

The tasks involved in building a web site could be broken down into the following:

1. Defining a site
2. Planning a site
3. Building a site
4. Publishing and promoting a site
5. Evaluating your site
6. Redefining, planning, rebuilding, republishing and promoting again
7. Re-evaluating again

These resources refer to defining and planning a site

Defining a site

Initial questions to consider

http://www.efuse.com/Start/taking_the_plunge.html

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- Why are you building the site (Aims and Objectives)
- What is the site about?
- What is the main function of the site?
- Who are your target audience?
- How much time do you have? (Time Management)

http://www.efuse.com/Plan/this_site_from_scratch_ii_-_de.html

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As you start to design and plan the site you need to think about specifics of working for the web

http://www.efuse.com/Design/top_10_dos_and_donts.html

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Concise helpful list of dos and don'ts about web design consider these from the very beginning

Planning a site

Once you've considered all of the questions above it's time to start planning the site

http://www.efuse.com/Plan/site_planning_basics.html

Web Monkey

Planning information structure and content of your site

http://hotwired.lycos.com/webmonkey/templates/print_template.html?meta=/webmonkey/98/28/index3a_meta.html

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Structuring and organising content

Storyboarding

Once you've defined what your site is about and considered some initial design issues it's time to plan the site structure.

Your storyboard will act as a skeleton structure for the rest of the site – it will visually show how all sections and pages are linked together. This will define what links you need to have on each page.

What is a storyboard? What does it look like?

<http://nmc.loyola.edu/students/story.html>

Excellent one stop story board example

http://ourworld.compuserve.com/homepages/adrian_mallon_multimedia/story.htm

What is a storyboard and what do you need them for? This is quite an old site and refers to CD-Rom based multimedia, the principles of planning and structure are the same.

http://ourworld.compuserve.com/homepages/adrian_mallon_multimedia/flowchar.gif

Example of what a flowchart (in this case for a CD-Rom looks like)

A more detailed example of a storyboard

If you wanted to create a more detailed storyboard you could think about adding the following to each section or page

- Page contents
- Titles and information to be stored on each page
- Any graphical icons the page will include
- Any photographic or scanned images
- A navigation bar

Site Structure

<http://info.med.yale.edu/caim/manual/interface/interface.html>

Yale Guide to Web Style

Considering site structure and navigation

How designers Design

<http://www.wpdfd.com/wpdfcase.htm>

The author of WPDfD guides readers through the development of the telegraph web site