Team 9 MemeMaster Visual Prototype

Purpose:

This purpose of this documentation is to explain and demonstrate the features and layout of our idea MemeMaster for the client. The demonstration in this document is restricted to the website interface. It does not include description and details about how the extensions (mentioned in "CSE134B Wireframe Documentation"). In this implementation of the user interface, Team 9 tries its best to fit the user need and to ensure simple navigations through the site.

Design:

While the client had suggested that we could choose from three designs that he felt best fit his need and desire, we believe that progressing with our own design would create the best product out of all the teams. We have gathered all the materials and suggestion from Max and our client, Thomas Powell, before we designed our layout of the website.

We know that the less complicated our MemeMaster is, the better it is. Because of that, we tried our best to keep the web app to a maximum number of 3 panels for all the functionality. Our long-term goal for MemeMaster is to create a simple-page application that will require JavaScript to implement. In our second stage of the design with insufficient knowledge on JavaScript, we simulated the visual of each functionality.

Based on the information our client has given us, we have narrowed our features to four components:

1. Browsing
2. Add memes
3. Edit memes
4. Create memes

Each of these features will be explained in more details in this report.
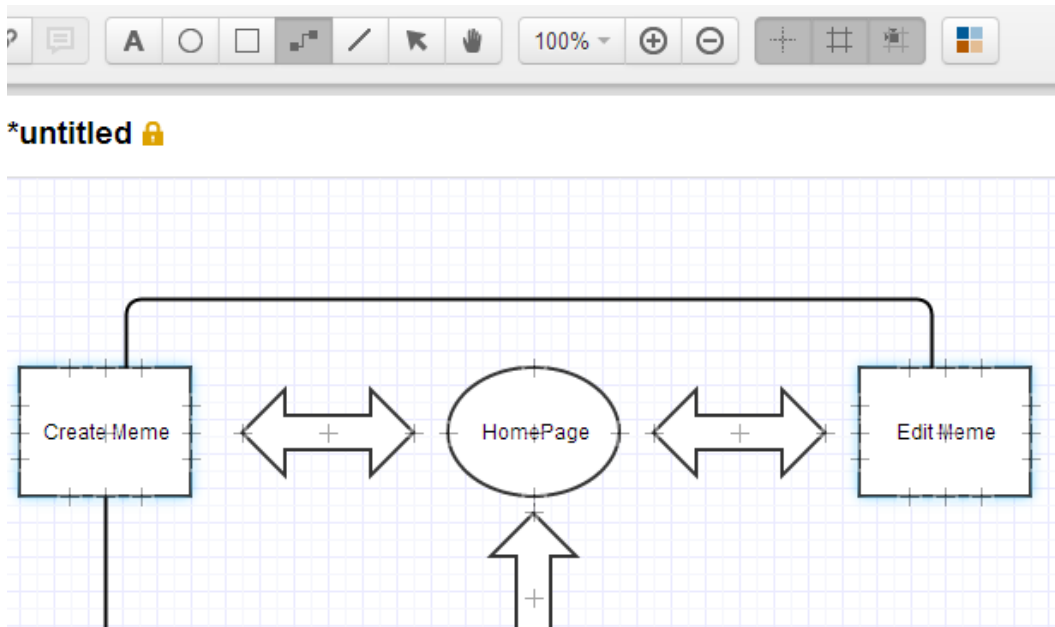
Overall, the flow of our website is shown in Fig. 1.

