**Project Execution Plan**

**Key Components of the Prototype UI**

**1. Login Screen**

* **Elements**:
  + Logo and App Name
  + Username and Password fields
  + "Forgot Password?" link
  + Login button
  + Sign-up link for new users
* **Notes**: Ensure the interface is accessible, with clear labels and sufficient contrast.

**2. Dashboard/Home Screen**

* **Elements**:
  + Overview of the monitored person’s status (safe, wandering, in a dangerous zone)
  + Map showing the location of the monitored person
  + Alerts and notifications section
  + Quick access buttons for common actions (e.g., set safe zones, view history)
* **Notes**: Prioritize easy navigation and real-time updates.

**3. User Profile Screen**

* **Elements**:
  + Personal details of the person being monitored
  + Medical information and relevant notes
  + Emergency contact information
  + Option to update information
* **Notes**: Ensure sensitive information is securely handled.

**4. Safe Zone Settings Screen**

* **Elements**:
  + Map interface to define safe zones
  + Option to add, edit, or delete safe zones
  + Radius settings for geofencing
  + Confirmation button
* **Notes**: Provide intuitive map interactions and clear instructions.

**5. Alerts & Notifications Screen**

* **Elements**:
  + List of recent alerts (e.g., leaving a safe zone, entering a dangerous area)
  + Timestamp and status (resolved/unresolved)
  + Option to mark alerts as resolved
* **Notes**: Use colour coding for urgency levels.

**6. History & Reports Screen**

* **Elements**:
  + History of movements and alerts
  + Date and time filters
  + Export option for reports
* **Notes**: Ensure data is easily interpretable.

**7. Settings Screen**

* **Elements**:
  + Account settings
  + Notification preferences
  + App settings (e.g., language, privacy options)
  + Help & Support
* **Notes**: Include clear descriptions and user-friendly toggles.

**Designing the Prototype in Figma**

1. **Create a Figma Project**:
   * Set up a new project in Figma.
   * Define the main frame sizes for different devices (mobile, tablet, desktop).
2. **Design Components**:
   * Start with designing reusable components like buttons, input fields, and navigation bars.
   * Use Figma’s component and variant features to manage different states (e.g., active/inactive buttons).
3. **Wireframing**:
   * Begin with low-fidelity wireframes to layout the structure of each screen.
   * Focus on positioning and user flow without worrying about detailed design elements.
4. **High-Fidelity Prototyping**:
   * Once the wireframes are approved, move on to high-fidelity designs.
   * Add colours, typography, icons, and images.
   * Use Figma’s design system features to maintain consistency across screens.
5. **Interactions & Prototyping**:
   * Link screens using Figma’s prototype mode to define interactions and transitions.
   * Add animations and micro-interactions where necessary (e.g., button presses, transitions between screens).
6. **Usability Testing**:
   * Use Figma’s prototyping tools to simulate real user interactions.
   * Gather feedback and make iterative improvements.
7. **Handoff**:
   * Use Figma’s collaboration features to share the prototype with team members and stakeholders.
   * Prepare design documentation and style guides for developers.

**Additional Considerations**

* **Accessibility**: Ensure the design is accessible to users with different abilities. Consider colour contrast, text size, and alternative text for images.
* **Responsive Design**: Plan for different screen sizes and orientations.
* **User Testing**: Conduct usability testing sessions to gather feedback and refine the design.

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| **Risk Rating Index** | **Risk Rating** | **Description of the Risks Involved** | **Proposed plans to handle the Risks** |
| 4 | High | **Team Member becomes unavailable:**  It is possible for team members to become unavailable because of personal crises or an illness. | Creating a flexible job assignment system and having a list of backup team members who are available to step in; promoting a healthy work-life balance and communicating any difficulties promptly to all team members, well ahead of time. |
| 4 | High | **Possible technical difficulties with Software and Tools**:  Figma tool is planned to be used for the User Interface prototype creation. Unfamiliarity or lack of background in this tool can lead to delays in project delivery and can affect project quality. | Lectures shared in the canvas portal is a great starting point to start working on. Communicating openly about issues and seeking support from team members can great help. Technically experienced team members can give guidance, suggestions and direction to other members so that they can look to fill in their knowledge gaps. |
| 3 | Medium | **Incorrect communication:**  This issue might happen when team members or do not communicate effectively when they are required to, and can lead to project design and content related errors | Usage of clear and complete documentation throughout the prototype design and development is mandatory. Meeting minutes are to be saved and prompt action items are to be assigned. Project management tools such as Trello to be used for transparency and logging of weekly tasks. |
| 5 | Extreme | **Delay or issue with Main project Delivery:** This could occur due to improper planning and management, lack of technical skills or due to improper concept design of the prototype. | To manage this risk, explicit project timetables are to be created, and internal deadlines are to be set well in advance of the final due date. Frequent progress monitoring and status meetings are to be held to detect and address difficulties early on. Tasks need to assign a priority rating and worked upon accordingly. A minimum viable product should be developed and verified to ensure on time delivery of the final prototype. |
| 3 | Medium | **In-accurate Context of Use leading to final design misalignment with the actual user needs:** This can happen due to improper or inadequate user research, where the designed prototype does not actually fulfil the needs of the users. | Using an Agile methodology, frequent usability testing sessions are to be scheduled; end users are to be actively engaged in the design process; designs are to be iterated in response to feedback; and feedback implementation is to be recorded and tracked. |
| 4 | High | **Deviation of Project scope:** Uncontrolled alterations or growth of the project scope, resulting in delays and resource strain. | The project scope and design, once finalized, can have minor iterative updates and changes as needed. However, the fundamental aspects and core principles of the prototype, derived from the original user requirements, are to be preserved and not altered. |
| 2 | Low | **Failure / Interruptions with design software and tools:** The online version of the prototype being worked upon can become inaccessible if there is any technical issue with the FIGMA or MS TEAMS. | This is issue most probably not going to happen as FIGMA and MS TEAMS has a great software and maintenance support. However, it is always best to keep a local copy of the important version of the documents and the prototype on each team members system. |
| 3 | Medium | **Conflict/non-agreement between team member on project design choice and decisions:** Different team members want to implement different design ideas which might conflict with one another | Regular casual talks with team members can be held to avoid misunderstandings and ensure that everyone is focused on the same goal. Open communication will be encouraged, data and user input will be utilized to make decisions, and a clear decision-making process with a designated lead for final decisions will be created. |

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| --- | --- | --- | --- | --- |
| Probability of the Risk event | Impact of the Risk Event | | | |
| Low - 2 | Medium - 3 | High - 4 | Extreme - 5 |
| Improbable / Highly unlikely | Failure / Interruptions with design software and tools |  |  |  |
| Might be probable |  | Conflict/non-agreement between team members on project design choice and decisions | Deviation of Project scope | Team Member becomes unavailable |
| Probable |  | In-accurate Context of Use leading to final design misalignment with the actual user needs | Possible technical difficulties with Software and Tools: | Delay or issue with Main project Delivery |
| Highly Probable |  | Incorrect communication |  |  |

To manage any delays or challenges with the main project delivery, create explicit project timetables and set internal deadlines well in advance of the final due date. To detect and address difficulties early on, hold frequent progress monitoring and status meetings. Ensure that the team and stakeholders communicate effectively in order to manage expectations and deliver updates. Make contingency plans for critical milestones and tasks, and set aside extra time to deal with unanticipated obstacles. Prioritise vital activities and resources to stay focused on the most important outcomes.

Proper project timetable and