Design Decisions:

Login Screen:

We decided to allow the users to immediately enter their account numbers as we felt it should not take an additional steps of navigation to allow them to either login in via card or account number.

We made sure to show that either option was available to them.

NOTE: The button in the bottom right is a DEBUG only button that simulates swiping a card.

Pin Window:

We made sure to have the pin enter on its own window to clearly show the navigation /completion of login.

Additionally we made sure to not display the password to protect the user’s privacy.

Main Menu:

We wanted the account balances to be easily accessible right from the main menu so we allowed the user to view it and also view their accounts easily.

An important design choice we made was to not show account balances in an extremely overt way to ensure the privacy of the user.

We made sure to have all the main functions of the application accessible from the main screen.

In addition to this, we insured the buttons were large and center-aligned to increase discoverability/usability for touch screen design.

Transfer:

When the user attempts a transfer, we made sure to give the user feedback in the form of a dialog which alerts them to the success/failure of the transfer.

This dialog provides immediate feedback as it is displayed in the center “overlapping” all other controls.

e-Transfer:

We decided to develop e-transfer functionality that allows users to transfer money from one of their accounts to an email address.

Since most online banking applications do this, we believed it would be a necessary feature in our design.

The e-transfer page is a one page application design as it allows users to add contacts within the screen, as well as making the actual transfer itself.

We decided to do it within the same page as we believe it helped limit the scope of the e-transfer feature so that users would not get confused.

Account Info Page:

We decided to add an Accounts history page as an additional feature. A user may have many reasons to want a quick look at their past transactions for each account, especially if they think something looks amiss. Usually taking a look will assuage them or let them know if they need to seek further assistance. Further additional account information may help a user make other financial decisions. At the top we have a large display of the currently selected accounts with the option to get more infor on each account. Additionally some quick filtering options are available to the user, to help them narrow what they are looking for should they desire the option. All key information is displayed in large text. The user can easily navigate back to the menu for additional actions.

General Design Decisions:

For all number pads used in our application we made sure to put in the effort to visually show when inputs weren’t allowed (disabling send transfers when no amounts were specified, etc.)

For all number pad inputs we ensured that inputs followed a specific format which constrained the user to entering the full amount including cents (i.e always having cents populated first). This also prevented user from making formatting mistakes, as they might if they were required their own decimal places.

We made to also include a visible “cancel” button at the bottom of all our actions to clearly show how all actions are connected to the central main menu. This ensures the conceptual model is clear and easy to remember for the user.