



Style Guide

Typefaces

Navigation

Helvetica, #FFFFFF, 14pt

Page Headers <h1>

Helvetica, Sans Serif

#000000

Font-weight: bold;

Size: x-large;

Body Text <p>

Helvetica, Sans Serif

#000000

11pt

Color Palette



Hexidecimal:
#1E474A



Hexidecimal:
#7D2826



Hexidecimal:
#f18e1c



Hexidecimal:
#789192

Links

Text Links <a>

Size: 14pt, same as <p>

Color: #FFFFFF

Hover: #B08F8E

Visited color: #FFFFFF

Target: _self

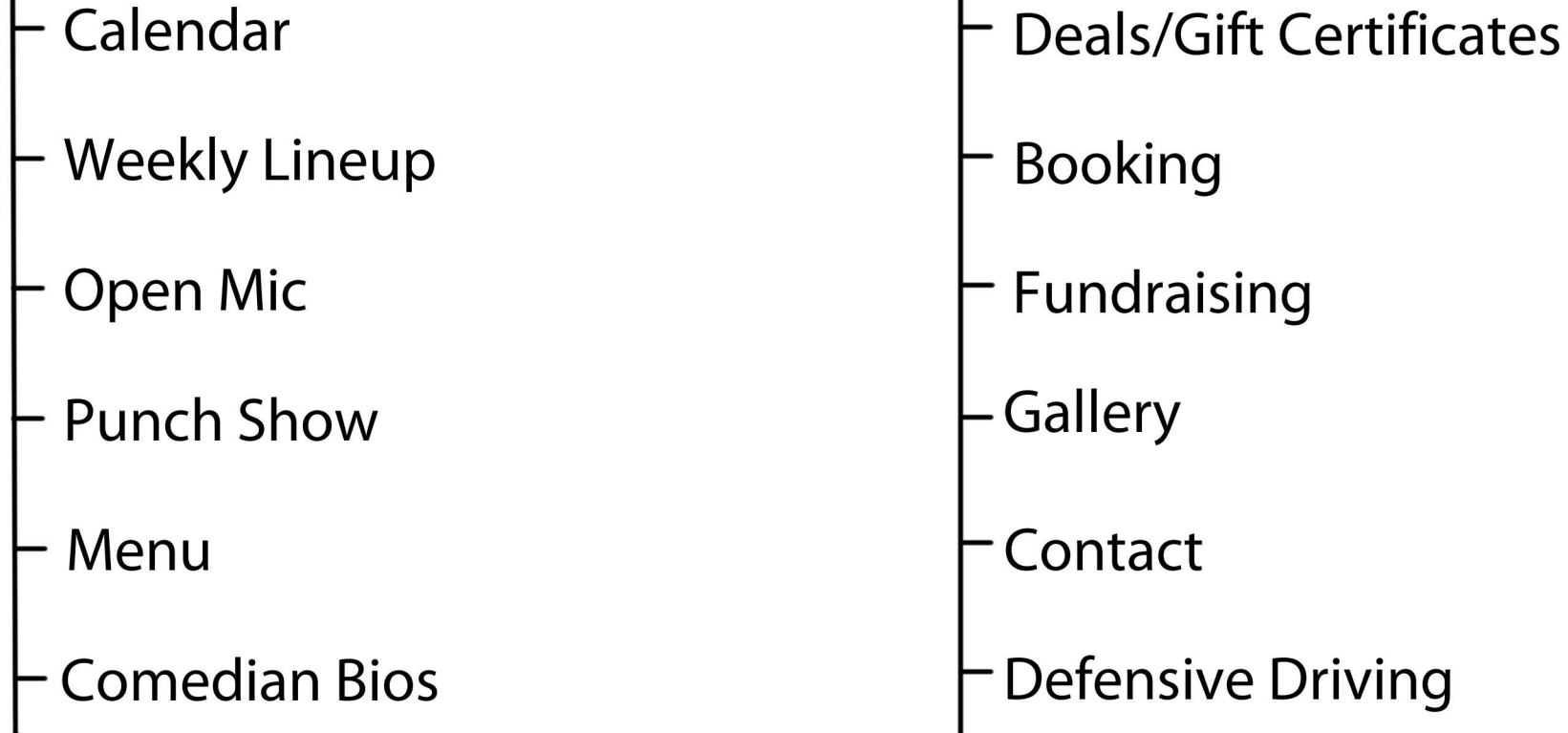
Image Links

Border: none

Navigation images: rollovers

Cap City Comedy Club - Site Map

Home



– Mailing List (pop-up)

