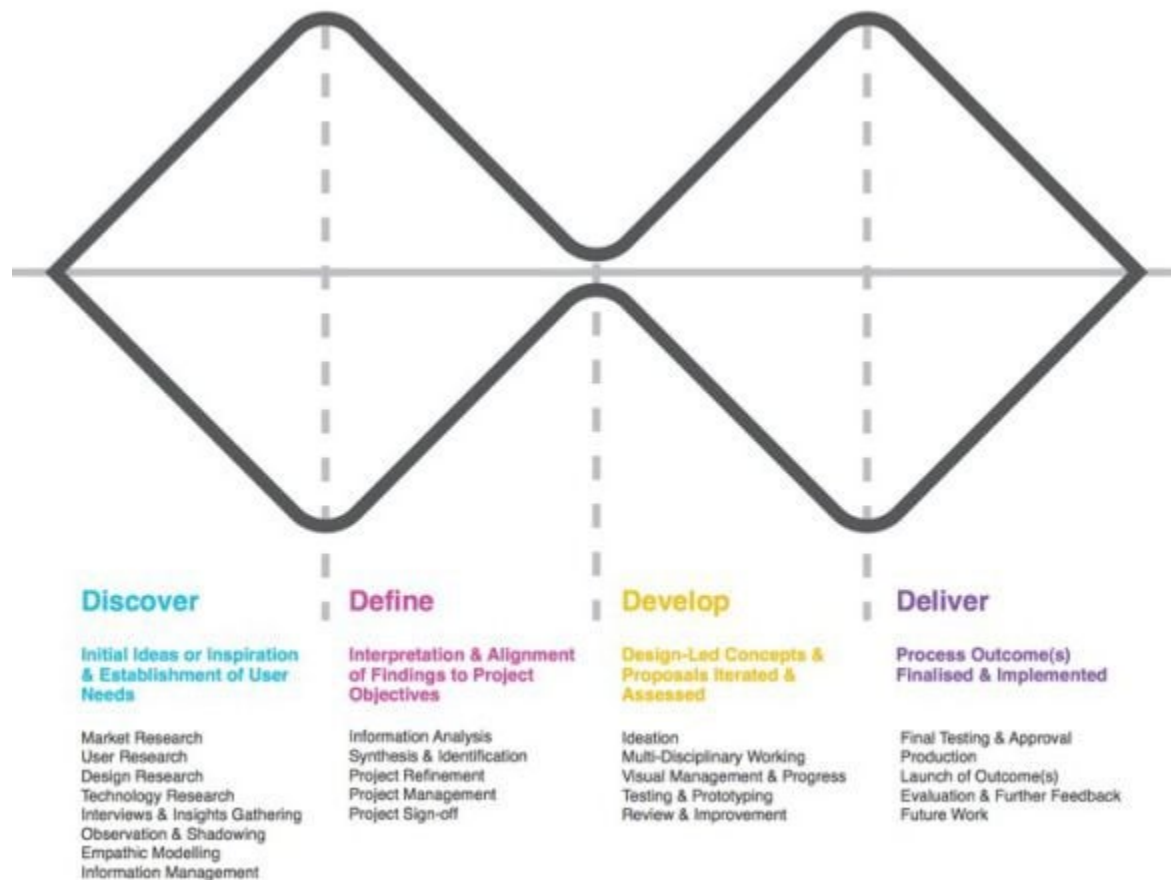


INTERACTION DESIGN PROJECT

Wash Me App



PART THREE: THE DESIGN PHASE

This is the **Design** part of the project. Part Two was the **Define** phase that identified some requirements for your system based on a series of requirements gathering methods. In this phase you will **choose your best task flow from Part 2**. Design an interactive prototype for your new system based on the requirements identified in Part 2 and explain your design decisions using design patterns and UI elements

OVERVIEW

These next sets of deliverables involve creating an interactive prototype. It represents your ability to translate requirements (scenarios, use case diagrams and text flows) into a series of interactive screens that illustrate how a user would use your application to accomplish a goal.

A mockup can be sketches on paper to test initial proof concept e.g. flow, navigation, labels etc. Little time is invested in these sketches. They can be done quickly and revised based on feedback

A **low fidelity prototype** can be a wireframe that shows screen elements, flow, and interactions. Call outs also help describe the interaction. Think **Balsamiq**. They are the basis for high fidelity prototypes.

A high fidelity prototype looks and feels like the finished product. The screen elements are clickable although there is no backend programming. Tools such as iPlotz, InVision, Indigo Studio and JustinMind are ideal for this task.

Figure 1 shows the progression of prototypes.

