DR1 Prototype Wireframe Brief

Project Name: ISS SatTrack APP

HIT381 HUMAN-COMPUTER INTORACTIONS

Prepared by:

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Contents

Part 1: Context Analysis

Group: Formed 3a **Product Name:** Satellite tracking App

Who are your users? • What do you know about them? • What type of behaviour can you assume or predict?	- Users are space enthusiasts and space hobbyists. They will frequently check the status of the app for some information and keep up with news. - Users are educators teaching about space. They will use the app as a teaching method
What is happening? • What are the circumstances in which they will best absorb the content you intend to present?	As a hobbyist they will look at the app in free available time. As educators they will have an allocated time to present the app to students.
When will they interact? • When they are home and have large amounts of time? • At work, where, they have short periods of focus? • During idle periods, while waiting for a train?	As a hobbyist they will look at the app in free available time. As educators they will have an allocated time to present the app to students.
Where are they? • Are they in a public space or a private space? • Are they inside or outside? • Is it day or is it night?	As hobbyist any place where they have a spare few minutes to look at the information. As an educator the app will be presented in an education platform
Why will they use your product? • What value will they gain from your content or services in their present situation?	The app provides a mobile and user friendly method to gather information about the space station.
How are they using their devices? • Are they held in the hand or in the pocket? • How are they holding it? • Open or closed? • Portrait or landscape?	The web app will mostly be used on mobile devices for hobbyists and students. There is also a website that provides the same information. The mobile device will mostly be portrait.

Identify target user group (proto personas):

<table>
<tr>
<td>Persona name: Dalton Gregory
Description: Male, works full time 9am to 5pm.</td>
<td>Key Messages
Space enthusiast
Has short free time to look at the app</td>
</tr>
<tr>
<td>Personal Profile:
Dalton is a single male who works for the government in a 9am-5pm job. He is fascinated by space and devotes a lot of time to space photography and space hobbies.</td>
<td>Personal Information:
Profession: MVR employee
Location: Melbourne Australia
Age: 29
Hobbies: Space enthusiast
Favourite TV Show: Space Force
Personality: Introvert who enjoys his own company
Internet usage:
Internet experience: Moderate
Primary Uses: Online gaming
Favourite Sites: Social media, online game forums.
Hours online per week: 30 hours
Computer: Scorptec Sunder RTX 3070 Gaming PC, 1TB SSD, 32GB</td>
</tr>
</table>

User Goals: - Relax after work - Provide a distraction - Gain insight and education into outerspace	**User Stories:**	ram, AMD Ryzen 7 3700X 8 Core Processor **Study information:** **Current qualifications:** Diploma in Business management **Literacy:** English as first language **IT Skills/knowledge:** General knowledge

Persona name: Alex Rodriguez

Description: Male, Highschool year 12 student.

Key Messages

- Year 12 student
- Learnt about the ISS in class
- Used the app to get more info

Personal Profile:

User Goals:

- Gain year 12 diploma
- Get accepted to collage
- Do well in sports

User Stories:

Personal Information:

Profession: School student

Location: California USA

Age: 17

Hobbies: Sports and online games

Favourite TV Show: Rick and Morty

Personality: Extrovert, enjoy hanging with friends

Internet usage:

Internet experience: Limited due to parental control

Primary Uses: social media, online gaming

Favourite Sites: YouTube, social media.

Hours online per week: 20 hours

Computer: HP Pavilion Laptop, 256 GB SSD, 8GB Ram Ryzon 5500 6 core processor.

