

Login Screen - Wireframe

A wireframe of a login screen. The window has a title bar labeled "Login" with standard minimize, maximize, and close buttons. The main content area contains three input fields: a dropdown menu labeled "Select house", a text input field labeled "Username", and another text input field labeled "Password". At the bottom right, there is a dark rectangular button with the text "Sign in" in a light color.

Login

Select house

Username

Password

Sign in

Login Screen - UI Explanation

Element	Explanation
'Select House'	Person should specify in which house he/she is now.
'Sign In'	After pressing this button person will redirected to the main app, if all the entered details are correct.

Student's Window (Schedule) – Wireframe

Tenant Helper - <tenant name>

Schedule

Rules

Schedule

Take trash out	Today
Clean kitchen	In 2 days
Take trash out	In one week

File complaint

Rule broken

By:

Select

+ Add

☒ Anonymously

Student's Window (Rules) – Wireframe

Tenant Helper - <tenant name> — □ ×

Schedule

Rules

Mandatory rules	House rules
1. First rule	1. First rule <div>X</div>
2. Second rule	2. Second rule <div>X</div>
3. Third rule	3. Third rule <div>X</div>
—	—
—	—
n. n'th rule	n. n'th rule <div>X</div>

Propose New Rule

Student's Window (New Rule) – Wireframe

New Rule

—

□

X

New Rule

Name

☐ M

☒ T

☐ W

☒ Th

☐ F

☐ S

☐ S

☒ Only this week

+ Add

Student's Window - UI Explanation

Element	Explanation
Tenant Name	The <tenant name> shows name of logged in student (tenant).
Schedule	Here is a schedule of things this tenant must do and timestamp which indicates when he/she should do this task.
File Complaint	If someone in the house doesn't fulfill his obligations, other tenants can complain about him, notifying the company. In this section tenant can choose which rule was broken and by whom. If he wants to complain anonymously, he can check corresponding checkbox.
Mandatory Rules	Rules which are set by the company. Tenants cannot change or delete them.
House Rules	These rules are set by tenants which live in this house. They can be added or removed. Little button with 'X' is used to delete rules.
Propose new rule	This is a button which opens a new little window ('New Rule') where tenant can add a new house rule.
New Rule Window	Here tenant can name new rule, choose when it should be done and whether should this rule apply only to this week or not.

Employee's Window (Rules) - Wireframe

Employee Helper - House <house number>

Rules

Complaints

Mandatory rules

1. First rule

X

2. Second rule

X

3. Third rule

X

...

...

n. n'th rule

X

Add New Rule

+ Add

House rules

1. First rule

X

2. Second rule

X

3. Third rule

X

...

...

...

n. n'th rule

X

Employee's Window (Complaints) - Wireframe

The wireframe shows a window titled "Employee Helper House <house number>". It has two tabs: "Rules" and "Complaints", with "Complaints" being the active tab. Below the tabs is a header section labeled "Complaints". The main area contains a list of four items, each with a checkbox and a text description:

- ☒ Student #3: Someone is smoking
- ☒ Anonymous: Trash is not taken by Student #4
- ☐ Complaint
- ☐ Complaint

At the bottom of the window, there are two buttons: "Clear Checked" on the left and "Clear All" on the right.

Employee's Window - UI Explanation

Element	Explanation
<House Number>	Shows house number of the current house.
Mandatory Rules	Rules which are set by the company. Tenants cannot change or delete them. At the bottom there is a section where employee can add new rules.
House Rules	These rules are set by tenants which live in this house. They can be added or removed. Little button with 'X' is used to delete rules.
Complaints	In this section is a list of all complaints sent by tenants of this house. The employee can check resolved complaints and delete only checked by clicking "Clear Checked" or he can clear all complaint by pressing "Clear All" button.