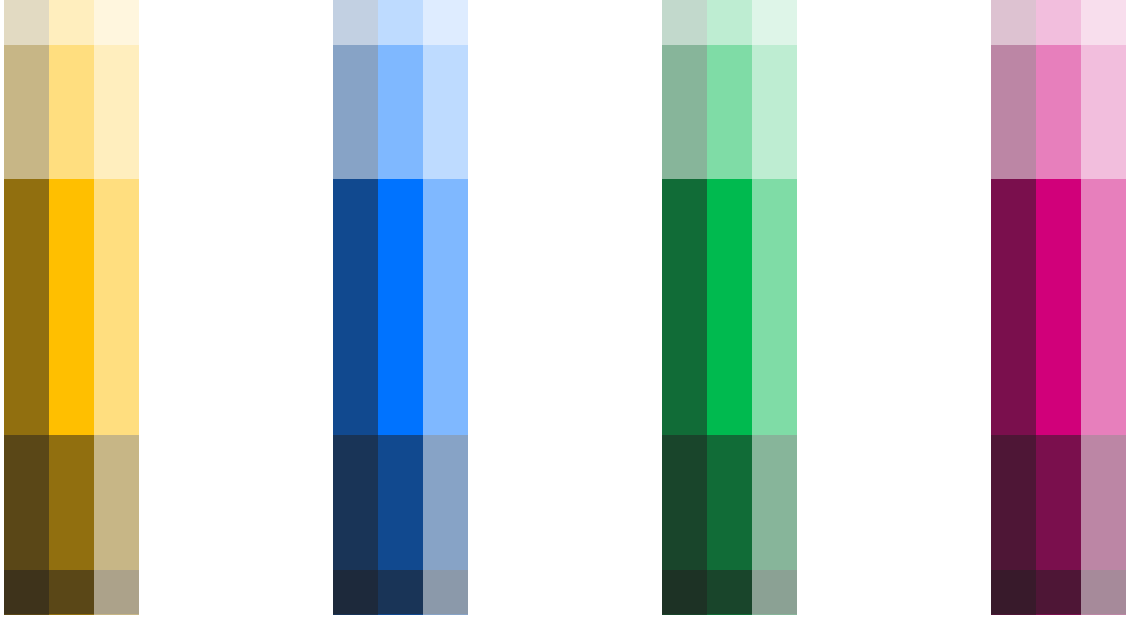

FrootLessLoops

The University of Edinburgh
ESALA:ECA

Digital Web Design ARCH11258
Assessment 2 : Beta version

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FrootLessLoops

PRESENTATION

FrootLessLoop [FLL] is a project of a **collaborative** web site where users can **find, download, share** and **edit sound loops**. The project name is obviously a wordplay from the **Froot Loops®** breakfast cereal produced by **Kellogg's**.

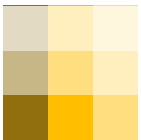
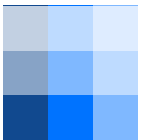
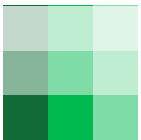
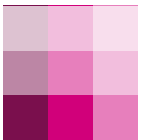
The alpha version is available at the following url :
https://playground.eca.ed.ac.uk/~s1828107/fll/

The screencast is available at the following url :
https://media.ed.ac.uk/media/FrootLessLoops+%E2%80%93+Beta/0_w3199n2l

RESEARCH AND ANALYSIS

There are already many websites offering to share sound loops. But they are not dedicated to loops only. The objective of the FLL project is to present only sound loops and some features specifically dedicated to this type of media files.

Features such as the simultaneous display of loops in a list and their binding on SoundCloud or Spotify will allow creators to have an excellent tool to share their creations.

UX / FEATURES

The website can manage three levels of users : guests, registered users and administrator users. Users at each level can perform different tasks that are shown in the following figure.

