

CS361: Assignment 3: UI Design with the Inclusivity Heuristics (for Milestone #1)

# Overview

Part 2 of your plan for Milestone #1: Design the UI for the implementation you will do during Sprint 1. This is NOT required to be graphical (e.g., could be text-based). Remember your Milestone #1 Main Program implementation must offer value to users!

# Instructions

Complete each item below by replacing the highlighted text (**Usability note**: double-click the text to select it).

Create a **sitemap diagram**, **wireframe**, and **paper prototype** of Milestone #1’s UI design.

The user interface does NOT have to be graphical. It can be text-based, speech-controlled, etc.

You can change your design later if you want to.

This assignment has four parts:

* Part 1: Sitemap Diagram (high-level structure of UI design)
* Part 2: Wireframe (placeholder design components added to sitemap diagram)
* Part 3: Paper Prototype (all content added to wireframe)
* Part 4: Inclusivity Heuristics Justification (convince your grader that your paper prototype reflects each and every heuristic)

# Part 1 – Sitemap Diagram

First, create your sitemap diagram. A sitemap diagram communicates the high-level structure of your UI screens/views (or, if your UI doesn’t have screens or views, it could instead communicate its different states). It should include every screen / user-facing view and how they connect. It should not include lower-level details such as UI design components or content.

1. Paste **scan(s) / photo(s) / screenshot(s)** of your **sitemap diagram** below.

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# Part 2 – Wireframe

Next create the wireframe. You’ll now expand on your sitemap diagram to include design components that users may interact with and placeholders for content that will be added. This should also include every screen / user-facing view.

1. Paste **scan(s) / photo(s) / screenshot(s)** of your **wireframe** below.

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# Part 3 – Paper Prototype

Now that you’ve created your sitemap diagram and wireframe, you should have a good idea of what information you’ll need to include and how a user might interact with your project. Next, create your paper prototype by filling in all content. There should not be any placeholders at this step.

**Low to medium-fidelity** is acceptable and appropriate. Your prototype should include EVERYTHING you plan to implement for your Main Program. Every screen, every prompt, every line of text, etc.

**Requirements for paper prototype:**

* Includes **every** screen / **user-facing view** that you plan to implement during Sprint 1.
* Every screen / user-facing view is **complete**, showing all you plan to implement for your Main Program. No placeholder boxes or squiggly lines. No links that go nowhere. No references to commands/screens/etc. that won’t be implemented during Sprint 1.
  + *Reminder*: Your Main Program will need to be a working piece of software that offers value to users; it cannot be partially-working or incomplete. Therefore, your paper prototype must also be complete and appear to depict software that offers value to users.
* Uses **annotations** or **unique IDs** to indicate where each heuristic is **correctly reflected** in the paper prototype. These IDs will need to be included in Part 4. (Ex: if a button reflects a heuristic, put an arrow next to it and write IH#n and a unique ID. For the unique ID you can use something such as P4.2, indicating page 4 and the 2nd heuristic shown on that page).
* Must **reflect each Inclusivity Heuristic** in at least one way.
* Must have **no obvious violations of the Inclusivity Heuristics**. Graders will look at your work but won’t spend all day scrutinizing it!

Paste **scan(s) / photo(s) / screenshot(s)** of your **paper prototype** below.

