

Lab3: prototype of the graphical user interface

The goal of this lab is to practice the definition of a prototype for the GUI of an application. Defining the prototype of the GUI of an application as early as possible has two advantages: check the functional requirements, get feedback from the end-users showing them the prototype.

Consider the EZGas application (see requirements here: <https://git-softeng.polito.it/se-2020/ezgas/-/blob/master/docs/EZGasOfficialRequirements.md>)

Propose a GUI prototype for the EZGas application. Feel free to work alone or with your team.

The best starting point for defining the GUI are human actors, use cases and scenarios. At least the GUI should cover all the use cases proposed.

To define the GUI prototype, we suggest using paper sketches (low fidelity prototype) and later a tool such as Balsamiq (high fidelity prototype), which you can download here:

<https://balsamiq.com/wireframes/desktop/>

The tool can be used as an evaluation copy for 30 days; then, you can use this license key:

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Here you can find some documentation: <https://balsamiq.com/wireframes/desktop/docs/overview/>

The tool is not mandatory; you can use any other tool you are already familiar with.