# PUI Homework 5 – Muddy Paws Adventure Gear – HTML & CSS

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Link to Website Home Page:
https://pjgase.github.io/PUI-FALL-2020/homework_5/home.html

Link to Repository:
https://github.com/pjgase/PUI-FALL-2020/tree/main/homework_5

**UI Bugs Found and Fixed During Development**

During the heuristic evaluation of my Figma prototype of the website for Muddy Paws Adventure Gear, I discovered 4 different UI bugs and subsequently made design changes to improve the overall usability of the site.

The first UI issue that I targeted was realized during the process of creating the different page links in HTML. The issue that arose was the presence of "dead space" between images and text because they were using different anchors even though the destination of the anchor was the same. This violated the heuristic of user control and freedom, resulting in user frustration when areas of the page that they expected to be linked to another section did not seem to work. For example, the Muddy Paws Adventure Gear logo consists of both an image icon and text, but because the HTML anchors were separated, some space could be clicked and nothing would happen if you wanted to go back to the home page. I fixed this issue by deciding to wrap all content with the same link destination in the same HTML anchor. (That said, further improvements can be made in the next iteration by wrapping the anchor itself in a larger container to allow the clickable area to extend all the way to the borders of the content's space in the grid.) In addition to increasing the clickable area, this also helped accessibility for the site. For those using screen readers or other means, you would only see one link instead of the original two.



**Clickable Area Extended by Using Same Anchor**
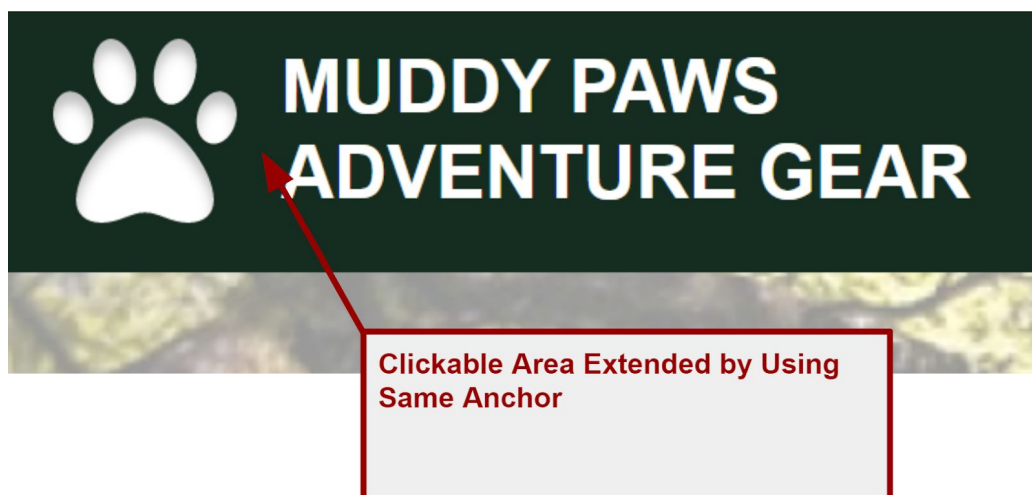
I also implemented fixes to two other UI bugs in regard to the different navigation links on the site: adding links to the product details for any image of a product throughout the site and hovering features on the navigation bar links. The first issue was found when I realized that the image in the "Featured Product" section of the homepage did not contain a link to the product details page, in the case that the user wanted to learn more about the product. This violated the flexibility and efficiency of use heuristic, and as a result I enclosed all product images in anchors throughout the site to fix this usability bug.



The third usability issue that I found was a lack of feedforward indication for some of the key links in the navigation bar as well as the product option selections. When originally developed in Figma, those clickable areas were very flat and provided no indication of what would happen if clicked. In a way, this violates the heuristic of matching the system to the user's world. As a result, I used hovering features on the navigation bar links and product option selections to give an indication to the user that an action can be taken on those objects. For the navigation links, I added an underline that transitions in when hovered over. For the product options, I changed the opacity of the selections when hovered over. In the next phase of development, a click will solidify the opacity of the selected product option and allow the user to recognize their selection if they walk away from the task and return later.

Dog    Cat

**Provides Feedforward Information of a Possible Action**

Tiny    Small

Medium    Large

Strawberry    Crazyberry

Blackberry    Fire Orange

The final fix made from a quick heuristic evaluation was to restrict the bounds of the number allowed in the user inputted quantity box. With the initial HTML code of the site, the user was able to input negative numbers into the quantity box, which would eventually cause an error in the system. This violated the error prevention heuristic, and so a minimum bound was added to prevent it. However, this only works for the down arrow currently, and the user is still able to type in a negative number, so this will need to be improved further in the future.



How many would you like?

1

**Prevents Negative Quantities When Clicking Down Arrow**
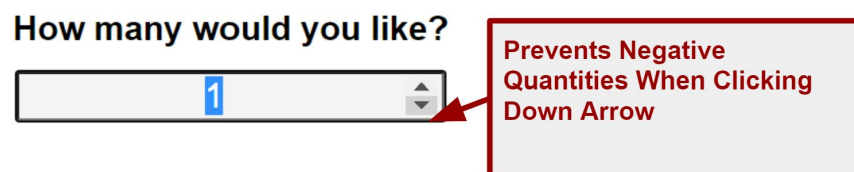
## Challenges During the Process of Implementation

In the process of developing my Figma prototype and transferring into HTML and CSS code, there were a few major challenges. First and foremost was the overall layout of the page. I initially struggled with the relative positioning of all of the HTML elements on the page, but after quite a bit of research on CSS Tricks and Stack Overflow, I managed to come up with the overall setup of the page using CSS Grid. Although I intended to design the entire site using CSS Grid Display, I eventually decided on a combination of grid displays for the larger parent elements and flex displays for the smaller individual containers on the page. I think this hybrid approach worked fairly well, but in the future, I might try to use flex to a larger extent in order to make the site more responsive.

Another part of the initial code that I struggled with was using an image as a background. After some research (again on CSS Tricks and Stack Overflow), I decided to use an "after" pseudo-element and negative z-index in CSS to force the image to be behind all of the content in the page. Going forward, I would like to understand how to make this more responsive as the image doesn't always cover the page if the screen size changes.

**Brand Identity Through Design**

The brand identity for Muddy Paws Adventure Gear is meant to be one for adventurous people who love to explore the outdoors and bring their pets along with them. Not only is this reflected in the verbiage and text of the website, but also in the color schemes and images. Words like "explore" and "adventure" are used on various pages of the site, and the colors match real-world outdoor places. Dark greens are used to match the color of forests and trees; browns for leaves, wood, and dirt; and blues for those bright lakes that you can find nestled between mountains on the biggest adventures. In terms of images, the background for the site is one of Lake Obersee in southern Germany near the Alps.