

Coursework1 Collection

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1 Introduction

Home page The home page is the first page that the user will see. It houses links to all the other pages and has a blueish background so it is not too hard on the eyes of the users. The other pages come under their respective headings. There is a small sentence giving the user the general idea of what the links mean and what they are mostly about.

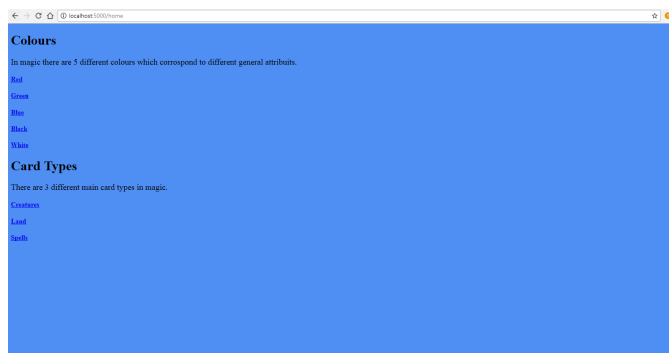


Figure 1: **HomePage** - Here is what first greets the user

Red page This page is the exact same layout for all the other colour pages so this can be considered a sample page. The colour pages deal with the different colours in the game. These pages start with the type of colour (such as red in this case) then with a brief paragraph describing how this colour works in the game and then they have a picture of that colours specific land card to again show the personality/theme of this colour. Then at the bottom of the page there is a link back to the home page so as to provide an easy to access way to navigate the page

Creatures page The creatures page is very similar to the colour pages layout wise but instead of focusing on an attribute they actually focus on the physical cards such as land and spells as well as this creatures page here.

2 Design

Home page The design of the home page was such so that it can serve as a hub page of sorts. The user can navigate to any page in the collection from this page. The headings

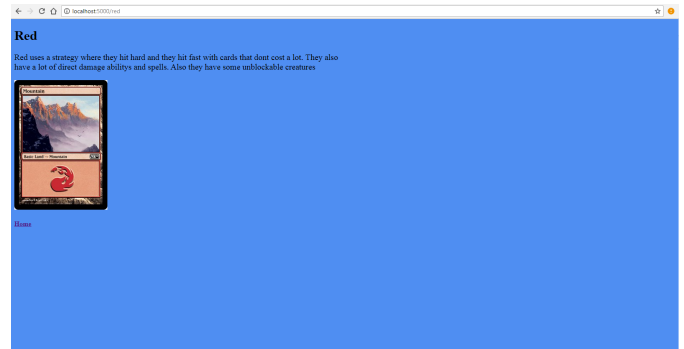


Figure 2: **RedPage** - Here is what a typical colour page looks like

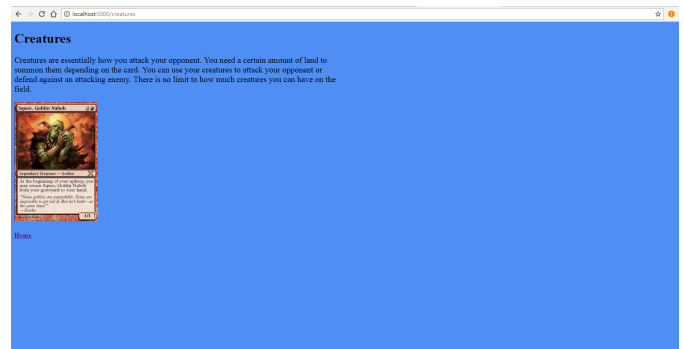


Figure 3: **CreaturePage** - This is a typical card type page

are there so the user can see clearly what the links do. The home page has the most links to other pages. The CSS file is used in here as it is in all the pages so that the text does not go all across the screen and look unsightly. It is set to half the width of the page so that it flows nicely and is easy to read/follow.

