

Ashley Kelly
Final Project Statement

For my final project, I'm going to start from scratch and implement my own HTML, CSS and JavaScript code. My idea started as a joke; I shared a picture on Facebook (left) with my family and boyfriend captioning it "we need this!".



Arguments about where to go to eat are commonplace in my house. It occurred to me that other people probably suffer from the same problem. With that, my application is going to be called "Argument Solver" (subject to change) and will help indecisive people make a decision.

This is an application that can be used by anyone, so I need to ensure that it is appealing to both genders. The last two projects showed my feminine side, so this time I'm going to focus on making my app look nice but gender neutral.

I'm envisioning a landing page that is one solid color with a fixed footer on the bottom acting

as the navigation. The landing page will contain some information on how to use the app and what it's purpose is. From there, the user can navigate to the spinner – the heart of the app. Instead of designing a wheel like the picture above, I want the restaurants to be listed in a vertical manner (almost like a slot machine). I feel like this type of layout is better for a mobile device. Using JavaScript, the restaurant options will spin and come to a random decision using the `Math.random()` function. Another decision I've already made is I want the restaurants in the app to be local rather than chains. Ideally I would like the restaurants to correspond with a user's location, but it will come down to how hard it will be to use geolocation/write a filter function.

In addition to the spinner, I want to include a restaurant summary page for each item listed. This will be a page that reviews the restaurant and provides some images of the food they serve. These restaurant summary pages can be accessed by simply clicking on the items in the spinner. The requirements of this project require three more interior pages and I am having some difficulty deciding what else is needed. I don't want to do an about page because this is more or less going to be accomplished on the landing page. I was thinking about including a contact or log in page to integrate a form into the application, but I want the form to be functional. With that said, I need to give it some more thought and do what makes the most sense. Another idea I had is a map page that will provide the user directions to the restaurants included in the app.

I've done some research and downloaded apps that could be considered similar to my idea. A few are "Where to Eat", "What's for Lunch", and "Restaurant Spin" (pictured below respectively). Across all of these apps I noticed one thing: simplicity. That is definitely something I want to achieve in Argument Solver, but I don't want to limit usability. For example, users of "Where to Eat" are greeted with what looks like a spinner. However, there is no way to actually spin it so I'm having difficulty figuring out how it works or what its

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significance is. Differently. “What’s for Lunch” allows a user to spin for a restaurant, but visually that’s not what it appears to be doing. It simply looks like a list of values that jump down a bit further in the list. Lastly, “Restaurant Spin” doesn’t have a wheel or any sort of spinner; it simply drops random pins on a Google Map when a user clicks a button. Argument Solver will be different than what’s already out there because it will be user friendly and will visually fulfill its purpose.

