

Name	UtorID
Mahir Hassan	hassa864
Andy Zhao	zhaoan12
Samuel Chen	chensa12

Subteam 3: CSS Deliverable 2

1. A summary of your decisions and the options you considered for your component(s) (UI/frontend, logic/backend, database) so your TA knows what you have built and why. (Soft limit of 600 words. This doesn't mean you have to write 600 words. Quality is more important than quantity).

Our subteam was focused on improving the user interface of the web application. This included both improving on the CSS to touch up on the design of each component, as well as rearranging and adding new components to improve the overall user interface. We found that upon testing of the previous group's application that the visuals of the web application lacked presentable user interface, as well as user experience, in many of the different tabs, such as the survey, testing, and calendar sections. As such, we decided that it would be reasonable to dedicate a team to the aspect of the user experience of the web application.

A major flaw in the previous design was the design of buttons and dropdowns. For example, the "End Test" button and some "Confirm" buttons were placed in unintuitive corners of the screen, and often had a poor choice of color, font, and shape. In addition, there was an unclear visual feedback mechanism to indicate whether an element is being interacted with, which led to much confusion during our own testing of the program. We made significant changes to the aforementioned UI elements and added visuals such as animations and hover effects to make the webpage much easier to use and navigate.

For this deliverable, our subteam mainly focused on making the UI elements consistent throughout the project, as there were multiple groups that worked on this project prior to our group, and each of them left slightly different UI elements in the portions they worked on, which ultimately resulted in an inconsistent look and feel across different sections. Our subteam recognized the importance of a uniform and consistent user interface for improving the user experience. To achieve this, we established a rough set of design guidelines regarding the size, font, positioning, effects, etc of different UI elements that we will carry forward for the rest of the project.

We also noticed that the CSS in this project is composed of only raw CSS, after this deliverable, we plan to redo main portions of the project to incorporate bootstrap into the CSS. Bootstrap will allow us to maintain a more consistent, easy-to-read interface throughout the entire application, as well as provide us with any necessary UX features ready at hand for us to implement.

2. Individual contributions explaining who did what. You can keep it to at most one paragraph per person to highlight any work that is not captured in any of the repos.

Mahir worked on the Calendar tab, which required cleaning up in particular, as well as the navbars. He made sure that the navbar was consistent among all the pages (as well as all types of accounts, such as testers, developers, and administrators). Some pages were still using navbars from past groups' updates to the project.

Andy worked on the Test tab for developers and testers, which required a complete redesign so that it has a similar theme and interface to the other pages. He modified buttons and other interactive components across all users to be more intuitive to use and have clear feedback mechanisms, such as an animation for the "clear" button on the game details page. He added missing UI components to a few pages for the admin user so that they are consistent with other users.


Samuel worked on going through adding the new navigation bar, as well as reformatting several pages to be displayed in flex boxes instead of using absolute positioning and scaling, and modifying some fonts and buttons to match a consistent style. He also worked mainly on the style of the users and templates pages on the administrator account, ensuring each component renders the flex boxes to display a user's information (I don't believe we are connected to the database to actually gather the information yet)

3. All the details and instructions needed for your TA to see and verify your work. You need to provide enough documentation so your TA can confirm:

a. Your software does what you say it does.

b. You've done the work (i.e., it's something on your repo/servers, etc.).

Calendar updates:




DASHBOARD

TEST

SURVEY

CALENDAR

▼ Player Account



Log out


< OCTOBER 2023 >

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

SUNDAY

OCTOBER 15

No project plans





● Dashboard

● Test

● Survey

● Calendar

 Profile

 Logout

Calendar

< OCTOBER 2023 >

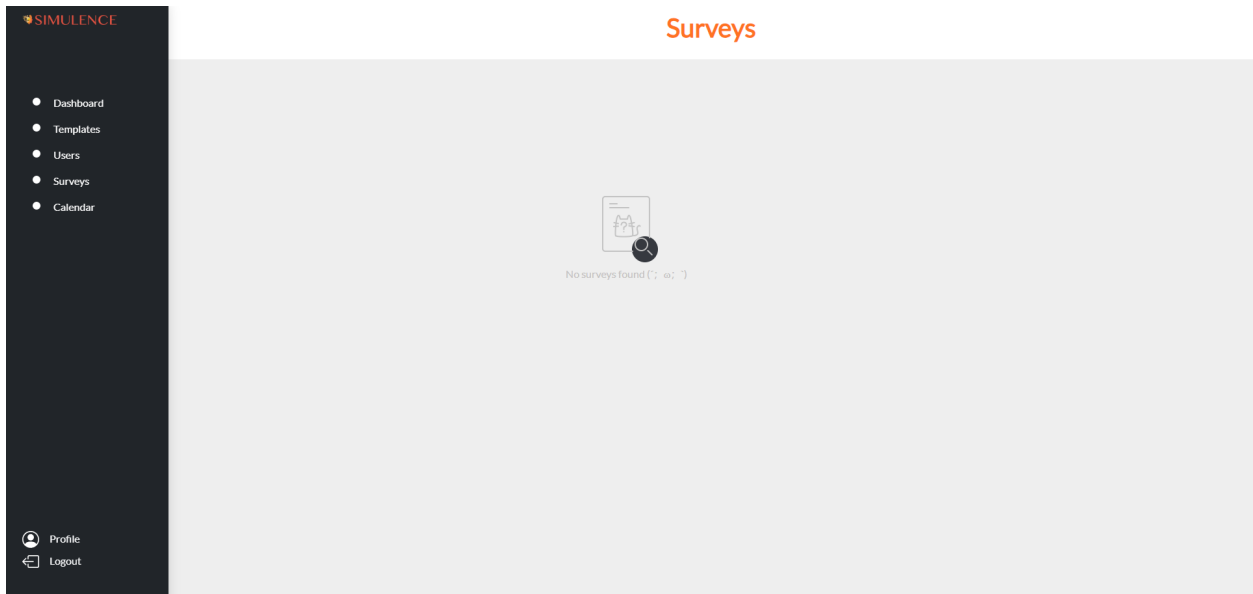
SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