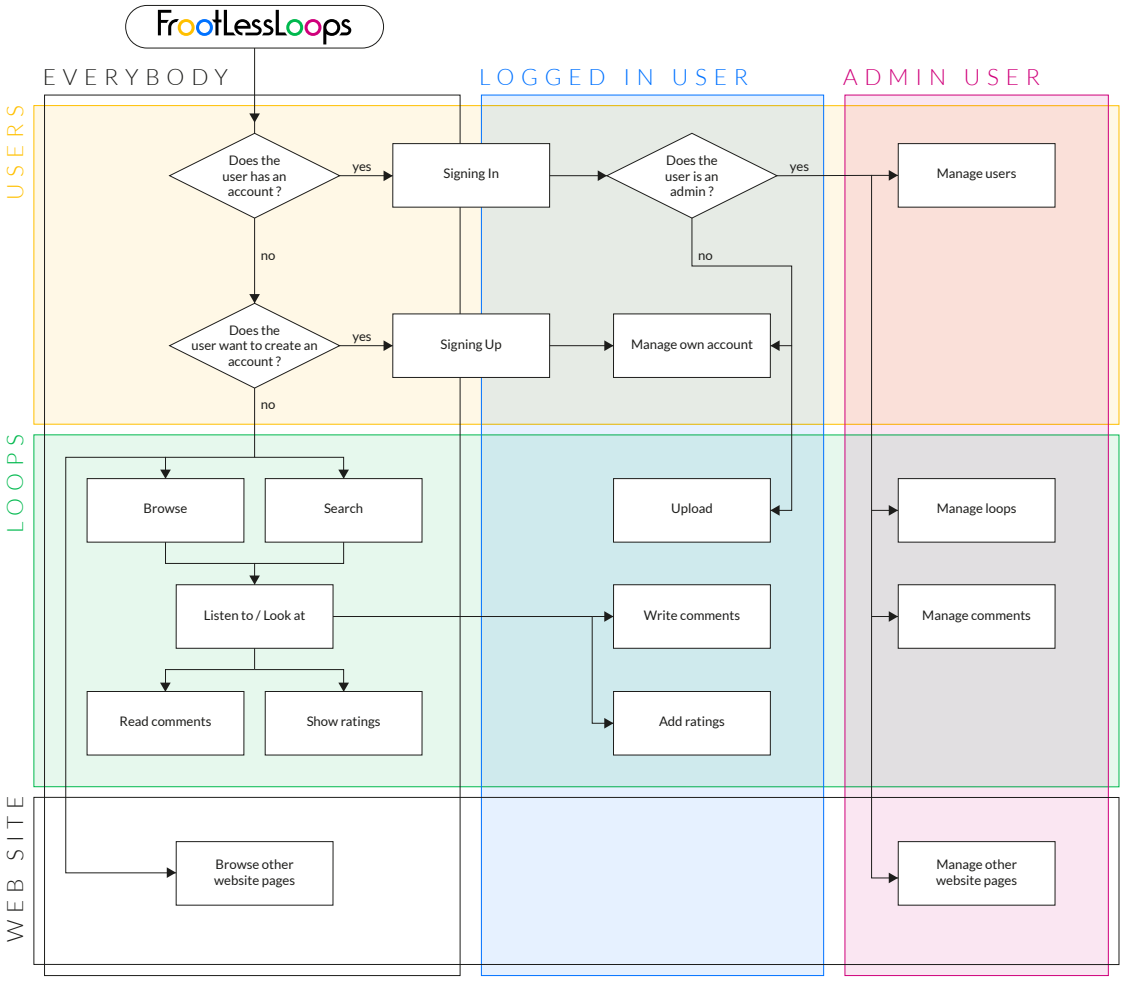


Fig. 01 – UX Flow chart

For the purpose of the beta version, the **user's management** has been **reduced to a drop-down menu** that allows testers to switch from one user to another allowing them to test all **different roles**.

UI / DESIGN

LOGO

The logo is a mix of inspirations coming from the **Kellogg's cereals** and **music notes**. The start point is the **Futura** font which is very **geometric** and whose 'o' is rounded.

FrootLessLoops

Fig. 02 – FrootLessLoops logo

WIREFRAMES

The layout was thought responsive. At first, the mobile version did not seem very important, but after creating some stories about what users could do on this web-site, the mobile version seems essential. For example, a game developer can choose loops by uploading them to the cloud while travelling to the office on the bus.