– Seating Chart (pop-up)

– Error 404



Maintenance Guide

Home

Because we're not using PHP, the "active page" must be hard coded. For the index page that is done here by setting the Up/Over state to always "Over" (Down)

DO NOT modify the slideshow from the index.html page

Coming Attractions: populate a new `<option></option>` tag with the url of the linked page included in the `value=""` attribute and the text you want to display in between the `<option></option>` tag within the `<midbar>` tag.

Twitter widget: Small items can be edited from within the `<twitterfeed>` tag. Further details in HTML code.

Calendar

The Google Calendar is updated via logging into your google calendar

Upcoming Acts: This is where you will update all the upcoming acts buy tickets links should link to the tickets page. To add a new event, copy and paste from `<tr>` to `</tr>` and change information

Weekly Lineup

Each lineup event is contained within the `<lineupentry>` div.

Attraction name/date are placed in `<h2>` tags

The description of the event is in `<p>` tags

Image: The image corresponding to the event is placed in the image link within the `<lineupleft>` div

Slideshows

Large Image - 635 x 330 px

Small Images - 315 x 330 px

Image path is entered in `"img src="` area

Show dates are entered in `"show_date="` area

Link to the Bio or other page is entered in `"link="` area

Description of the event is entered in `"desc="` area

Images should be stored in:
flash/slideshow images/ in .jpg format

Gallery

Image Sizes:

Thumbnails must be 100 x 75 px

Full-size images are located:

Images > gallery_images

Thumbnail images are located:

Images > gallery_images > tn

To add additional images, copy/past the code that starts on line 112 between the `<a></a>` tags

Additional detailed instructions are located in the gallery.html source code

Bio Pages

Bio Image: Must be sized to 210 x 300 px

Bio name is placed in `<h1>` tags

Bio performing date is placed in `<h3>` tags

The bio is placed in `<p>` tags

Global-Asset List

Designer: Team		
Production Artist: Team		
HTML Programmer: Team		

Server Location for source images:

Source Filename:

HTML Page: www.capcitycomedy.com

[illegible]

[Home Page](#)

[illegible]

Weekly Events

Designer:	Cody Nutter	
Production Artist:	Cody Nutter	
HTML Programmer:	Cody Nutter / Bryan Makin	

Server Location for source images: /images

Source Filename:

HTML Page: weeklyevents.html

[illegible]

Tickets

Designer:	N/A	
Production Artist:	N/A	
HTML Programmer:	N/A	

Server Location for source images:

Source Filename:

HTML Page:

[illegible]

Special Events

Designer:	Jennifer Perez	
Production Artist:	Jennifer Perez/Bryan Makin	
HTML Programmer:	Jennifer Perez/Bryan Makin	

Server Location for source images:

Source Filename: /images

HTML Page: booking.html, fundraisers.html

[illegible]

