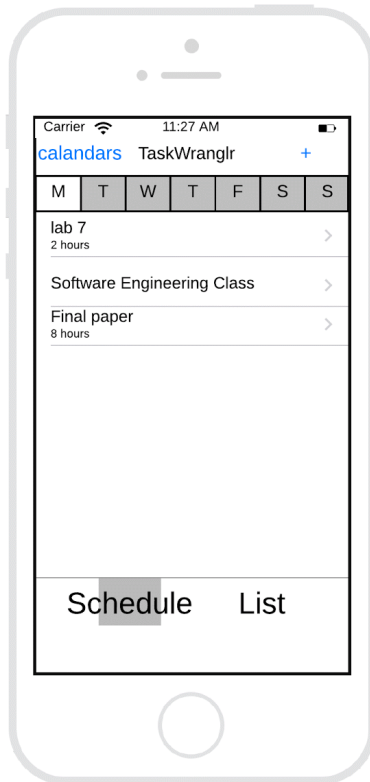


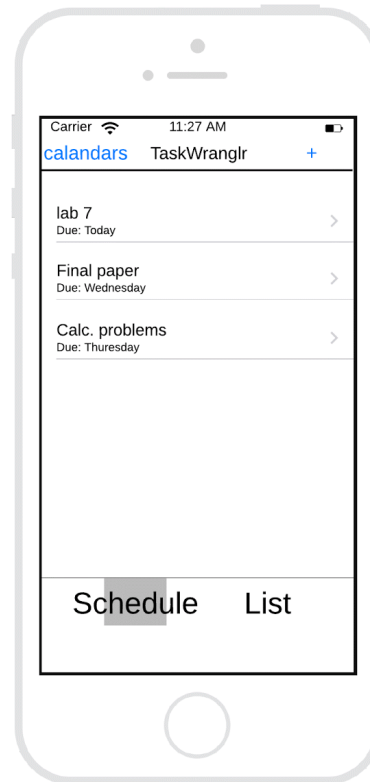
# UI Mockup

TaskWranglr UI  
Mockup  
11/4/16

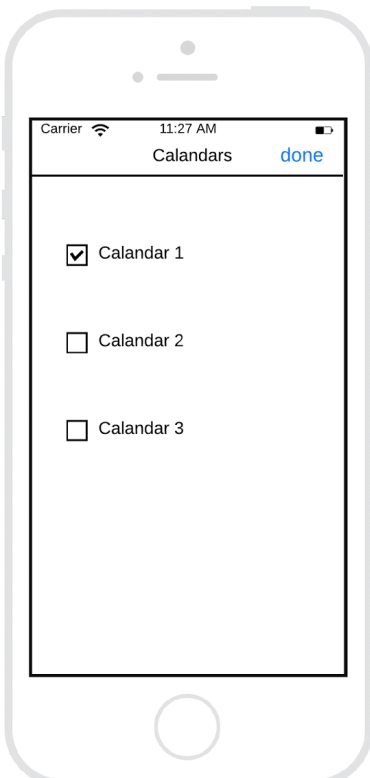
Schedule View



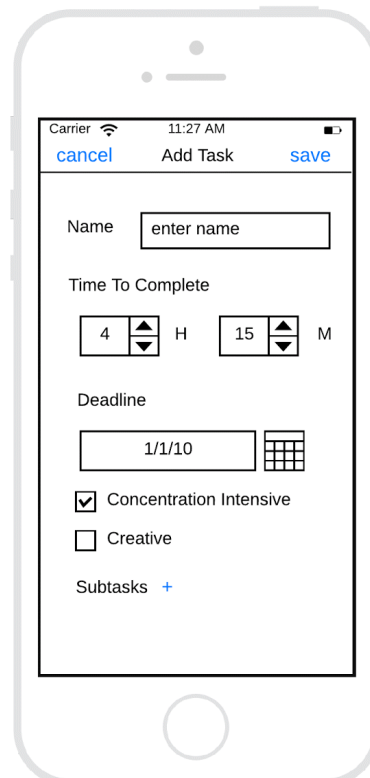
List View



Calendar View



Add Task View



## 8 Golden Rules of UI Design

**Consistency:** The UI is consistent since the main schedule and task list screens share the same upper and lower taskbars. On both these screens users can add, edit or dismiss tasks in the same way. The add, update and detail screens for a task will be ordered in the same way. Additionally the same terms will be used throughout the app to refer to the same thing.

**Shortcuts:** The app will use gestures for common operation such as dismissing a task. A frequent user will know that they can swipe a task to dismiss it instead of tapping on it to bring up its details then tapping dismiss.

**Feedback:** The user can easily see which tab they are on by the one that is highlighted. Creating or dismissing a task will cause a confirmation message to be displayed.

**Closure:** adding or updating a task starts by tapping the + symbol or edit button. After entering information the user can end by tapping the save or cancel button. There is a clear ending to the action.

**Error handling:** Not allowing the user to save a task until all required fields are filled makes error handling easy. Not displaying the option to edit or delete their calendar events will prevent any errors happening with syncing with their calendars.

**Reversal of actions:** A task or subtask can be deleted or updated if the user wants to. When dismissing a task the user will be able to undo it.

**Locus of control:** The user initiates all actions but running the schedule algorithm. The user adds, updates, or dismisses tasks.

**Reduce memory load:** TaskWranglr follows common conventions of iOS apps so there is a low learning curve. No action requires the user to remember anything they have already inputted into the app.