***Assignment 1 HCI F2024 – Emmanouil Platakis (AU777947)***

**Functionality of the Interface:**

The interface is part of Discord, a platform that allows users to send text messages, call each other, either voice call or video call and share files both in private conversations and servers. In this screenshot, the user is in a direct message window with a user named “glel.” The main purpose of this interface is to help the two users communicate privately.

**Elements on the Screenshot:**

The screenshot shows various elements on a Discord interface.

On the **left sidebar**, the top-left corner houses the Discord icon, allowing users to return to the home screen. Below this, there are icons for “Friends,” “Nitro,” and “Shop,” which represent different features available to users. “Friends” allows users to view and manage their friend list, while “Nitro” and “Shop” provide access to Discord’s subscription services. The Direct Messages section lists recent conversations, and in this example, the user has active conversations with “MEEE7”, “Tsixl”, “glel”, and “mathiou”. The currently active conversation is highlighted in a lighter grey colour. Additionally, small circular icons represent servers the user is a member of, visible on the far left, allowing quick switching between servers.

In the **middle section**, the chat window is open with “glel,” displaying a message from “glel” sent on May 15, 2022, at 5:54 PM, which says “yeeello?”. Below this message, there’s an option to “Wave to glel” to initiate a response. At the top of this section, “glel’s” profile picture, name, and Discord tag (“glel#341”) are shown, along with options to either remove them as a friend or block them. At the bottom of the screen, there’s a message bar for typing and sending new messages to “glel,” along with various options like adding GIFs etc.

On the **right sidebar**, there’s a detailed overview of “glel’s” profile. Additional information about the user is displayed, and at the top-right corner of this section, there are three dots that provide more options for managing interactions with “glel.”

Overall, the layout is designed for easy navigation. The left sidebar allows for quick switching between servers and conversations, while the middle chat window is the primary area for direct communication. The right sidebar gives detailed information about the person you are interacting with, offering further settings and customization options.

**Reflection:**

For this assignment, I chose to reproduce Discord’s interface. My primary goal was to closely match the visual layout and styling of the interface. I was able to recreate the overall structure of the application, including the sidebar, chat window, message input area, and user info.

One of the key challenges I faced was accurately reproducing the layout using CSS Grid. Discord’s interface uses a complex grid-based system, which required careful planning and positioning of elements. It took time to adjust the grid properties and ensure the components aligned correctly, particularly in creating a flexible sidebar and main chat area.

Upon reflection, I realised that I chose a chat interface that was more complicated than necessary, especially given the 4-hour time constraint. This added extra pressure to manage the complexity of the design while sticking to the time frame. Despite this, I’m happy with the result and feel that I made significant progress toward my initial goal.