Gallery

Designer:	Jennifer Perez								
Production Artist:	Jennifer Perez								
HTML Programmer:	Jennifer Perez/Bryan Makin								
Server Location for source images: /images/gallery_images, /images/lightbox_images									
Source Filename:									
HTML Page: gallery.html									
Asset Elements	File Format:	Width and Height	Path on Website	Filename	Placeholder	Team Approval	Ready for Integration	Final Approval	Catalog Number
lightbox bullet image	.gif	6 x 6	images/lightbox_images/bullet.gif	bullet.gif	na	x	x	x	
lightbox close image	.gif	26 x 26	images/lightbox_images/close.gif	close.gif	na	x	x	x	
lightbox closelabel image	.gif	66 x 22	images/lightbox_images/closelabel.gif	closelabel.gif	na	x	x	x	
lightbox loading image	.gif	32 x 32	images/lightbox_images/loading.gif	loading.gif	na	x	x	x	
lightbox nextlabel image	.gif	63 x 32	images/lightbox_images/nextlabel.gif	nextlabel.gif	na	x	x	x	
lightbox prevlabel image	.gif	63 x 32	images/lightbox_images/prevlabel.gif	prevlabel.gif	na	x	x	x	
gallery image 1	.jpeg	500 x 375	images/gallery_images/capcity01.jpeg	capcity01.jpeg	na	x	x	x	
gallery image 2	.jpeg	410 x 310	images/gallery_images/capcity02.jpeg	capcity02.jpeg	na	x	x	x	
gallery image 3	.jpeg	600 x 450	images/gallery_images/capcity03.jpeg	capcity03.jpeg	na	x	x	x	
gallery image 4	.jpeg	310 x 410	images/gallery_images/capcity04.jpeg	capcity04.jpeg	na	x	x	x	
gallery image 5	.jpeg	510 x 239	images/gallery_images/capcity05.jpeg	capcity05.jpeg	na	x	x	x	
gallery image 6	.jpeg	410 x 310	images/gallery_images/capcity06.jpeg	capcity06.jpeg	na	x	x	x	
gallery image 7	.jpeg	410 x 310	images/gallery_images/capcity07.jpeg	capcity07.jpeg	na	x	x	x	
gallery image 8	.jpeg	600 x 799	images/gallery_images/capcity08.jpeg	capcity08.jpeg	na	x	x	x	
gallery image 9	.jpeg	410 x 543	images/gallery_images/capcity09.jpeg	capcity09.jpeg	na	x	x	x	
gallery image 10	.jpeg	410 x 543	images/gallery_images/capcity10.jpeg	capcity10.jpeg	na	x	x	x	
gallery image 11	.jpeg	600 x 357	images/gallery_images/capcity11.jpeg	capcity11.jpeg	na	x	x	x	
gallery image 12	.jpeg	500 x 457	images/gallery_images/capcity12.jpeg	capcity12.jpeg	na	x	x	x	
gallery image 13	.jpeg	410 x 543	images/gallery_images/capcity13.jpeg	capcity13.jpeg	na	x	x	x	
gallery image 14	.jpeg	600 x 449	images/gallery_images/capcity14.jpeg	capcity14.jpeg	na	x	x	x	
gallery image 15	.jpeg	600 x 450	images/gallery_images/capcity15.jpeg	capcity15.jpeg	na	x	x	x	
gallery image 16	.jpeg	448 x 336	images/gallery_images/capcity16.jpeg	capcity16.jpeg	na	x	x	x	
gallery image 17	.jpeg	510 x 385	images/gallery_images/capcity17.jpeg	capcity17.jpeg	na	x	x	x	
gallery image 18	.jpeg	600 x 450	images/gallery_images/capcity18.jpeg	capcity18.jpeg	na	x	x	x	
gallery image 19	.jpeg	170 x 152	images/gallery_images/capcity19.jpeg	capcity19.jpeg	na	x	x	x	
gallery image 20	.jpeg	600 x 450	images/gallery_images/capcity20.jpeg	capcity20.jpeg	na	x	x	x	
gallery image 21	.jpeg	600 x 799	images/gallery_images/capcity21.jpeg	capcity21.jpeg	na	x	x	x	
gallery image 22	.jpeg	410 x 543	images/gallery_images/capcity22.jpeg	capcity22.jpeg	na	x	x	x	
gallery image 23	.jpeg	600 x 450	images/gallery_images/capcity23.jpeg	capcity23.jpeg	na	x	x	x	
gallery image 24	.jpeg	500 x 375	images/gallery_images/capcity24.jpeg	capcity24.jpeg	na	x	x	x	
gallery image 25	.jpeg	354 x 521	images/gallery_images/capcity25.jpeg	capcity25.jpeg	na	x	x	x	
gallery image thumbnail 1	.jpeg	100 x 75	images/gallery_images/tn/capcity01_tn.jpeg	capcity01_tn.jpeg	na	x	x	x	
gallery image thumbnail 2	.jpeg	100 x 75	images/gallery_images/tn/capcity02_tn.jpeg	capcity02_tn.jpeg	na	x	x	x	
gallery image thumbnail 3	.jpeg	100 x 75	images/gallery_images/tn/capcity03_tn.jpeg	capcity03_tn.jpeg	na	x	x	x	