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| The following was initially typed in word, as a paper prototype to purely CLI based menu.   1. Login   Welcome to Ashton Haviland’s Study’n Track application!  To login, please enter Username, followed by password.  To create a new account please type Create.  Username:\_\_\_\_\_\_\_\_\_  (initially hidden)Password:\_\_\_\_\_\_\_\_\_   1. Create Account   Create Account  To create a new account, please type Username and password.  Once finished type Create Account.  To cancel account creation, type back.  Username:\_\_\_\_\_  Password:  Re-enter Password:   1. Home page   Study’n Track  Welcome to Study’n Track note taking app! Your one stop shop to Notes, tracking media, and study timers. This application aims to help you study, track your media consumption and provide notes, as well as inbuilt timing functionality to really ramp up your time spent studying! To view notes, type “Notes”, to view media, type “Media”, and to access the pomodoro timer, type “Timer”. You can log out of your current account by typing “Logout”.   1. Notes   Welcome to the notes section, here you can create subjects in which to store notes, and access the subjects for review. To create a subject, type “Subject Create”, to access a subject, type the name of the subject. To return to the homepage, type “Home”.  (Display Subjects of notes)   1. Create Subject   Welcome to the creation of a subject. Please input subject name, followed by a brief description. To return to notes, type “Notes”.  Subject Name:  Subject Description:   1. Subject(placeholder name)   Welcome to your notes on \_\_\_\_\_. (Insert description) To review a note, type the name of the Note, to update the note, type “Update”. To delete the note, type “Delete”. To return type “Notes”  (Displays note names here)  Input:   1. Create Note   Welcome to note create, please input the name and description of your new note. To return to (insert subject here), please type (Subject name).  Name:  Description:   1. (Note name)   Welcome to your note on \_\_\_\_\_. To return type “Subject Name”, to delete this note, type “Delete”. To update the note, type “Update”  (Insert note description/note)   1. Update Note   To update your note on \_\_\_\_\_\_, please type either “Name” or “Description”, then follow it by the updated name or description. To return type (Name of note).  (insert old note description, if type description)   1. Media   Welcome to the media storage of Study’n Track. Here you can store various type of media, personally rate them, provide movie descriptions to remind you of the media, and create/add personalized notes. To Create a new category of media, type “Create category”, to view category type (category name), to return home type “Home”.  (insert categories here)   1. Create Category   Welcome to the media category creation, please provide a name followed by a description of the category of media to store. To return type “Media”.  Name:  Description:   1. Category   Welcome to (insert category name). (insert description). To view, update, or delete a specific (category name), type (name of note of category). To create a new note, type “Create Note”. To delete this category of media, type (Delete Category). To return type “Media”.  (Display category name of notes)   1. Create Note   Welcome to new media tracking for (category name). Please input the name of the (category name), followed by it’s description/notes. Follow this with a user rating from 1-100. If you wish to cancel type (Category name) at anytime.  Name:  Description:   1. Media Category Note/Rate   Welcome to your notes on (note name). To rate this (category), type rate followed by the rating. To add notes to existing notes, type “Add Notes”, canceled by inputting (note name), otherwise followed by the addition to the notes. To update (note name), type “Update Note” followed by either the name or description (whichever you prefer to change, then followed by new name/description, or (Name of current Note) to cancel. To delete (note name), type “Delete” To return to (Category name), please type (category name).  (Media description/note)   1. Timer   Welcome to the Study’n Track Pomodoro Timer. To change the session time between work/long break and minor break, please type “Session 1”, or “Session 2” Otherwise the timers will be 20 and 5 minutes. To Start the current session timer, type “Start”, to change to the next interval type “Next Interval”. To return to the home page, type “Home” |

# Part 4 – Inclusivity Heuristics Justification

How does your design **reflect each of the Inclusivity Heuristics**? (1+ sentence per heuristic)

In your explanation include your unique IDs to indicate where in your paper prototype each Inclusivity Heuristic is reflected. If a unique ID is missing from an explanation, your grader will assume what you described is not part of your design and will deduct points accordingly.

* **How your design correctly reflects heuristic 1 (“Explain (to users) the *benefits* of using new and existing features”):** *As in my paper prototype, specific example in number 3 Homepage, the user is directed how to use as well as lightly in why to use the application.*
* **How your design correctly reflects heuristic 2 (“Explain (to users) the *costs* of using new and existing features”):** *The application throughout the paper prototype consistently tells user direct input costs of commands for existing features, and new features would be similarly explained. Best example in paper prototype 14. Media category note, which has many instructions and potential avenues, with a plethora of commands user must input.*
* **How your design correctly reflects heuristic 3 (“Let people gather as much information as they want, and no more than they want”):** *The design has been reduced in total wordage to facilitate information gathering, and to attempt to allow end users to use it as much as possible for their own tracking. Including for the subject/compartmentalization of the different subjects/medias. Examples in 5, 11, 13.*
* **How your design correctly reflects heuristic 4 (“Keep familiar features available”):** *Throughout the Prototype to return to the previous screen has been kept fairly consistent with it being the previous screens name. Along with this much of the creation/updating of notes/media is very similar. Examples in 4/10/15 for “Home” to return, and 5, 6, 11, 13 for creation.*
* **How your design correctly reflects heuristic 5 (“Make undo/redo and backtracking available”):** *All pages include options to either cancel or backtrack to the previous page. Could also implement another line in most pages(especially further down the line) to go back to the homepage with “Home”. All pages are consistent in paper prototype(except create account having back) in that they are either going to “Home” or to the previous section accessed.*
* **How your design correctly reflects heuristic 6 (“Provide an explicit path through the task”):** *Provides explicit instructions for accessing/creating/updating/and deleting notes, including compartmentalization into subject, as well as for the timer and media sections. Best example on 14.*
* **How your design correctly reflects heuristic 7 (“Provide ways to try out different approaches”):** *The application is designed to provide a bare framework, but let the user make the more nitty gritty decisions, such as subjects and media types, as well as different timer settings for pomodoro timers. Examples in 5 and 11 for compartmentalization of subjects/medias, and 15 for timer.*
* **How your design correctly reflects heuristic 8 (“Encourage tinkerers to tinker mindfully”):** *Facilitated where available ability to delete notes, back out of creations, add to media notes(append), and update faulty notes, while reminding of possible actions through the CLI in plaintext instructional form. Best example in 14.*

Now that you have a plan, begin implementation!

# Submission

PDF or Word format via Canvas.

# Grading

You are responsible for satisfying all criteria listed in the Canvas rubric for this assignment.

# Questions?

Please ask via Ed so that others can benefit from the answer.