Rails Girls Galway

Designing Your App @gerryk



who am i?

- * Application Developer
- * Linux System Administrator
- * Web & WebApp Developer
- * Free Open Source Advocate
- * Telecoms Consultant
- * Information Security Analyst
- * Telecoms Platform Architect



birth of a webapp



it starts with an idea...



first steps

Ask yourself...

1. what problem is being solved?

2. who is having the problem?

3. how will the user use the application?



the rails girls Attendees App

"Develop a WebApp for recording attendee details"

design, design, design

Design the model: how you will represent the world in data.

Design the view: how you will interact with the user.

Design the controller: the logic that ties it all together.



UI: communication

UI is the designer talking to the user

UI is a teacher & a guide

UI is a toolkit

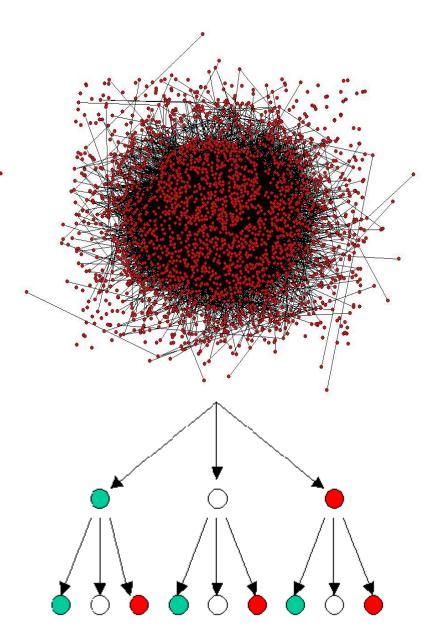
UI is a safety-net



data

data models the real world

good data modelling
reduces application
complexity



leave your computer

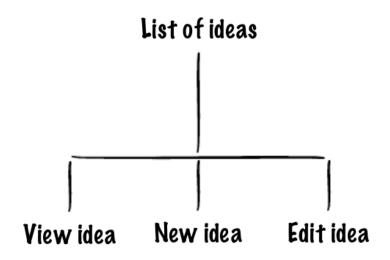


Goal:
To make an app for ideas

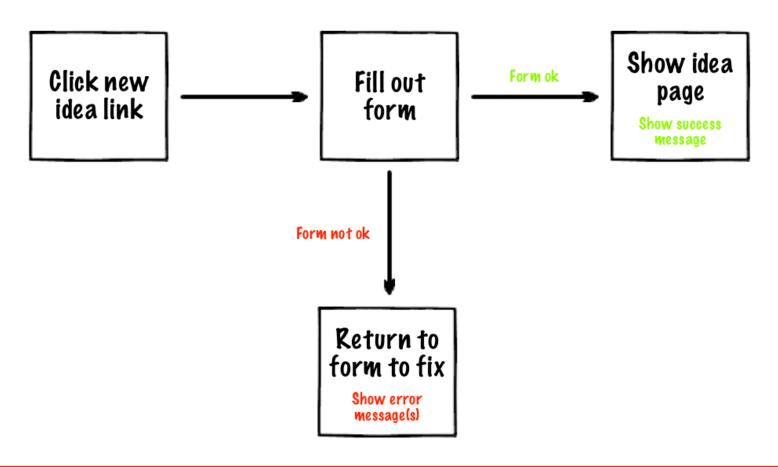
Features:

List existing ideas
View an idea
Add a new idea
Edit existing ideas

(Site/app/whatever) Map:



New idea flow





New idea text wireframe:

Standard elements:

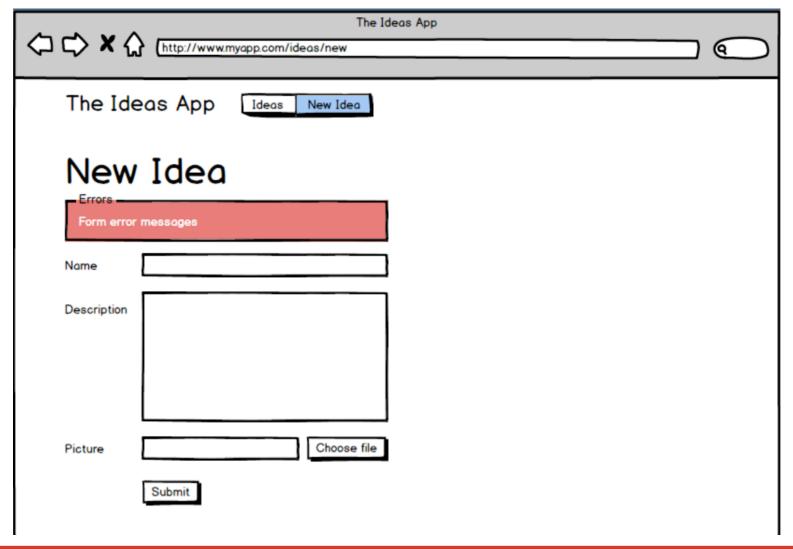
Logo Nav bar

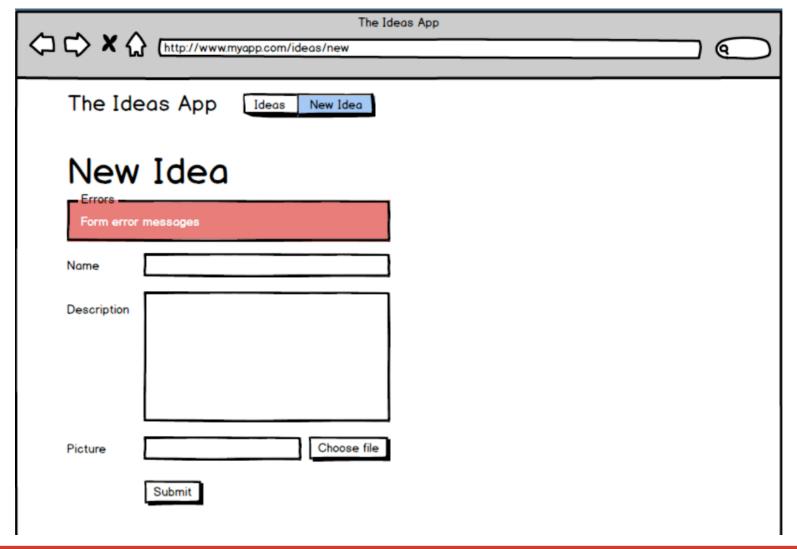
Unique elements:

Page title: New idea
Error message(s) (if required)
New idea form:

- Name
- Description
 - Picture
- Submit button

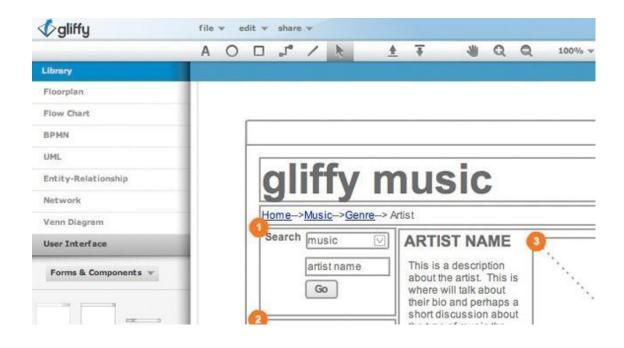






layout/wireframing

- O Photoshop
- Fireworks
- O Denim
- Gliffy



typography



typography

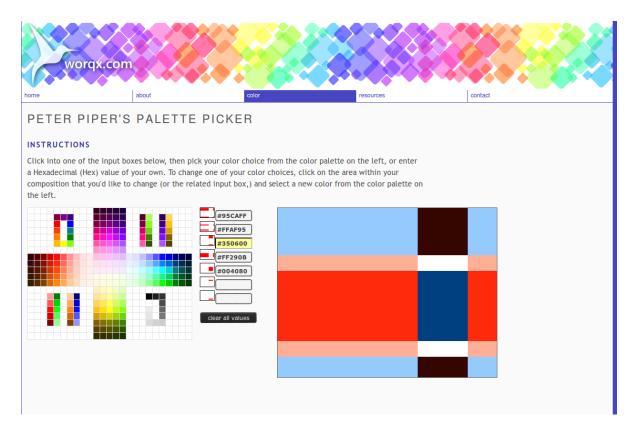
Helvetica Arial, sans-serif

Georgia, Times New Roman, serif

Monaco, Times New Roman, monospace



colour



build



test

unit testingunit testingunit
testingunit testingunit testingunit
testingunit testingunit testingunit
testingunit testingunit

feature testingfeature
 testingfeature
testingfeature testing
system testing

Rails Girls

improve





how to find me

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github.com/gerryk

launchpad.net/~gerryk

