CS335 Lab – User interfaces design

Monday 20th and Wednesday 22nd March

In this lab, we design some GUI for the Rental Video application. We are designing the GUI for the Booking online component/Use case. This use case allows the user to place a rental order, they will collect the videos at the shop.

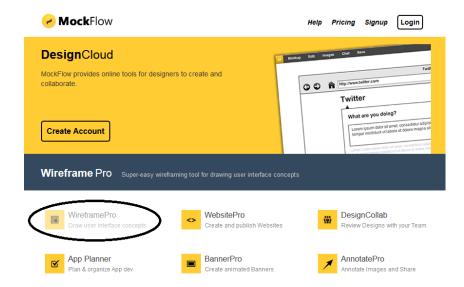
Data related to this function includes User (login details), Video details (images, title, actors, etc.), and Rental -Rental details (Rental number which is automatically created, Date, video items)

In this exercise, we create the following GUI:

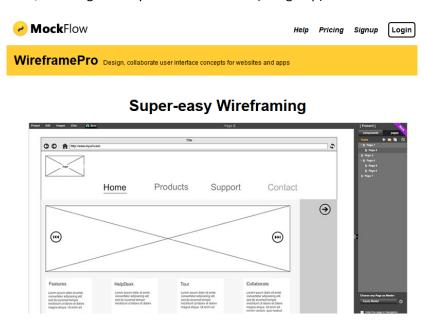
- 1. Home page with links for Sign in/Sign up
- 2. Sign in page which includes User email address, User password and 1 button Sign in
- 3. Rental page which allows user to select the video to rent, it should display the user login name at the top right of the page, a search function is included in this page, allow the user to search DVD by title. Beside, a list of the recent videos are also displayed on the page with a check box beside, user can select the videos they want to rent by click on the check box. Otherwise, the result of search function is also displayed on the page. Users can choose several videos to rent.
 - There is a button or link "Place rental" at the top of the page. User clicks that button to make a rental, which navigates to a new page called Placing order page
- 4. Placing order page summarises the videos selected, user can change their mind by remove items from the list. The form displays also the date users need to collect the videos and an estimated total fee for a usual rental period (1 week).
 - It also displays a calendar which allows users to adjust the return date, a new estimated total fee is displayed based on the new return date.
 - The button "Confirm" at the bottom of the page allow to create the rental and an email is sent to user to confirm the rental order.

You are asked to design the user interfaces using MockFlow (http://www.mockflow.com/)

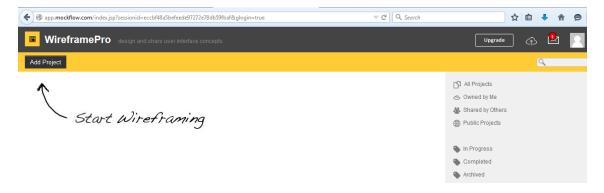
MockFlow is a free online user interface design app. You can sign up, or sign in with Google email account.



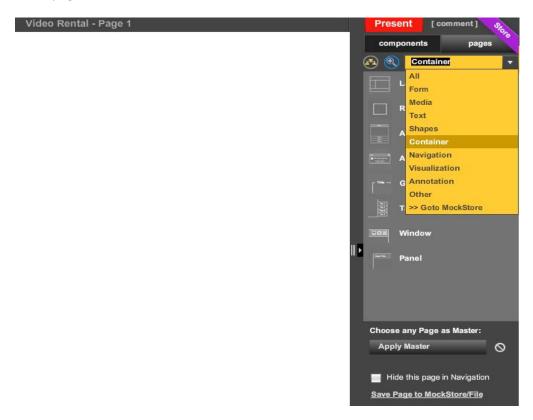
Select WireframePro, then Login with your Gmail address (or sign up) .



After login, you should get to this page, then select Add Project, name it as Video Rental (choose from Scratch). A free account is offered only one project and 4 pages.



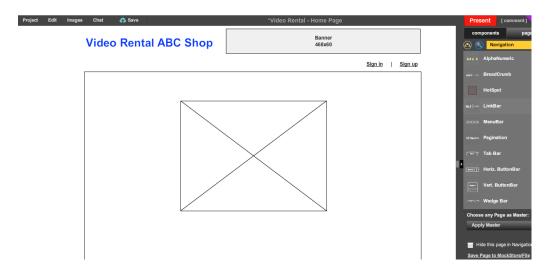
On the right side of the page, there is a list of GUI components grouped by objects such as Form, Container, Navigation, etc. Each object group contains various GUI component/elements from which we can choose. For example, in order to draw a button, you select Form, then drag Button to the white page on the left side.