Figure 1: MemeMaster Flow

1. *Browsing:*

Since MemeMaster will be a single page web application, the user will be directed to the homepage when he or she first enter the address of Team 9's MemeMaster (fig. 2).
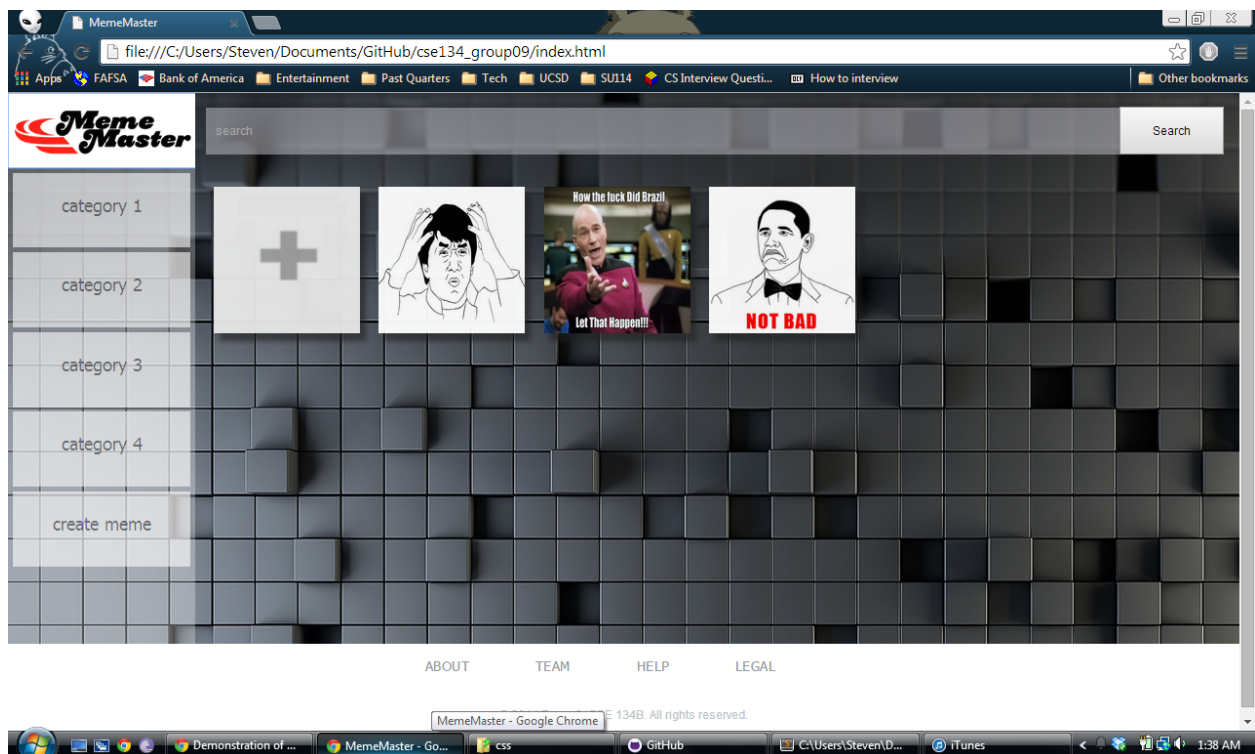

