# 91903 - L3 Web Development Evidence

### Link to published version of final website:

php.kkc.school.nz/

### Initial design and proposal

A website that can instantly be booted up and will have a selection of dice to roll for an attack and an input for attack and damage bonuses making consecutive attacks faster. The website will also function so that with more effort put in by the user to fill in more variables the selection will make the dice and damage calculation process faster.

#### Describe the purpose of your website and the stakeholders. Do some research and gather websites that are similar or follow the conventions you wish to use. Explain how your outcome will be fit for purpose.

### UX Principles

The ultimate purpose of UX design is to create easy, efficient, relevant, and all-round pleasant experiences for the user journey, and how easy it is for the user to accomplish their desired tasks. Outline what you have found from your research and how it has influenced your website.

| UX Principle and Research | Key notes | How it improved your outcome (Include Screenshots) |
| --- | --- | --- |
| Researching the competition | I have to sign up on most dice roller websites like Roll 20 and I have to go on a quest just to find the dice roller | Because of this I have made my website one page with non-overwhelming amounts of information. It is nice and uniform with everything easy to find, and there is no sign up so the user can instantly use the dice roller. But even with no sign up the user can still save their roll data. |
| Affordance  Design elements should intuitively suggest their functionality (e.g., buttons should look clickable). | Why bother with a complicated drop down menu and a data naming system that is linked to a user account when you could just read the data on the button and chose to load that data. | the buttons say what data they will load. |
| Hierarchy  Organize content in a logical structure. Use visual hierarchy to guide users toward key actions or information. | Part of the reason most websites are difficult to navigate and the reason why I can never find anything on a dam website is because of the hierarchy, showing you what to read first, most websites have no hierarchy. | With my website the large banner text is read first being very large, then the title. Then the left text boxes bringing you to the main function of the website. Then to the right you see the roll button then the other functions. I made it this way so the first function you find is most likely the function your looking for. |

### More space for screenshots if insufficient space in table.

### Initial Colours/Backgrounds

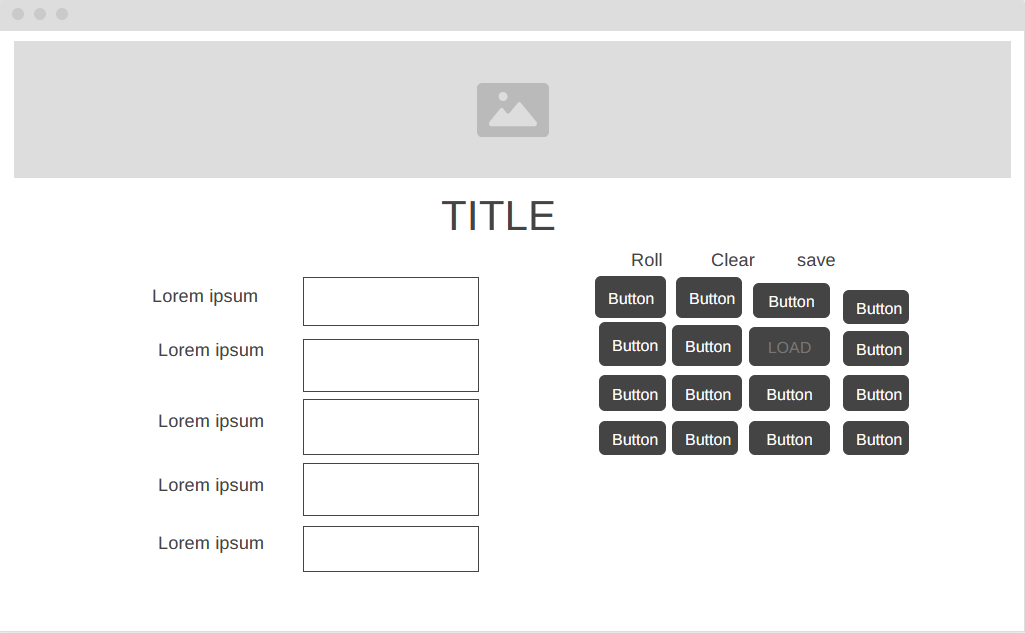
Parchment colour because its like a dungeons and dragons website

Place your proposed image / palettes here

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### Wire Frame(s)

Please paste a copy of your wireframe here. If you generated the wireframe by hand, either give it to your teacher and leave a note here (ie: hard copy of wireframe given to teacher) or scan it and put a screenshot of it here.



### Implications:

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| Implication | Why it needs to be considered | What you have done as a result |
| --- | --- | --- |
| User Friendliness | If the website is not user friendly the user will struggle to figure out how to use the website. | I have provided some examples for the text boxes. |
| Future proofing | To make the website work even when I am gone and no longer care about updating the website. | When the user saves their data to the 5 by 6 grid it will some day not be loaded because the save button has been used 30 time since the data was first saved thus people will forever be able to save and load their dice roller presets without all the “cubby holes”(5 by 6 grid buttons) being permanently filled with the first 30 presets. |
| Aesthetic and Minimalist Design | To remove unnecessary elements that don’t serve a purpose. Using a minimalist design approach to keep the focus on content and functionality. | Aside from the main banner the aesthetics is the background that complements the banner. And the smooth and well formed spacing of the buttons and text and boxes. Granting nice aesthetics for little on the screen keeping the data the main focus of the user. |

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### Image Sources

Cite the sources of any images you used here. Note that if you used Creative Commons works, they should be cited here **and** appropriately acknowledged / attributed on your web page.