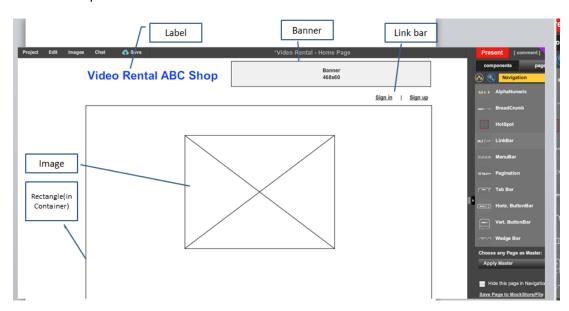
In order to change a page name, click on pages tab (next to components tab), rename it with a new name.

1. Create Home page

The first page Home for Sign in/Sign up can look like this

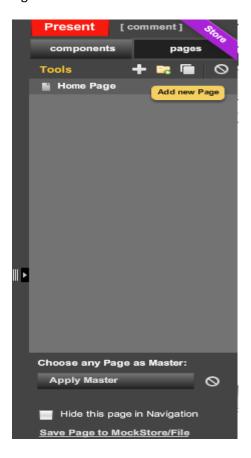


The GUI components used for this GUI are:

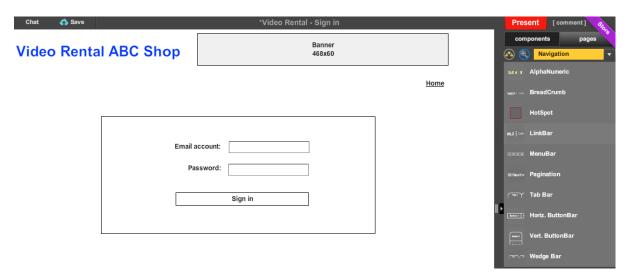


The image can be a background image about the shop.

Create a new Page named Sign in. In order to create a new page, select pages then click on the Plus sign.



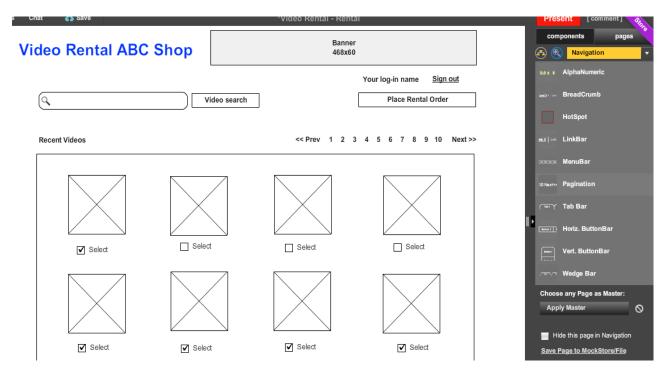
2. Create Sign in page



Components used for this page are Textinput, Label, Button and Linkbar.

3. Create Rental page

Create a new page, named it as Rental and design the page, it may look like this:



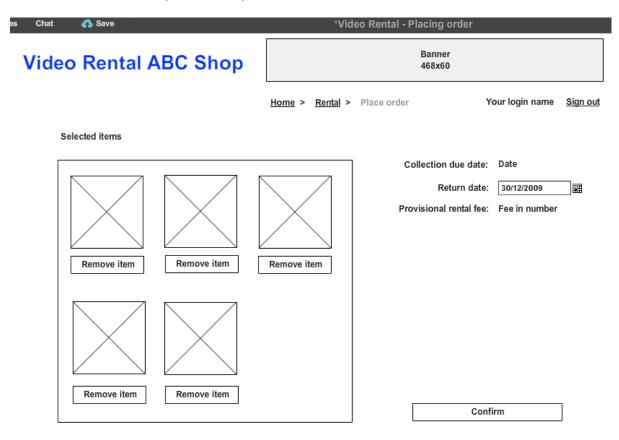
Search component is in "Other" group.

Pagination component is in "Navigation" group.

Check box component is in "Form" group. Images are video images.

4. Create Placing order page

Now, create a new page and name Placing order. The page displays selected videos and calculate rental fee. The fee is changed according to the return date.



When the user clicks "Confirm", an email will be sent to the user to confirm the Order.

- The project is saved to your account (Menu Project/Save). You can export the interfaces to a pdf file (Menu Project/Export).

<u>Note:</u> These interfaces are suggested interfaces, you can design them differently but they should contain/display enough information. For example, when user clicks on the image of a video, another popup window should appear and display detail information of the video.