Figure 2: MemeMaster Homepage

In the homepage, the user is shown all of the memes that he or she has already collected. Then the user may choose to filter the collection by searching by tags, name, or categories. There is a search bar at the top that stands out so it is easily accessed by the user. The page will reflect the searched result onto the screen. The tab on the left will give the user the option to filter the collection by clicking on the desired category (fig. 3).
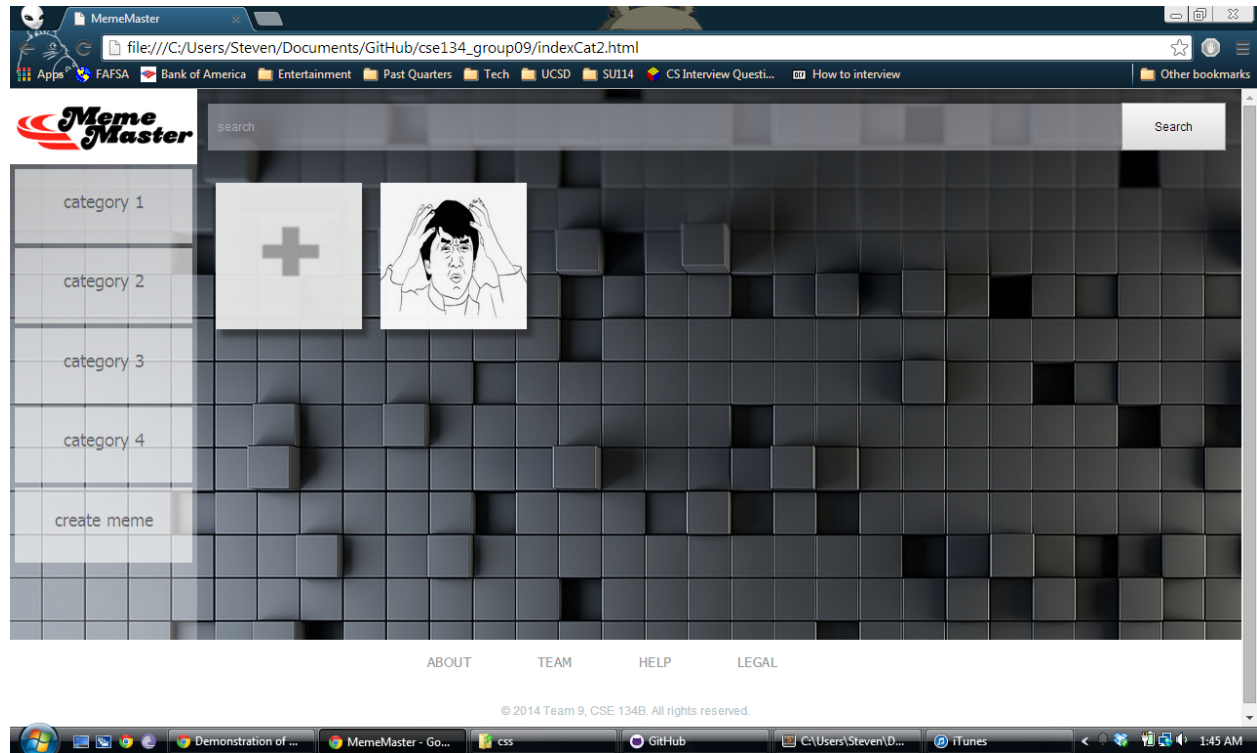

Figure 3: Category 2

Should the user wish to add more memes, add button (plus sign image) will bring the user to another to another interface that will take in the URLs of the targeted meme.

2. Add Meme:
    The client asked that the site to have a function that will allow him to add memes easily. Ideally, we would like the client to be able to use our Chrome Extension to collect the memes from other sites (Google, Reddit, etc.). However, from the MemeMaster site, the user will need to add the memes by providing the URLs of the meme in the right panel (fig. 4).