gallery image thumbnail 4	.jpeg	100 x 75	images/gallery_images/tn/capcity04_tn.jpeg	capcity04_tn.jpeg	na	x	x	x
gallery image thumbnail 5	.jpeg	100 x 75	images/gallery_images/tn/capcity05_tn.jpeg	capcity05_tn.jpeg	na	x	x	x
gallery image thumbnail 6	.jpeg	100 x 75	images/gallery_images/tn/capcity06_tn.jpeg	capcity06_tn.jpeg	na	x	x	x
gallery image thumbnail 7	.jpeg	100 x 75	images/gallery_images/tn/capcity07_tn.jpeg	capcity07_tn.jpeg	na	x	x	x
gallery image thumbnail 8	.jpeg	100 x 75	images/gallery_images/tn/capcity08_tn.jpeg	capcity08_tn.jpeg	na	x	x	x
gallery image thumbnail 9	.jpeg	100 x 75	images/gallery_images/tn/capcity09_tn.jpeg	capcity09_tn.jpeg	na	x	x	x
gallery image thumbnail 10	.jpeg	100 x 75	images/gallery_images/tn/capcity10_tn.jpeg	capcity10_tn.jpeg	na	x	x	x
gallery image thumbnail 11	.jpeg	100 x 75	images/gallery_images/tn/capcity11_tn.jpeg	capcity11_tn.jpeg	na	x	x	x
gallery image thumbnail 12	.jpeg	100 x 75	images/gallery_images/tn/capcity12_tn.jpeg	capcity12_tn.jpeg	na	x	x	x
gallery image thumbnail 13	.jpeg	100 x 75	images/gallery_images/tn/capcity13_tn.jpeg	capcity13_tn.jpeg	na	x	x	x
gallery image thumbnail 14	.jpeg	100 x 75	images/gallery_images/tn/capcity14_tn.jpeg	capcity14_tn.jpeg	na	x	x	x
gallery image thumbnail 15	.jpeg	100 x 75	images/gallery_images/tn/capcity15_tn.jpeg	capcity15_tn.jpeg	na	x	x	x
gallery image thumbnail 16	.jpeg	100 x 75	images/gallery_images/tn/capcity16_tn.jpeg	capcity16_tn.jpeg	na	x	x	x
gallery image thumbnail 17	.jpeg	100 x 75	images/gallery_images/tn/capcity17_tn.jpeg	capcity17_tn.jpeg	na	x	x	x
gallery image thumbnail 18	.jpeg	100 x 75	images/gallery_images/tn/capcity18_tn.jpeg	capcity18_tn.jpeg	na	x	x	x
gallery image thumbnail 19	.jpeg	100 x 75	images/gallery_images/tn/capcity19_tn.jpeg	capcity19_tn.jpeg	na	x	x	x
gallery image thumbnail 20	.jpeg	100 x 75	images/gallery_images/tn/capcity20_tn.jpeg	capcity20_tn.jpeg	na	x	x	x
gallery image thumbnail 21	.jpeg	100 x 75	images/gallery_images/tn/capcity21_tn.jpeg	capcity21_tn.jpeg	na	x	x	x
gallery image thumbnail 22	.jpeg	100 x 75	images/gallery_images/tn/capcity22_tn.jpeg	capcity22_tn.jpeg	na	x	x	x
gallery image thumbnail 23	.jpeg	100 x 75	images/gallery_images/tn/capcity23_tn.jpeg	capcity23_tn.jpeg	na	x	x	x
gallery image thumbnail 24	.jpeg	100 x 75	images/gallery_images/tn/capcity24_tn.jpeg	capcity24_tn.jpeg	na	x	x	x
gallery image thumbnail 25	.jpeg	100 x 75	images/gallery_images/tn/capcity25_tn.jpeg	capcity25_tn.jpeg	na	x	x	x