Study information

Current qualifications: Year 11 certificate

Literacy: English first language

IT Skills/knowledge: General knowledge

Explain the role of the HE feedbacks:

Feedback provides a status of the current system and if the system is successful. Different feedback methods can be useful for certain systems while failing to assess other systems. Feedback can be provided by the developers, user testing or heuristic experts and the correct feedback method must be selected for the system you require feedback on

Product feasibility:

Current products exist that show information about the ISS, but these websites are old and outdated in design and not very mobile friendly. Our system provides a modern method of displaying this information and more user-friendly interface

Product Canvas:

Name	Goal	Metrics
ISS SatTrack APP	- Create a modern user-friendly ISS tracking app - Provide information about the ISS and other space news to users	The measure to determine if the goal has been met is: - Number of users signing-up to play the game - Number of return users
Target Group	**Big Picture**	**Product detail**
- Space enthusiast - Students - Educators	This service is predominantly for online teaching of the International Space Station (ISS).	- Online platform for players - Database based server interaction

Conclusion:

This project is improving the current system to be more user friendly and mobile friendly. This is a redesign of the current site to be more User friendly, diverge between PC and Mobile, and using more modern technologies to increase functionality

Part 2: Project Management

Intro:

This project has a single designer and implementor Conner Mostert. All aspects of this project will be completed by him.

Create documentation:

Task	Date	Creator	Status	Time estimated	Comment
Context Analysis	20/05/2022	CM	Complete	20 minutes	
Identify target user group (Proto personas)	20/05/2022	CM	Complete	30 minutes	
Explain the role of the HE feedbacks:	20/05/2022	CM	Complete	5 minutes	
Product feasibility	20/05/2022	CM	Complete	5 minutes	
Product Canvas	20/05/2022	CM	Complete	5 minutes	
Conclusion	20/05/2022	CM	Complete	5 minutes	

Project Management:

Task	Date	Creator	Status	Time estimated	Comment
Work distribution	20/05/2022	CM	Complete	1 Minute	
Project plan	20/05/2022	CM	Complete	20 Minutes	
Deliverable identification	20/05/2022	CM	Complete	30 Minutes	
Working timeline	20/05/2022	CM	Complete	10 Minutes	
Progress points	20/05/2022	CM	Complete	10 Minutes	

Design Planning:

Task	Date	Creator	Status	Time estimated	Comment
Paper prototype	20/05/2022	CM	Complete	10 Minutes	
Creating Wireframes	20/05/2022	CM	Complete	240 Minutes	
Testing Wireframes	20/05/2022	CM	Complete	60 Minutes	
Heuristic Evaluation	20/05/2022	CM	Complete	60 minutes	

Website Design:

Task	Date	Creator	Status	Time estimated	Comment
Create Map import	27/05/2022	CM	In progress	60 Minutes	
Create table of info	27/05/2022	CM	In progress	20 Minutes	
Create news	27/05/2022	CM	In progress	20 Minutes	
Create User Login	27/05/2022	CM	In progress	10 Minutes	
Merge into single page	27/05/2022	CM	In progress	10 Minutes	
Create map extension	27/05/2022	CM	In progress	30 Minutes	
Create info extension	27/05/2022	CM	In progress	30 Minutes	
Create news extension	27/05/2022	CM	In progress	30 Minutes	
Create Social and menu header	27/05/2022	CM	In progress	30 Minutes	
Colour and design implementation	27/05/2022	CM	In progress	60 Minutes	

App Design:

Task	Date	Creator	Status	Time estimated	Comment
Create Map import	27/05/2022	CM	In progress	60 Minutes	
Create table of info	27/05/2022	CM	In progress	20 Minutes	
Create news	27/05/2022	CM	In progress	20 Minutes	
Create User Login	27/05/2022	CM	In progress	10 Minutes	
Merge into single page	27/05/2022	CM	In progress	10 Minutes	
Create map extension	27/05/2022	CM	In progress	30 Minutes	
Create info extension	27/05/2022	CM	In progress	30 Minutes	
Create news extension	27/05/2022	CM	In progress	30 Minutes	
Create Social and menu header	27/05/2022	CM	In progress	30 Minutes	
Colour and design implementation	27/05/2022	CM	In progress	60 Minutes	

Part 3: Project URL Links

https://www.figma.com/file/6tRgYCJmV93sPfYnd7Pt6j/ISS-SatTrack?node-id=10%3A67

https://github.com/Cornmos/ISS-Tracking-Website