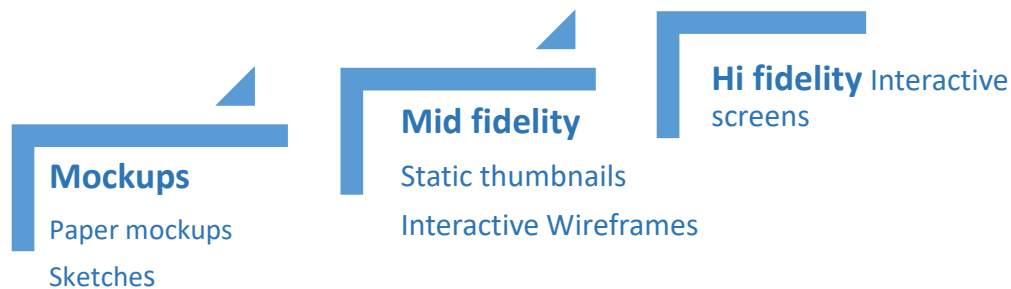


Figure 1 Design progression

DESIRED OUTCOME

You should have enough information to produce the following design deliverables:

- a complete **task flow** as the basis for the prototypes
- a complete **interactive wireframe** using Balsamiq
- a complete interactive **hi fidelity prototype** using Indigo
- a **screencast** walkthrough explaining how the user would interact with your application based on the scenario from Part 2
- a basic **Design System Document** to guide your visual UI and ensure consistency

The proposal template can be downloaded from Blackboard.

INSTRUCTIONS

Part 3 has several components. Ensure that you understand what is required.

TASK FLOW

Minimum Requirements: Diagram must be **complete**.

- Each screen must be labeled.
- Use an appropriate diagramming tool.
- Include at least 1 alternative path.

!Minimum of 8 screens not including a login/register screen.

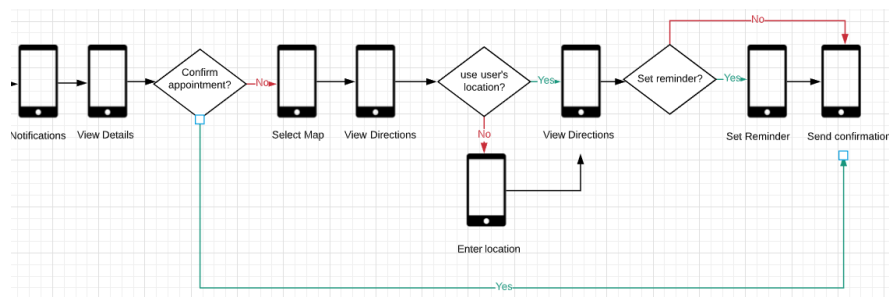


Figure 2 Example of a task flow

INTERACTIVE WIREFRAME

Use Balsamiq to create a complete interactive wireframe prototype based on your task flow.

Minimum Requirements:

- All screens necessary to complete the task as per the task flow
- mark ups/call outs to identify interactions on each screen. See Lab 8.



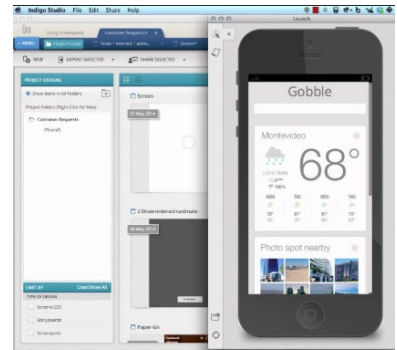
Figure 3 UI elements used in wireframes

HI FIDELITY PROTOTYPE

Use **Indigo** to create a hi fidelity prototype based on the interactive wireframes.

Minimum Requirements:

- Include URL of your prototype in the final report and **add a link in Blackboard**
- Export the PDF project files and submit to Blackboard



SCREENCAST WALKTHROUGH

Record a demo that walks the viewer through the basic and alternate flow. You must narrate the walkthrough.

Do not include music. Two samples are in the Part 3 folder.



Edit your screencast in Adobe Spark or other video editing tool to include the following features:

Minimum Requirements:

- Title card
- Caption card after the title that tells the viewer what the app user is trying to do. E.g. "The user is a guest who needs to change their check-in and check-out dates". This could be taken from your use case text flow description.
- End card.

FINAL REPORT – USE THE TEMPLATE

DOCUMENTING YOUR DESIGN DECISIONS

Assume that the report is being written for a client who knows absolutely nothing about UX and the interaction design process. You must educate them, so they understand **what** you are doing and **why** you are doing it.



Your client will want to know why you made some of your design decisions. Why did you use certain screen elements and design patterns?

Identify at least **three design patterns** used in your interface and explain why you chose them i.e. what problem do they solve? More marks will be given for additional patterns.