Defensive Driver

Designer:	Ramon Hernandez	
Production Artist:	Ramon Hernandez	
HTML Programmer:	Ramon Hernandez	

Server Location for source images: /images

Source Filename:

HTML Page: dd.html

[illegible]

Punch Show

Designer:	Ramon Hernandez	
Production Artist:	Ramon Hernandez	
HTML Programmer:	Ramon Hernandez	

Server Location for source images: /images

Source Filename:

HTML Page: punchshow.html

[illegible]

Coupons

Designer:	Ramon Hernandez	
Production Artist:	Ramon Hernandez	
HTML Programmer:	Ramon Hernandez	

Server Location for source images: /images

Source Filename:

HTML Page: deals.html sub pop ups collegecoupon.html coupon2for1.html

[illegible]

Contact

Designer:	Cody Nutter	
Production Artist:	Cody Nutter	
HTML Programmer:	Cody Nutter	

Server Location for source images: /images/gallery_images

Source Filename:

HTML Page: contact.html

[illegible]

Quality Assurance

Client: Cap City

Project: Site Re-design

Team Members: Justin Brownell, Jennifer Perez, Bryan Makin, Cody Nutter, Ramon Hernandez

Author: Team

Date: Dec 11, 2010

Scope

The client and team have agreed to complete the following testing.

Prototype

The prototype will be tested with three focus groups comprised of client, comics and development team. Feedback from the prototype testing will be used to confirm the visual design, content style, and functionality. The testing will be focused on design and usability of the re-designed site. The prototype will be demonstrated to the groups as a whole and there will also be one-on-one interaction with the client.

Informal Usability Testing with the Prototype

In order to keep the budget on track, usability testing of the interface will be conducted informally among friends and colleagues of the client and design team. This is an informal test; the results will not be scientific. This should provide a reliable sample on which to base usability decisions.

Developmental Testing

Component Testing

The developers will test each component as it is built on their own machine and then on a separate test machine. Components must be bug-free before they can be integrated into the final system.

System Testing

N/A

Acceptance Testing

The client will review and approve the product at these stages: prototype, and final release. The design team's review will focus on adherence to visual design, error-free content, and graphics, efficient operation on target platform, and bug-free operation.

Schedule and Resources

Testing should follow the schedule below, which also indicates resources.

Prototype: The design team will submit and review site's prototype by Friday 11/19/2010. Bryan, Jennifer and Justin must be present. Justin will document the findings from the prototype testing by 11/19.

Informal Usability Testing: This will occur at the homes of designated team members during the evening of 11/22. Said team members will take notes and discuss during class. Summer will have the client, friends of, and comics test during Thanksgiving week.

Component Testing: This will be conducted by the design team as each component is completed sometime over the course of 11/16 through 12/11.

System Testing: N/A

Acceptance Testing: The client will review the product on the following dates: prototype 11/19, final product 12/14. Summer will be present for both reviews.

Platform and Standards

Platforms

The prototype and informal usability testing will be conducted with the machine available. Persons involved will be asked to note machine specifications for performance comparisons.

Development Testing: Components will be conducted on design teams development machine and the team's test machine. The team's testing machine is a PC-running Windows Vista, Netbook running Windows XP, PC-running Windows 7 and a Mac running OS-X configured to the minimum specifications in the technical requirements.

Acceptance Testing: The client will be testing all phases on their desktop PC, which meets the minimum standards specified in the technical requirements document.

