General ethos:

The website should be fun but also useful. In this way the design should be colourful but not jarring to the eye or hard to read. For the colour palette, I believe the background should be white as this produces easy to read text. For highlights or navigation green or blue may work as black text will still appear readable on these. However, a dark blue may be troublesome with black text.

Site Map:

#1

Diagram

Description automatically generated

#1 – A site map showing the website pages and their page contents

The website will have a home page as a start point but will effectively be on the same level as all other pages that will be selected on the navigation bar. Each page will have its own content.

Accessibility:

Vision: Text should be black with a high contrast background to make the text easier to read. For important text this should be white. Any images should have an alt attribute to describe the image for screen readers.

Legal issues:

Any pictures used should be created for the project, free to use or given the rights too. Any pictures from external sources should have a reference to the source.

Pictures will include a picture of me on the home page, three pictures in the quiz and images representing each degree module.

Design mock-ups:

Homepage:

#2

A picture containing text

Description automatically generated

#3

A picture containing letter

Description automatically generated

#2 – A mobile homepage design with centralised picture so text can be a focus

#3 – A desktop homepage design where pictures are floated to the side as a larger screen has space for text.

The homepage will have a picture of me and some text about me. Photos will be centred and larger on mobile devices but float to the sides on wider screens. All other pages will do the same with any images being larger on mobile but floating to the side on desktop.

#4

A picture containing diagram

Description automatically generated

#4 – A desktop design of the degree page to show similarities between pages and what will be consistent across all pages.

All images will have similar styles e.g. border. Any structure should be consistent in the page’s colour scheme which is green in the design. When selecting something on the page the user should know as the cursor becomes a hand and the object’s colour darkens.

Menu System:

For navigation, using mobile-first design, there will be a dropdown menu on each page with links to the other pages. A drop-down menu uses vertical space so will not have any links hidden by the page size. If the webpage is on a larger screen a horizontal navigation bar will be used as you can see all the options faster.

Each button should darken in colour on hover, so the user knows what is being selected.

Canvas and JavaScript demo:

#5

A picture containing shape

Description automatically generated

#5 – A desktop design for the productivity page. The page contains a data tables and a canvas with charts of the data drawn on. The chart can be switch via buttons at the bottom. The canvas is centralised

Data on three variables will be set in the JavaScript file and will produce a data table as well as three different charts pie chart, bar and a third. I believe the most accessible way to do coloured charts is to allow the user to pick the colours – the easiest way to do this is randomise colours and let the user click until an appropriate one appears. Data will be simple and fake but realistic – probably sleep, coding and revision.

References:

For understanding accessibility requirements -

<https://www.gov.uk/service-manual/helping-people-to-use-your-service/understanding-wcag>

<https://www.sheffield.ac.uk/accessibility>

For images –

<https://www.google.co.uk/> - images (with Tools – Usage Rights = Creative Commons licenses)

[thenounproject.com](http://www.thenounproject.com) – also had good description of credit requirements

For checking how features work –

Lecture PowerPoints – no link

<https://developer.mozilla.org/>

[www.w3schools.com](http://www.w3schools.com)