Terms and definitions

Include, underline and define (write definition in parenthesis after term) the following terms in your report.:

- Double diamond model
- Design patterns for UX
- Task flow
- Interactive wireframe
- Hi fidelity prototype
- Design system

Do not list them at the end of the document. Integrate them into the body of your document. E.g. A site map (a visual representation of all the web site's structure) was not required for this project.

! Remember to integrate these UX terms into your proposal

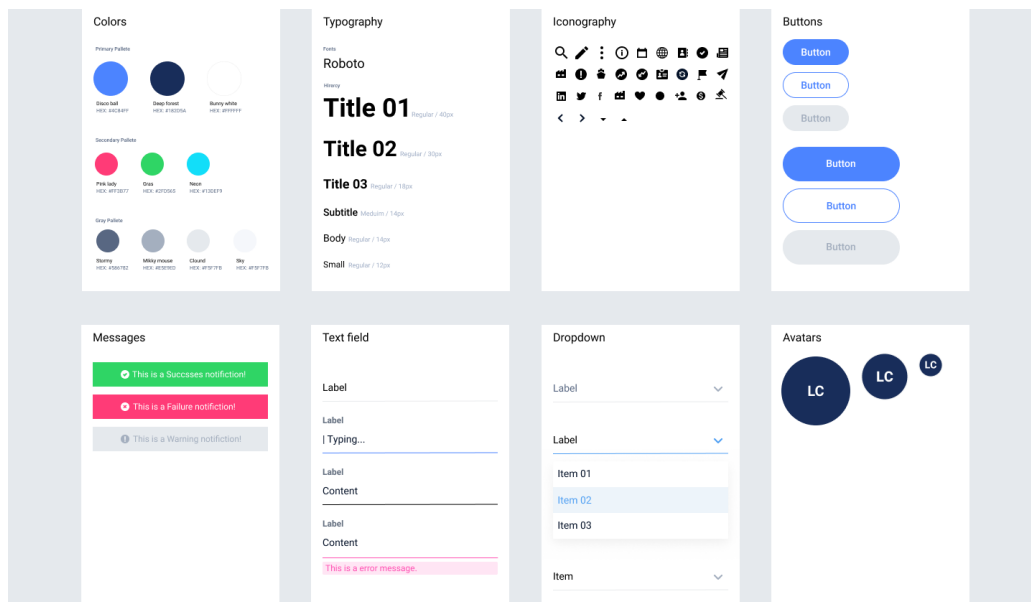
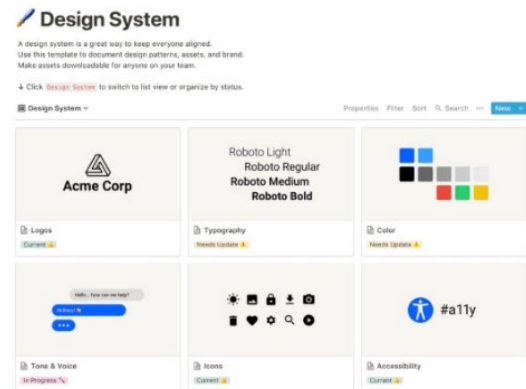
DESIGN SYSTEM SECTION

VISUAL DESCRIPTION OF YOUR UI COMPONENTS

Indigo has many drag and drop components. But you must still customize your UI to make it unique. The design system is a **visual style guide** of the components used in your design. It ensures consist look and feel.

Include the following information in your design system section.

- Brand colors – hex codes and transparencies
- Fonts for labels and text, size and hex codes for different states
- Buttons -primary, secondary size and hex codes for different states
- Logo – original, branded and represents purpose of the app/website
- Do not use Indigo's default blue or the hex codes from the lab. Be **original**.



RESOURCES

Download the document titled **Final Report Template** and use this to report your design decisions. All terms (screen design elements and design patterns) must be underlined and followed by a definition.

CREDIT

Assume that everyone on your team is working under challenging situations (time, workload, job, personal responsibilities). You may be required to do a little more than your share. If so, be gracious. The gift of your time and effort brings its own reward. However, if you contribute very little relative to others this may be reflected in your mark. Identify and describe your contribution to the project in the Credit section.

FAQS

How many screens do we need?

That depends on your task flow. However, a **minimum of 8** screens not including a home, login/register, or close app screen is required.



Is there a Part 3 template or do we create our own document from scratch?

The template is in the Part 3 folder.

TIPS FOR SUCCESS

- Read the instructions carefully.
- Don't assume your reader is taking CMPT 250. Provide examples and definitions.
- More detail is better than not enough detail.
- Check the rubric before you submit the assignment.