The user will have the opportunity to edit the information for the memes before adding them onto his or her collection. The user can set the name, tag, rating, and comments for the meme. The user can also provide multiple URLs of multiple memes to be added all at once.
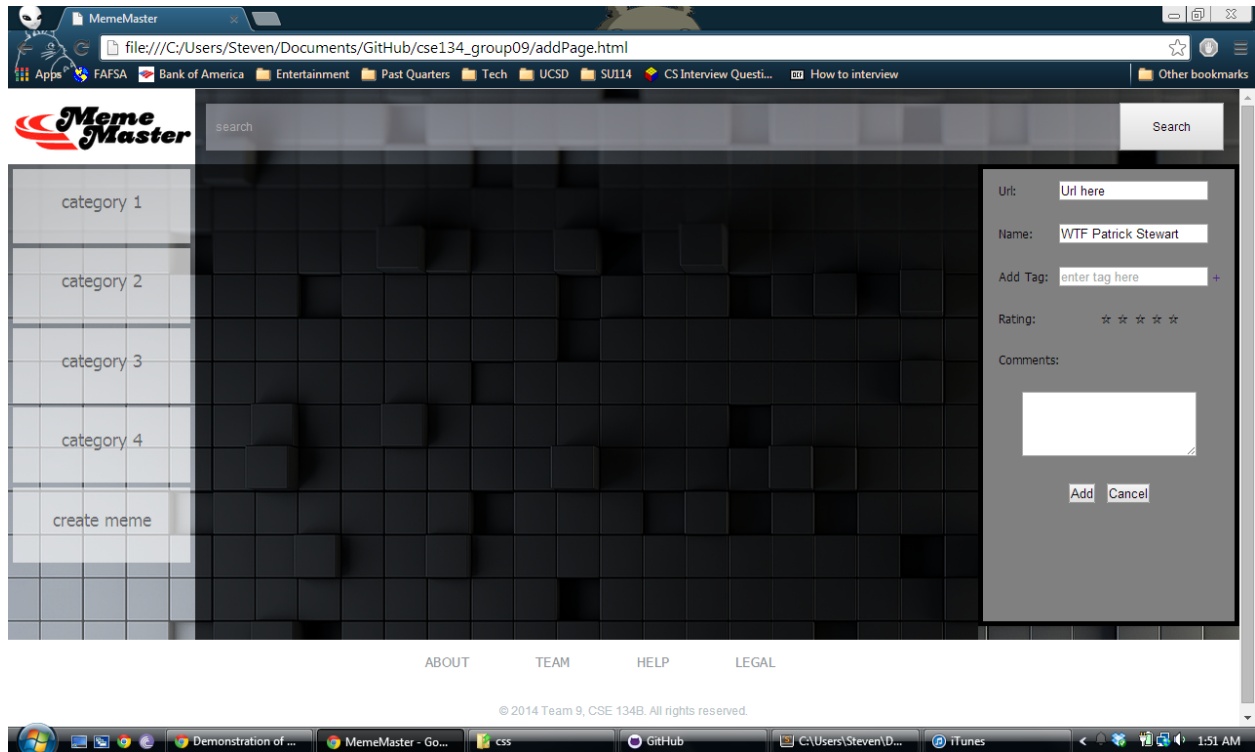
Figure 4: Add meme page

3. *Edit Meme:*

   While browsing his or her collection, the user will be allowed to click on the images of the memes to have a closer look at them. When the users click the images, the site will