

ADNAN MENDERES UNIVERSITY

2020 – 2021

SOFTWARE ENGINEERING

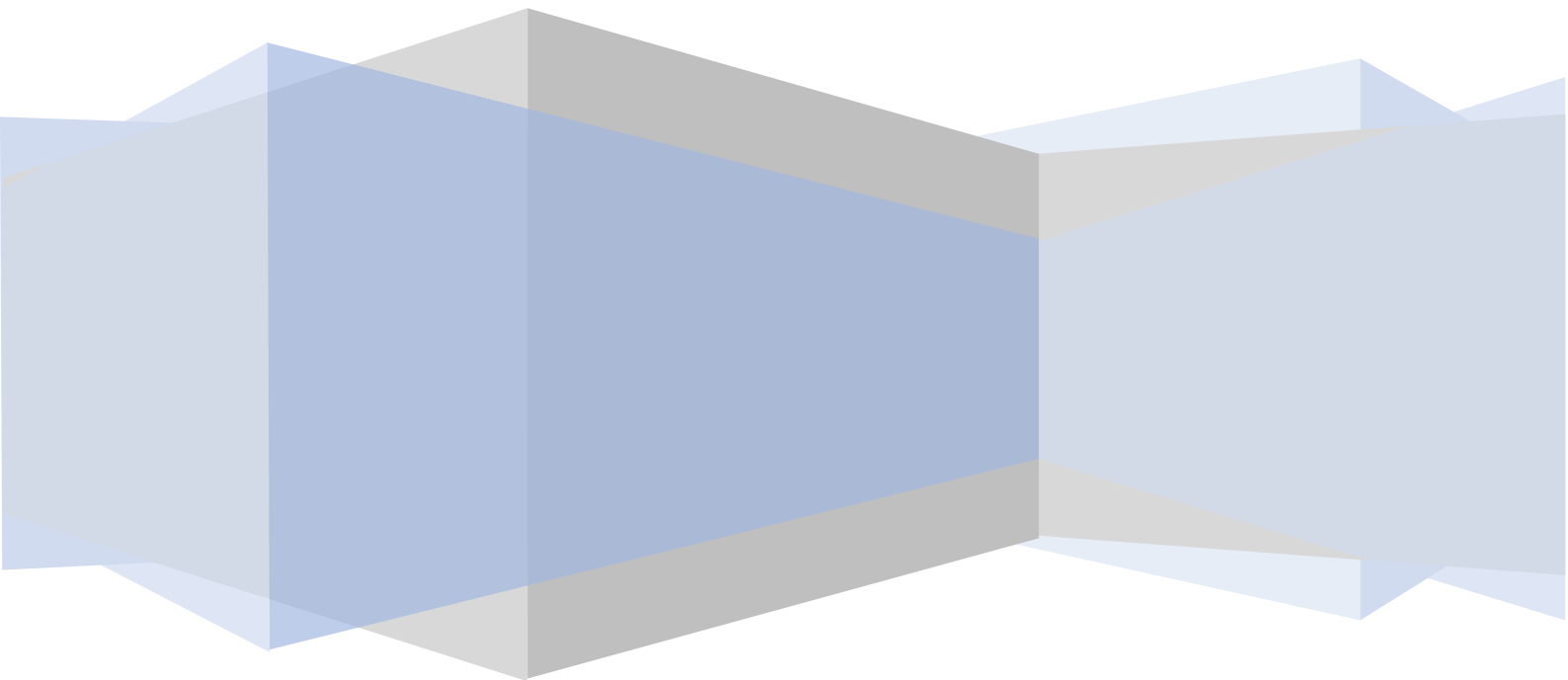
PRODUCT BACKLOG

Ayşe Akışık

Ayşen Alpaslan

Betül Berna Soylu

Saliha Apak



PRODUCT BACKLOG

Project Name: Book Examination Website

Refine user stories:

There is no place we need to organize in user stories. Because we did not receive a editing feedback from the instructor.

Size of user stories:

Register: Allows guest to register **(8 point)**

Login: Allows users to login **(5 point)**

Add: Used to add comments **(3 point)**

Search: Used to search within the site **(2 point)**

Detail: Shows book and author details **(3 point)**

Most Read: Shows the most read books **(5 point)**

Discover: Used to discover new books **(1 point)**

Settings: Used to update profile information **(5 point)**

My Account: Used to access profile information **(5 point)**

Contact: Used to interact with site officials **(2 point)**

Create: Used to create new books and authors **(3 point)**

Edit: Used to edit books and authors **(3 point)**

Delete: Used to delete comments **(3 point)**

Logout: Allows users to logout **(1 point)**

Sprints:

● Sprint-1

Operations such as user login and logout, guest registration and creation of my account page were planned. Afterwards, the registration, login and my account pages have been designed and the user registration information saved to the database after registration. In line with these results, the process of logging in and out of the site and viewing the user's profile has been successfully completed.

- **Sprint-2**

It is planned that the user will be able to add comments, create a search button for the books and authors page, and create the discovery page by adding the most read button to the books. Later, it was decided to include the most read books on the discovery page with comments from users. Finally, the search button has been added.

- **Sprint-3**

Creating author / book, editing and deleting comments for admins is planned to create a contact page for users. Later, thanks to the design of these pages, users were given the right to report comments they complained, new books or authors that they thought to be wrong or wanted to see the content on the site, to the administrators from the contact page. As a result, user trust and administrators can easily intervene on the site.

Design key features of the user interface:

- **Understanding the Impact of Interface Design (UI) on User Experience (UX)**

UI is an interface design, we can raise a website or an application to the top. However, UX designers need to consider different factors such as interaction, architecture, copywriting, creation of classifications, coordination of designers and developers.

- **Know your target audience**

It can be a good way to start a creative project by looking at competitors. Then, you should identify the target audience, have them test your design and get their feedback carefully.

- **Be simple and consistent**

The specialty of a good interface is its simplicity. Simplicity means that the design is easy to understand and use. Interfaces need to be consistent throughout the entire design. Users should get used to and relax over time as they move around the design, you should definitely not disrupt this flow with different designs.

- **Create a visual hierarchy**

The most important element of an interface is the image used to capture the user's attention. Alternatively, it can do wonders with unexpected styling elements, but you shouldn't be able to interrupt the flow.

- **Make good use of writing styles**

Another way to maintain visual hierarchy is to use font styles. This method is not a simple thing to choose a nice font and use it throughout the entire design.

- Use contrasting colors with care

It is important to choose the right colors for any design. Colors can be used to convey the visual hierarchy, to establish relationship between elements, to enhance the design in general and to attract users' attention.

- Pay attention to your feedback messages

One of the biggest advantages of web projects is the ability to design feedback messages that convey important information to users. In an ideal world, every interface should be intuitive and fast so Users will find a way to get lost on your site. Providing instant feedback on what is happening at the moment is the best way to teach them to use your interface in an intuitive way.

- Collaboration takes you to success

Depending on the project, you may find yourself in a team and sharing the same information can be very important to create an attractive interface. Fortunately, there are many common practices that keep the team on track.

- Combining everything

We have to equip ourselves with technical knowledge for the target audience, taking into account many disciplines, anticipate their needs and create the design that will meet them.

Provide sketches of your designs:

- Logo :



- Design :