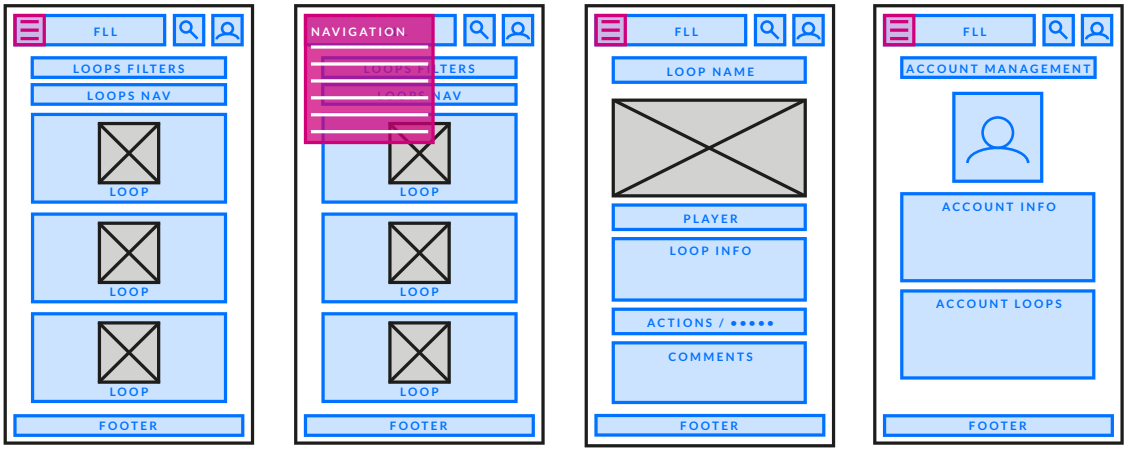


Fig. 03 – Mobile wireframe

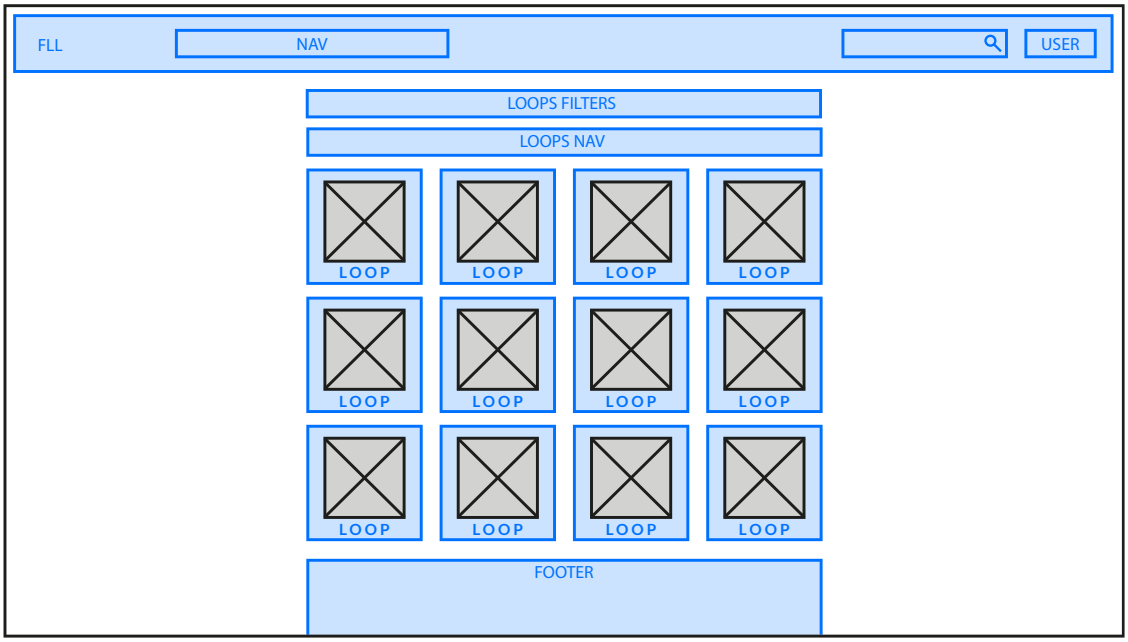


Fig. 04 – Desktop wireframe

UI DESIGN

Visual design is inspired by sound management sites of a technical nature.

I also wanted the coloured side of the logo to be found in the drawing without losing its strict nature nor to jeopardise its readability.