Standards

Testers will employ a bug/defect tracking reporting system during their system testing. The following classification system will be used to report bugs:

System: N/A

Functional: This notes items that do not work (a button is dead) or do not work as expected (a button takes you to the wrong place).

Creative: This designates any copy, content, or graphic errors such as typos or poorly compressed graphics.

Usability: This classification is for any ease-of-use errors such as becoming lost in the program, uncertainty about which button to click, or unreadable screen text.

In addition to the priorities established by the classification, each bug should be given a priority rating within the classification:

1 – High: The bug must be fixed in order to proceed with testing. 2 – Medium: The bug should be fixed before the release, but it does not interfere with testing. 3 – Low: It would be nice to fix the bug, but it is not a priority for this release. 4 – Next Version: This is not really a bug, but ideas and comments about future improvements should be noted.

Cap City Comedy Club Redesign Budget								
Budget:	25,000.00							
Budget with contingency (15%)	28,750.00							
Job #	1.00							14,300.00
Start Date:	10/19/10							
Delivery Date:	12/14/10							14,300.00
% Completion:								
% of Budget:								
Total Hours:	156.50							
Team:								
Rates:	Principal 200.00 Est.	200.00 Act.	Cody 40.00 Act.	Ramon 40.00 Act.	Jennifer 40.00 Act.	Justin 40.00 Act.	Bryan 40.00 Act.	Misc 0.00 Act.
PHASE I: Discovery and Strategy								
Scoping Questionaire	2		0.25	0.25	0.25	0.25	0.25	
Competitive Analysis	1		0.5	0.5	0.5	0.5	0.5	
Strategy Brief	1.00		0.25	0.25	0.25	0.25	0.25	
User Personas	1.00		0	0	0	0	1	
Total Hours:	5	0	1	1	1	1	2	0
Rates Per Hour:	200	200	40	40	40	40	40	0
Cost Per Category:	1000	0	40	40	40	40	80	0
Estimated Total Cost:	1030							
Actualized Total Cost:	240							
PHASE II: Design and Specification								
Interface Design	24	25	4	4	6	5	6	
Design Document	10	2	0	0	2	0	0	
Functional Interface	16	20	4	4	4	4	4	
Asset List	2	2.25	0.25	0.25	1	0.5	0.25	
Quality Management	5	1	1	1	1	1	1	
Total Hours:	57	50	9	9	14	11	11	0
Rates Per Hour:	200	200	40	40	40	40	40	0
Cost Per Category:	11400	10050	370	370	560	420	450	0

[illegible]

Gantt Chart									

[illegible]

Cap City Comedy Redesign: Work Breakdown Structure

1 Plan

- 1.1 Assign Roles (wk2)
- 1.2 Work Breakdown Schedule (wk2/Bryan)
- 1.3 Create Gantt Chart (wk3/Bryan)
- 1.4 Create Budget (wk3/Bryan)
- 1.5 Scoping Questionnaire (wk4/Cody)
- 1.6 Competitive Analysis (wk4/Cody)
- 1.7 Strategy Brief and User Personas (wk4/Cody)

2 Design

- 2.1 Interface Design
 - 2.1.1 Initial Mock ups (wk2/all)
 - 2.1.2 Revised Mock ups (wk3/all)
 - 2.1.3 Finalize Interface Design (wk4/all)
- 2.2 Design Document
 - 2.2.1 Navigation Chart (wk4/Bryan)
 - 2.2.2 Wireframes (wk4/Ramon)
 - 2.2.3 Style Guide (wk4/Cody)
- 2.3 Functional Interface (wk5/all)
- 2.4 Asset List (wk6/all)
- 2.5 Quality Management Document
 - 2.5.1 Initial Draft (wk6/Justin)
 - 2.5.2 Final Draft (wk7/Ramon)

3 Develop

- 3.1 Prototype (wk7/all)
- 3.2 User Testing Plan (wk8/all/Summer)
- 3.3 Finalize Project
 - 3.3.1 Test & Debug (wk8-10/all)

4 Deliver

- 4.1 Final Project Presentation (wk11)