</h1></a>
25           <button id="mobile-menu-trigger" class="link mobile-menu-trigger icon-th-menu"></button>
26           <nav>
27             <button class="link-inverse">Design an Expedition</button>
28             <button class="link-inverse">Log In</button>
29             <button class="inverse">Sign Up</button>
30           </nav>
31         </div>
```

After the core HTML structure was in place, we began to incorporate design elements in CSS, incorporating elements from the style guide throughout. JQuery was then used to add interactivity to our prototype.