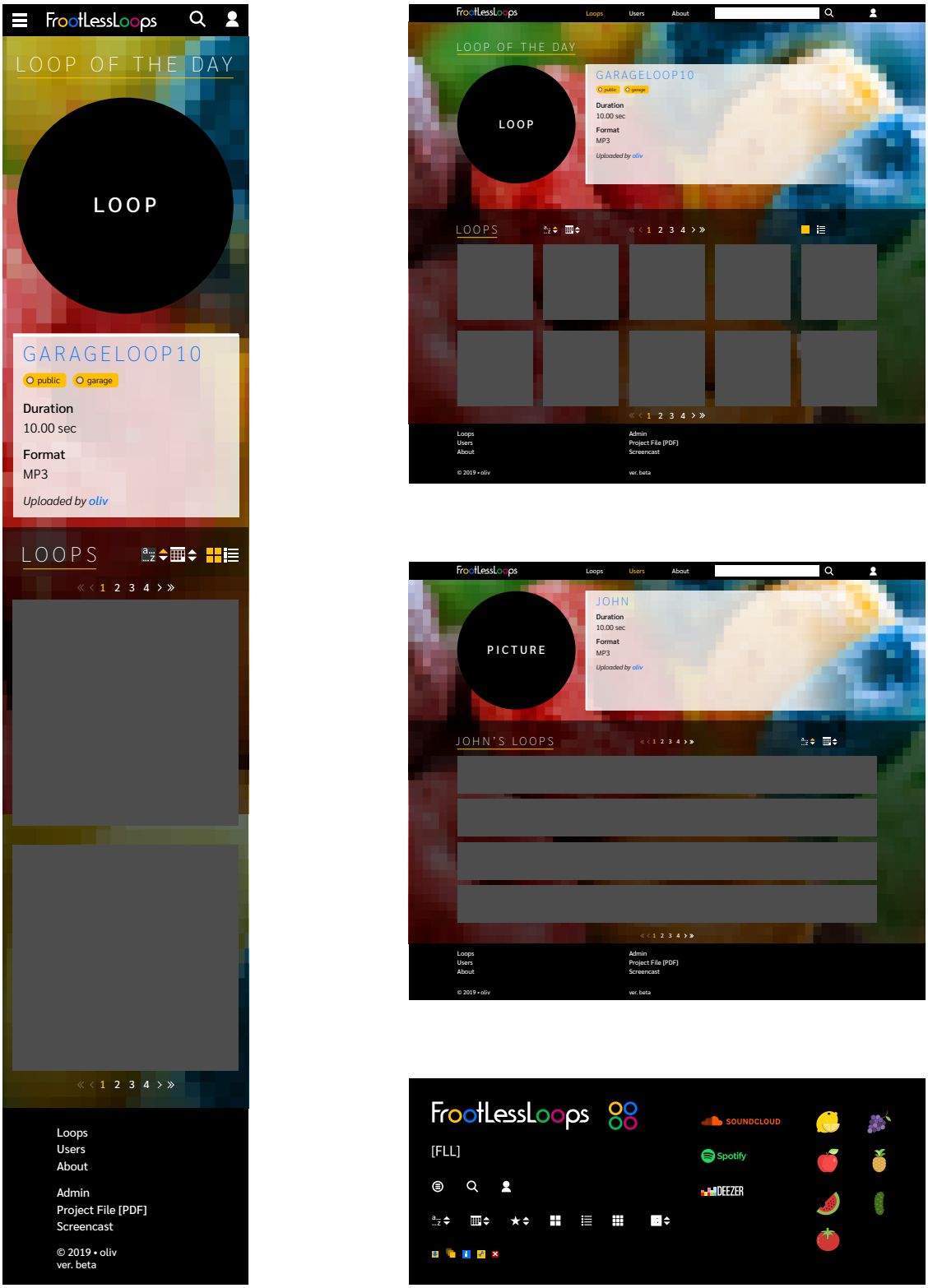


Fig. 05 – Desktop layout, mobile layout and vectorial elements

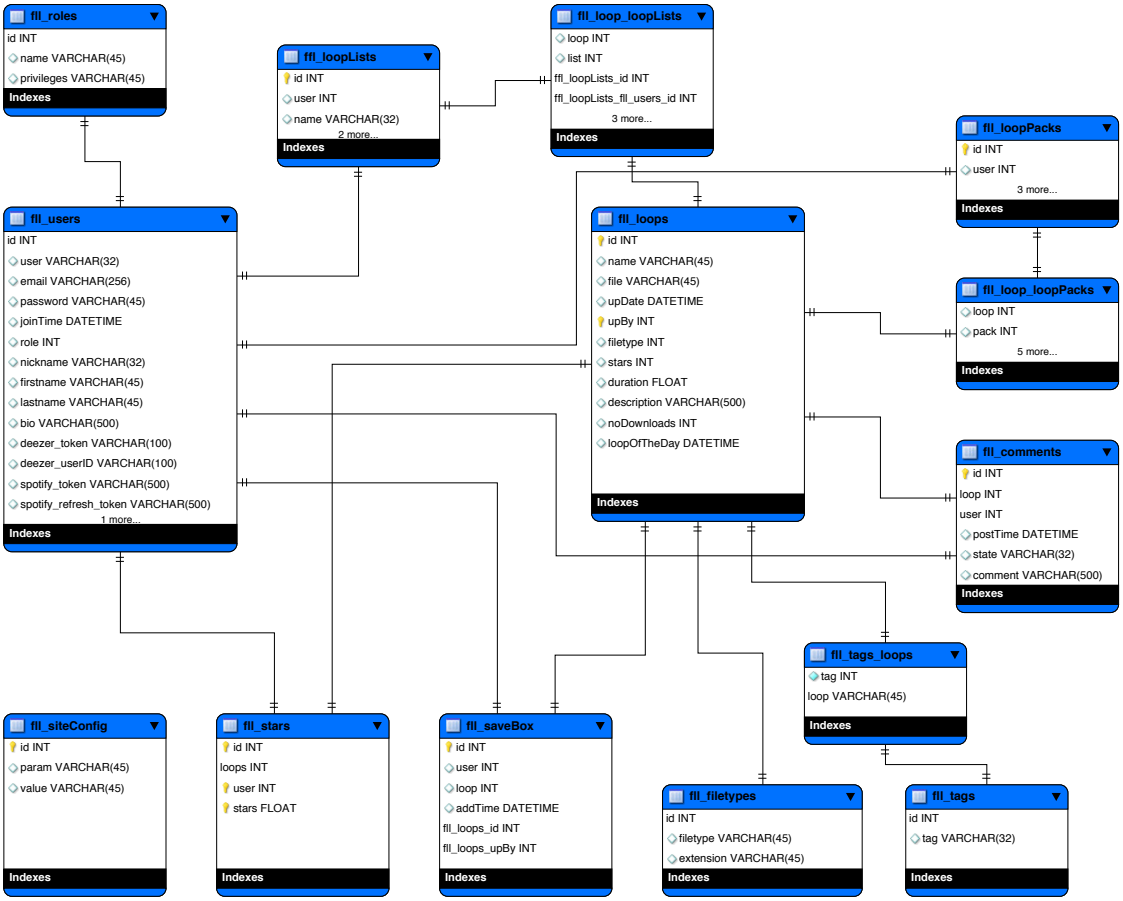


Fig. 06 – Database diagram

LANGUAGES / TECHNOLOGIES

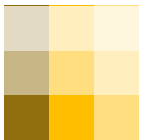
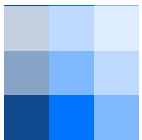
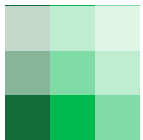
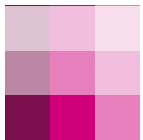
The back end part is managed with PHP and MySQL.

For its part, the interface uses HTML, CSS (SCSS) and JavaScript [JS].

All the code has been **commented** and these comments constitute the **documentation** for the different phases of development.

To make HTML more optimal and accessible, classes and ids have been used for CSS implementations, and data-x attributes are used for JS purposes.

A special effort was made on accessibility to ensure that people with disabilities also have full access to the site.

FRAMEWORKS

Fat Free Framework [F3], [https://fatfreeframework.com/] is in charge of the dynamic part of the web site.

BootStrap [https://getbootstrap.com/] for its part is used essentially for its grid and layout features to make the web site responsive.

Finally, **jQuery** [https://jquery.com/] is used to add more interactivity on the front end and to update pages' content with its **Ajax** functionalities.

API / PLUGINS

I used several different JS plugins. One of the most important of **P5.js**. This plugin is part of the **Processing** project. I used it to generate the waves (circular and linear) and the equaliser in the background of the website.

The **full list of JS plugins** can be found on the 'About' page of the website.