bring them to a page in which the details for the selected meme will show at the table to its right. The meme can also be navigated so that the user can see the previous or next meme (fig. 5).

All of the details for the meme will be displayed to the right and they can be changed directly. The user will make the desired changes and hit the "Save" button to keep the changes. The user can also cancel should he or she want to discard the changes.
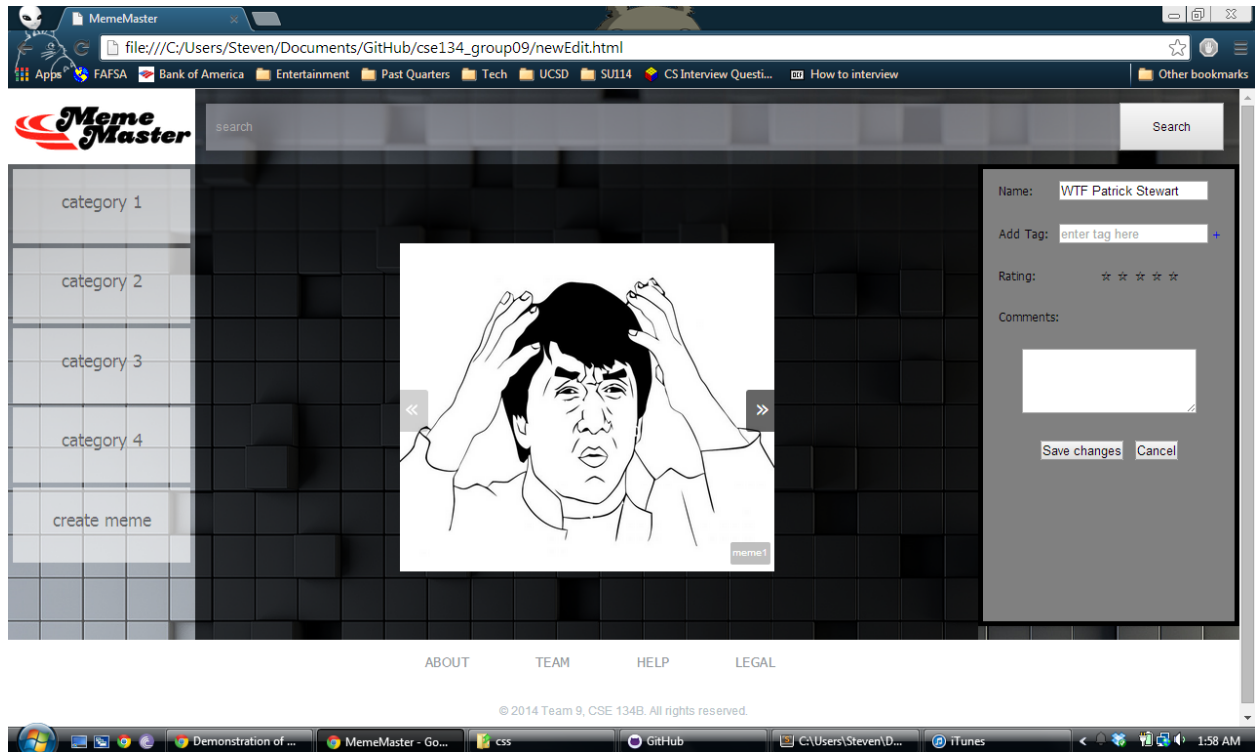
Figure 5: Zoomed in images and editing features

