

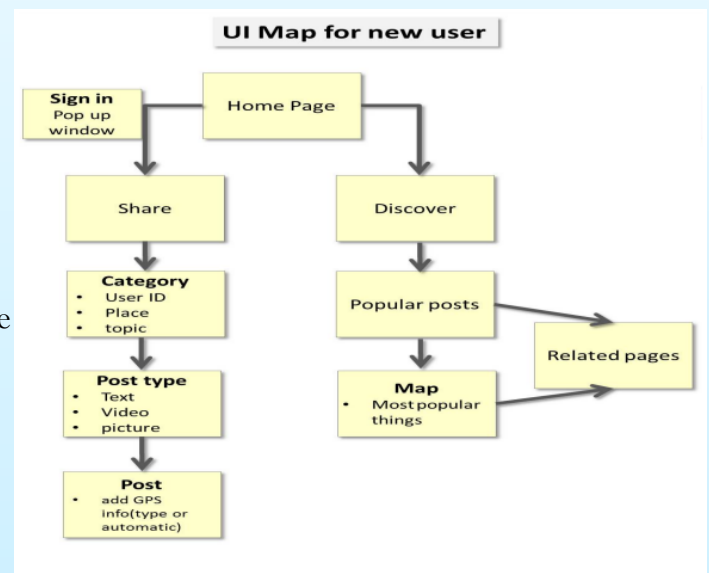


Design Brainstorms

Our team got together in order to discuss what would be the best way to implement what the client wants and what platform(s) we should focus on. We needed to research what would be the most feasible in terms of, time for implementation and accessibility and we also had to discuss what our target demographic would be. After doing some research we decided that the best path to take would be to develop a website utilizing HTML5, Javascript and PHP. This website would also have a mobile version which can be accessed on smart phones.

Website UI Mapping/Navigation

Later in the week, the team met to plot out the possible navigation of the website. Based on the client's requirements, the website would have two main functions. Sharing, which allows for a user to share information by posting videos, images or text; and Discovering, which allows a user to be able to search through items posted on the site by other users and find new things to do and see in Osaka. We used these two major requirements to aide us in forming a "skeleton" about how a user would navigate the website.



Website Server Research

Since we chose to develop a website for our project, we needed to determine what type of web server environment would best suit our needs. We also needed to consider the server environment that our clients would possibly host the website on after we hand it off to them at the end of the semester. Our programmers suggested an Apache server environment, which was ok with our clients. This environment is now being prepared for development; during this time our programmers are working on developing a mock website using a local WAMP server installation.