I wanted to implement the **SoundCloud API** to allow users to download their loops to and from SoundCloud, but unfortunately, SoundCloud does not accept new API applications at this time.

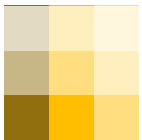
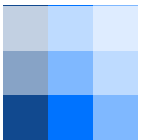
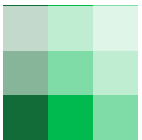
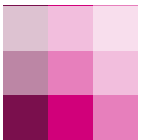
So, I decided to use instead the APIs **Spotify** and **Deezer**. But these APIs are not as useful as those of SoundCloud.

BETA PHASE

During development phases, security will not be given special attention. User authentification is handled with a simple **Session/Cookie**. For the final version, these features would be optimised and **CSRF Token** management would be added to secure Ajax requests and to **prevent SQL injections**.

The loops on the website were created by two of my friends, **Matteo Imbriani** and **Vincent Borcard**.

To perform the most complete beta test possible, I organized a **beta drink** session with some of my friends (test phase during which the testers are paid with the consumption :)). As my friends have different backgrounds, it allowed me to improve my project both at the **technical level** and at the level of **usability**.

AFTER THE BETA?

If I had to continue this project (I do not know yet if I will do it) my attention would be focused on the following points:

Priority points

- secured sign in / sign up system
- optimisation of usability
- improved security
- more elaborate administration
- code optimisation

Secondary points

- drag and drop system for uploading
- push notifications system for comments and stars
- add a rich text editor for the comments and the bios
- add a response function for comments
- standardisation of tag inputs
- improved wave generation

Word count : 791 words