4. Create Meme:

Last but not least, the client has mentioned that he would like the option to create memes. We have provided such feature by providing the similar interface as the previous features. The MemeMaster will need to have an empty meme (one without any text) (fig. 6) chosen and then the user will be prompted to enter the information (top and bottom text, name, etc.) for the meme. Once the user is done filling the required information, the user can press the "Create" button to save changes and add the meme to his or her collection. The changes and texts will be added to the meme and be shown on the browser (fig. 7).
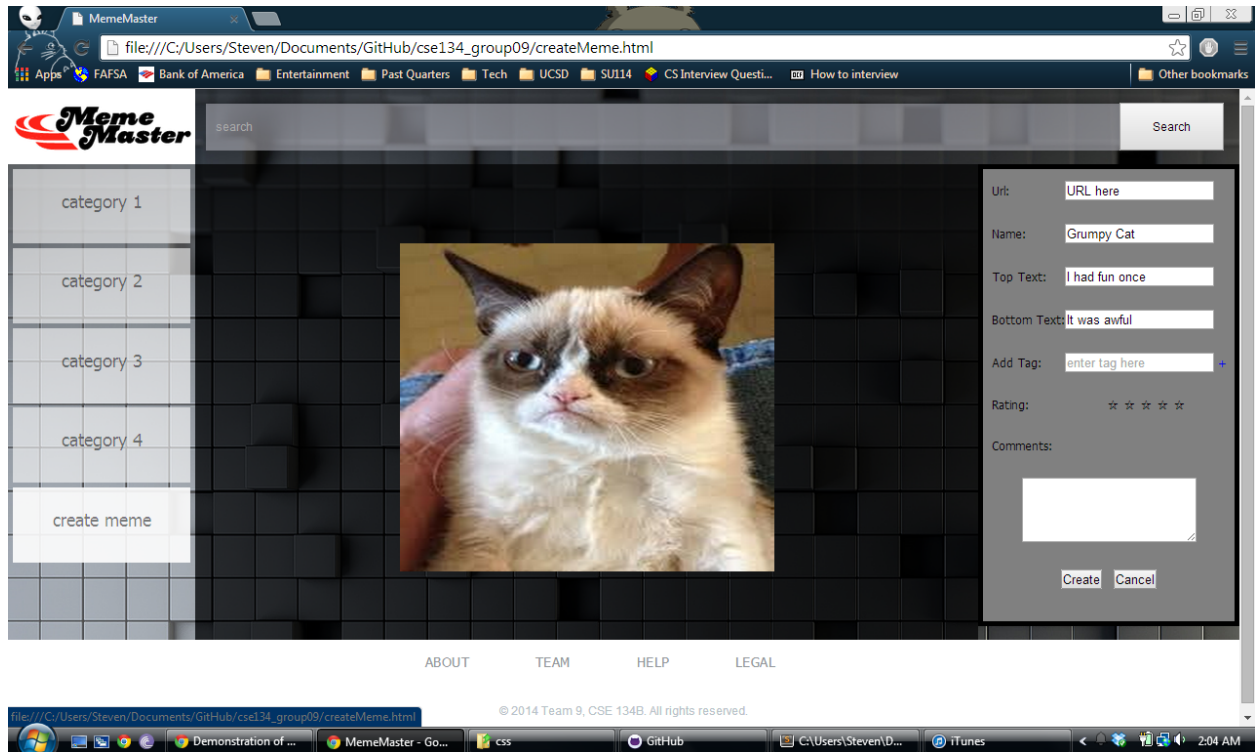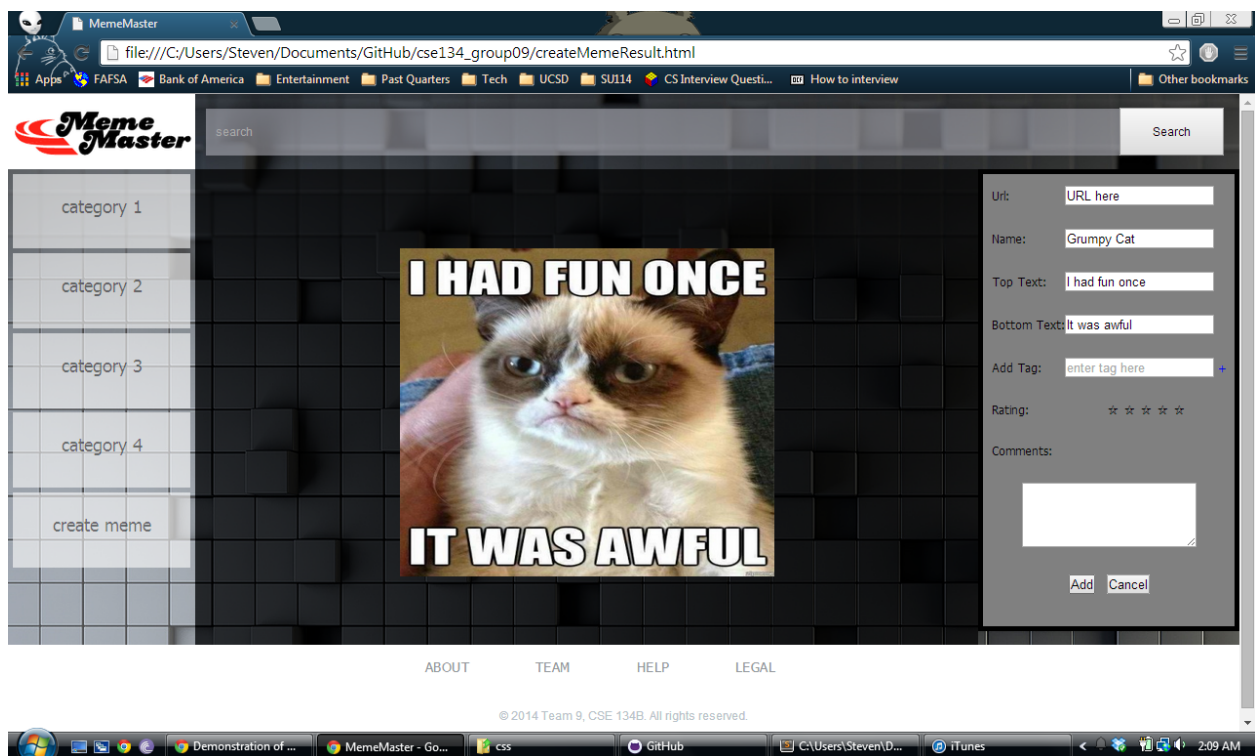
Figure 6: Add meme

Figure 7: Add meme result