SUNDAY

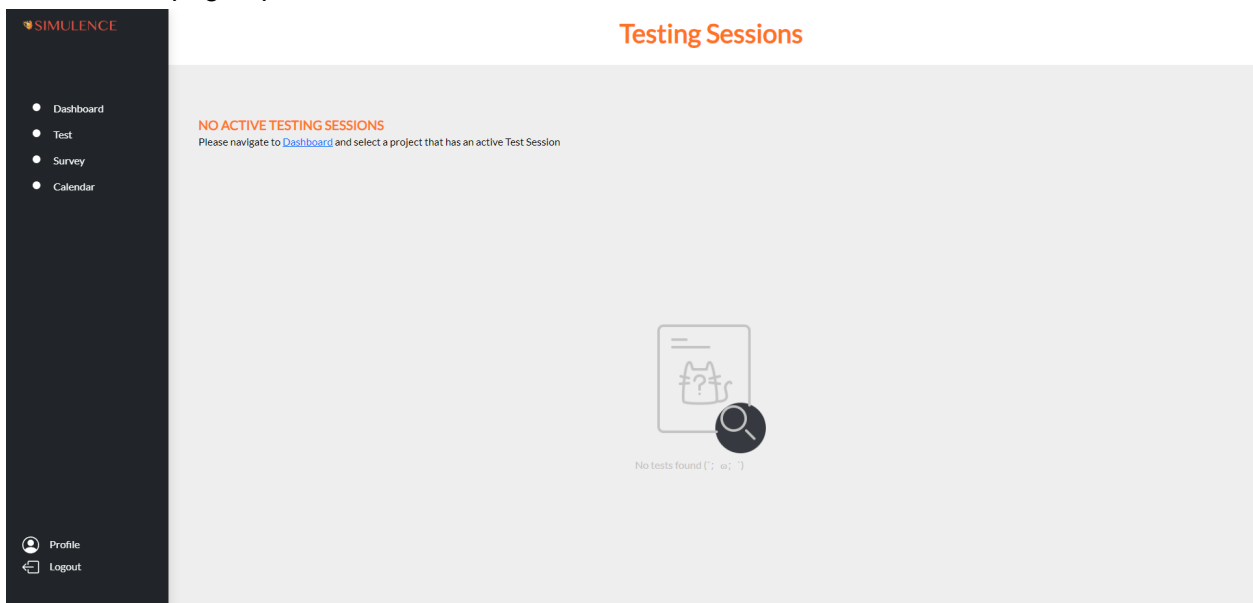
OCTOBER 15

No project plans

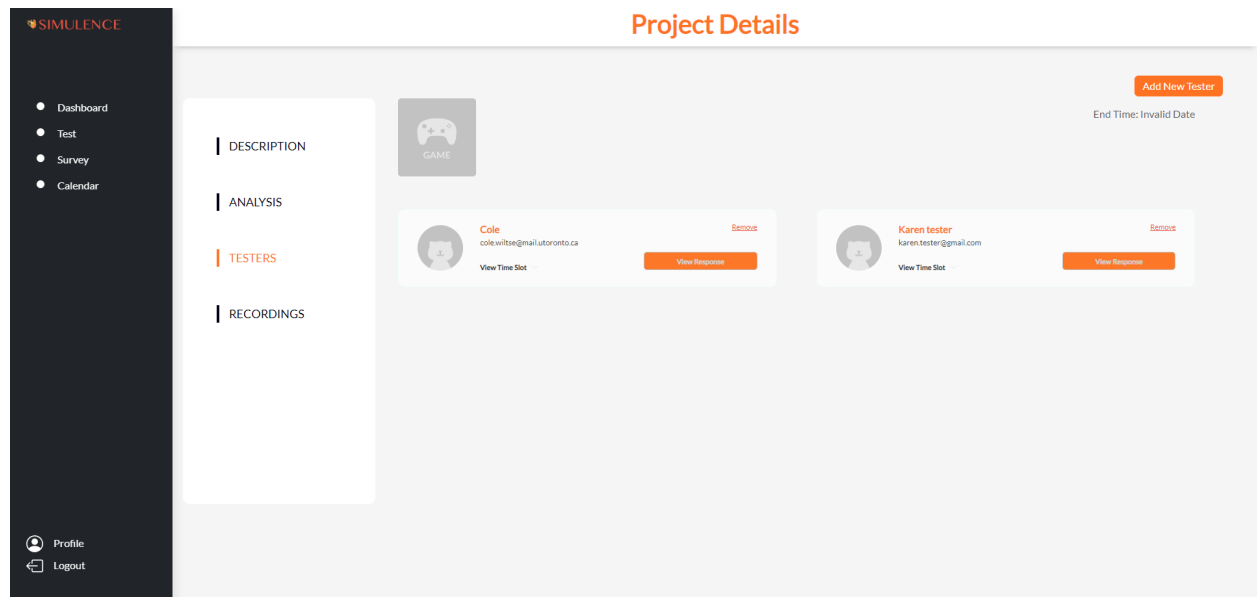
Survey page update:



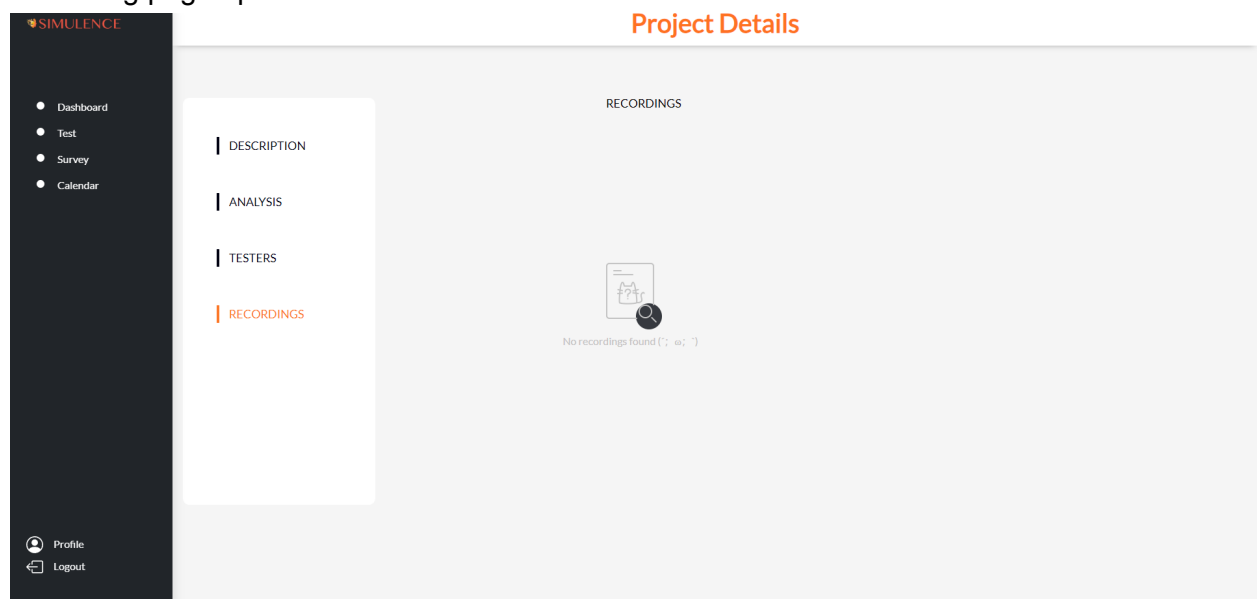
Test session page update:



Button changes (hover effects)



Recording page update



Tester profile page update (UI overhaul, added button animation, dropdown improvement)

The screenshot displays the SIMULENCE application interface. On the left is a dark sidebar with the SIMULENCE logo at the top. Below the logo are navigation links: Dashboard, Test, Survey, and Calendar. At the bottom of the sidebar are links for Profile and Logout. The main content area is light gray and contains a form. At the top of the form are three dropdown menus: Age (set to <18), Gender (set to Male), and Hours/week (set to 0-5). Below these is a 'CLEAR' button. The form itself consists of five empty input fields stacked vertically. At the bottom of the form is an orange 'CONFIRM' button.

4. Your application (see deployment section below for details)

The application is deployed at <https://csc301-simulence-css-team-d2.web.app/>, a separate deployment for this deliverable.

When our group merges with the work done with the other two subteams, the application itself should be automatically deployed when pushing to the main branch. Instructions to login are provided in the readme located in the subteam repository.

To compare with the previous version prior to this deliverable, it is still hosted at <https://simulence-prod-3.web.app/>

When pushed to main, this should automatically update.

Login instructions should be the same, and it is provided by the previous team's readme in the repository.