Colour pages In the colour pages a choice had to be made as in what type of card to use as a representation of what that colours cards look like. It was decided to use a basic land of that colour as they are a very common card and easy to recognize so that the differences in the theme of the card/colours are clear to the user so they could make a decision on which they liked more. The image comes after the text so that it user gets an inkling of what type of things that colour deals with

Card types pages These pages were done in a very similar way to the colours pages so the user can see an example of that card type. Interestingly in the land page a neutral, colourless land was used to indicate just the card type so

as not to confuse the card type information with a specific colour and to show just what the card does. as in the colour pages there is a home link in these pages also and this is so that the user can again easily navigate to the different pages.

Templates Templates were used in this piece of work so that there was no room for error with trying to use HTML inline with the python. There was a template made for every page in the collection so that if there was a specific page that something was needing added to then it could be done very easily

Python In the python is where all the routing is done and also there is a replacement of the 404 error so it gives a clear indication to the user as to why that error came up. Also the templates are loaded here and as they are named almost exactly like the routes are it is quite easy to match a template to a route so as to not confuse anyone trying to make changes to the collection. While the ip for the collection is 0.0.0.0 when it was in use you can also use localhost instead if you are running it on that machine.

CSS The CSS is mainly used to stop the text half way across the width of the page so the text does not look so long and incoherent. The colour and font size is also decided here.

3 Enhancements

Template system In the future a better way of using templates would be used where you have on "Master" template and depending on what page you are viewing the content of the template would change. This would make it so much easier to roll out a page wide change as you would only have to change the one file.

CSS There would be a much greater use of css in conjunction with HCI so that the best user experience could be achieved and the greater use of css would go along way to achieving that. There would also be more actual css files which would allow for different pages to for instance be different colours so that on the red colour page the background is red and so on.

Python There will be much more varied use of python such as a log in system so that it can keep track of which pages you visit and how often.

Forums There would eventually be a forums system so that experienced players can help the new players in their strategy and what not. The log in system would work hand in hand with the forum system as you couldn't have one without the other. This would allow users to share their insights into the different cards that might be too advanced for a beginner.

4 Critical Evaluation

Templates The template system that is in place is both good and bad. Good because it is easy to know which template goes with which page as they are named the same but bad because if you want to change something in all of the pages you will have to go through every template file and change it. The fact that the home link is always at the bottom of the page is good because it means the user will always be able to find that link.

Images The use of images is good as it lets the user know what the cards physically look like so that they can recognize them in a hobby shop. It also lets the user get an inkling of what type of art will be on the colour cards. Finally it means that on their first game they will not have never seen a basic card before and so will not feel as awkward.

CSS The use of making the text stop halfway across the page means that it is concise and easy to see/read. The use of a blue background is good because it is quite easy on the eyes. However the blue background is bad also because it is blue on the red colour page which makes no sense. Finally the increase in the size of the text to 20px means that those users who may have a slight hearing impairment will have a better chance of reading the text without having to use glasses or what have you.

5 Personal Evaluation

What was learned In creating this collection i learned that python is an extremely powerful tool/language and i also learned that a lot goes into making just a simple collection site. Learned how to use routing to link web pages together. Also learned that templates are incredibly useful so that it is easy to change the look of a page without even having to look at the python file which means that someone who has no knowledge of python can still help and write HTML. This provides quite a helpful split as the HTML can be considered the front end language and the python is used for the back end which cuts down on the confusion when using these two languages. Finally learned that there is a lot of things you need to think about when making a web-app/website such as the design of it and how that will impact the users experience of your site and how intuitive it is/easy to use

Challenges One of the greatest challenges was deciding on the layout of the links as i wanted them to be easy to find but not look out of place so i decided on a simple heading list combo so that they are easy to find but also easy to understand. Another challenge was what images to use and where to put them in the page as if they were put at the start it might confuse the users as they would (probably) have no experience with the card so might form their own ideas about its use which might be wrong. So they were put at the bottom so that the user sees the explanation of what the colour/card does and then they get to see it after they have been told about it.

How i performed Not good but not too bad, i would say mediocre at best. I feel that while functional it could have had more functionality and a generally better design.