**I made my own banner picture**

### Testing

#### Develop your own test plan with a checklist of test tasks that includes the following components - Data Integrity, Content, Links, Functionality, Browser Compatibility

#### As you go about creating the website, keep evidence of what you do, when you do it, the results of testing/checking, and how you correct any errors during testing and improve the quality of the outcome

#### Make sure to validate your website (w3Schools)

#### Explain how you have improved your outcome from testing. Consider your different types of users.

| Tested Feature and Expected Output |  |
| --- | --- |
| Data is inserted and the roll button is clicked.  The output of the rolled data should display beneath the roll button. | working |
| No data is inserted and the roll button is clicked. The roll data should still display because the Text box data should use the default data in the code. AKA you should be able to not fill out some fields and still get a roll. | working |
| When the clear button is clicked the data in the textboxes needs to be deleted. | working |
| When one of the buttons on the 5 by 6 loader grid is clicked it needs to fill in the text boxes with the respective data. | working |
| The save button needs to save user imputed data. | workinginput was 1,2,10,2,1 |
| The save button needs to save default data | Working, Default data saving. |
| The bottom 30th button needs to be deleted when a new button is added. | workingbottem 30th is not being displayed. |
| Does the website work on mobile? | Does Not work quite as well as it once did on mobile as I'm pretty sure the grid does not use bootstrap so that is a flaw but all the buttons are still useable. |

### Testing - user feedback

| Feedback | What I did based on the feedback |
| --- | --- |
| * returns NaN if any of the fields are left empty, maybe add default values or check if they are empty and if they are use default values (edited) * [15:37] nice work tho * [15:39] it would be as easy as changing var textbox1 = document.getElementById('textbox1').value; to var textbox1 = document.getElementById('textbox1').value || 0; * [15:39] where 0 is the default value, and can be changed to anything (edited) * [15:40] also, ideally it would be const or let instead of var, var is considered outdated and bad practice, but most tutorials and code examples still use it * [15:40] const is for values that don't change after they have been assigned the first time, and let is for ones that do change * [15:41] just a bit of feedback thats hopefully helpful" | I made it so most boxes will default to zero if they are not filled out. |
| Use bootstrap to divide the website in half then divide the left side in half again. Put the textbox text on the left left and put the text boxes on the left right. Then put the database stuff on the right. | Now it looks like this instead of this |
| Instead of adding a dropdown menu on the right with all the presets, add a 5 by 6 grid that contains all the buttons for the attack presets. Have the user create a name and create a dropdown where the user selects their name and it loads all of their presets into the cubby holes. |  |
| DM- show them the math going on as it may be confusing for new DMS |  |

### Frontend and Backend Overview

List the JS libraries you have used and how they enhance your website.

Outline what your PHP scripts do and how they interact with your Database. How is your table(s) defined?

| PHP/JS Library | Purpose |
| --- | --- |
| // SQL query to get top 30 rows and corresponding data  $sql = "SELECT Advantage\_Disadvantage, Hit\_dice\_modifier, Damage\_dice\_type, How\_many\_damage\_dice, Damage\_modifier FROM Dicedata ORDER BY ID DESC LIMIT 30"; | Pulls top 30 IDs from the Database and helps make 30 buttons In which you can load said data. |
| function retrieveData() {// this gets the information from the SQL for the button that is clicked and puts it into the text boxs. | Basically it loads the data into the text boxes from the buttons. |
| function buttonClick(buttonData) { // this displays the database information on the buttons. |  |
| function CalculateAndPrint() { //uses the information from the text boxs to print out the moddified hit dice roll and moddified damadge roll | Basically takes all the data the the user input. The normal stuff like what did you roll for your hit dice and what did you roll for your damage dice and does all the corresponding maths for you, then prints it. |
| function clearForm() {//clears all the data from the text boxs |  |
| //save data saves the text box inputs to the database  function saveData() { | Saves the data in the text boxes to the database and creates a new button displaying said data, then reloads the page for the button to display. <- pain to implement |
| //saves the current data in the textbos to the database  $stmt = $conn->prepare("INSERT INTO Dicedata (Advantage\_Disadvantage, Hit\_dice\_modifier, Damage\_dice\_type, How\_many\_damage\_dice, Damage\_modifier) VALUES (?, ?, ?, ?, ?)"); | Inserts the data into the database. |
|  | Bootstrap. I used it to split the website in half, on the left side I split it in half again and put the text on one side and the text boxes on the other side. On the right side I used bootstrap to snap save, clear, roll and the roll text to the right side. I think I may have also used some bootstrap to help with some parts of the grid. |