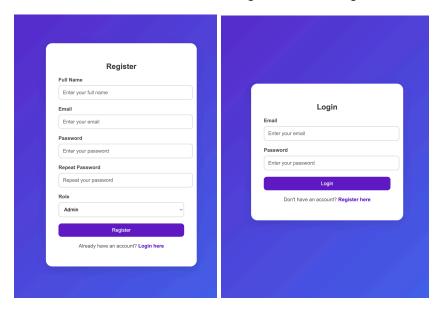
#### UI Documentation (Design, Prototypes) (20%)

The **UI documentation** will include detailed designs and prototypes for the key pages of the system. Given that we are using **HTML**, **JavaScript**, **and CSS** for the frontend, the UI documentation will focus on the following key pages:

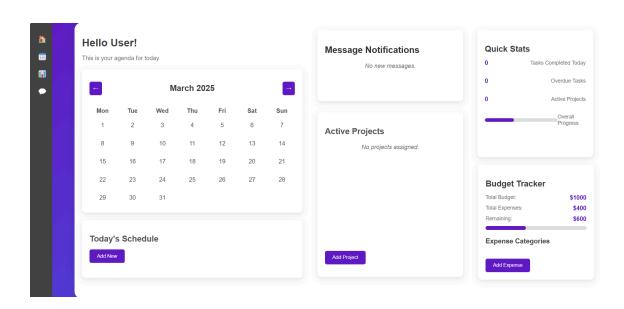
## 1. Login/Registration Page: (Stefan M.)

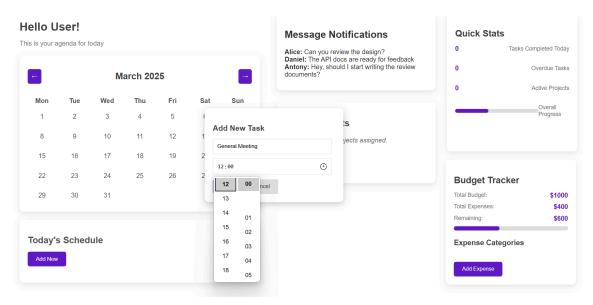
- Design: A clean and minimalistic design with fields for username, password, and a "Register" button for new users.
- Prototype: A clickable prototype showing the flow from login to the dashboard, including error handling for incorrect credentials.

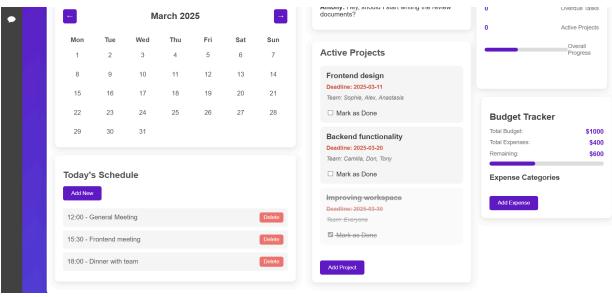


#### 2. Dashboard/Homepage:

- Design: An interactive dashboard that provides an overview of ongoing projects, tasks, and key metrics (e.g., project progress, risks). It is meant to be an easy way for the user to have a quick overview of what needs to be done, and also add missing tasks.
- Prototype: A mockup showing the layout of the dashboard, including navigation to other pages (e.g., project charter, task management).







#### 3. Project Charter/Management Page:

- Design: A form-based interface for creating and editing project charters, with fields for project scope, objectives, and stakeholders.
- **Prototype**: A prototype demonstrating how users can create a new project charter and view existing ones.

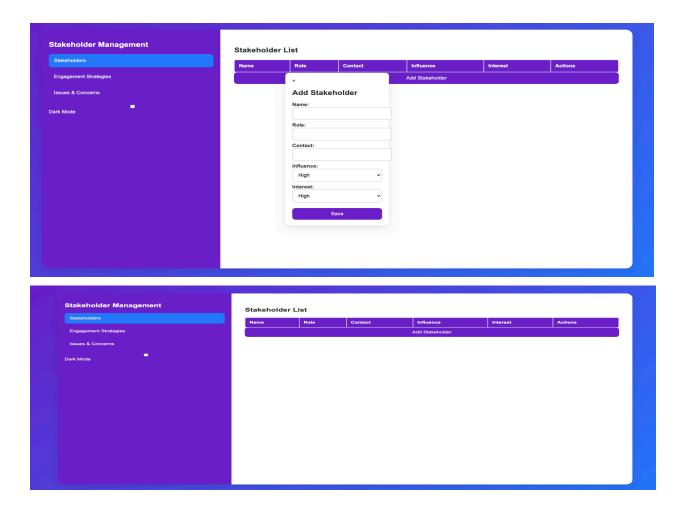
### 4. Task Management Page: (Stefan M.)

- Design: A task board where tasks can be created, assigned, and tracked.
- Prototype: A clickable prototype showing how tasks can be moved between different stages (e.g., "To Do," "In Progress," "Done", "Date Due").



#### 5. Stakeholder Management Page: (Saim Malik)

- Design: A table-based interface for managing stakeholders, with options to add, edit, and remove stakeholders. You also set the role, influence and interest for the stakeholder.
- Prototype: A prototype demonstrating how stakeholders can be added to a project and their roles defined. A section to represent issues and concerns is also available in the side panel.

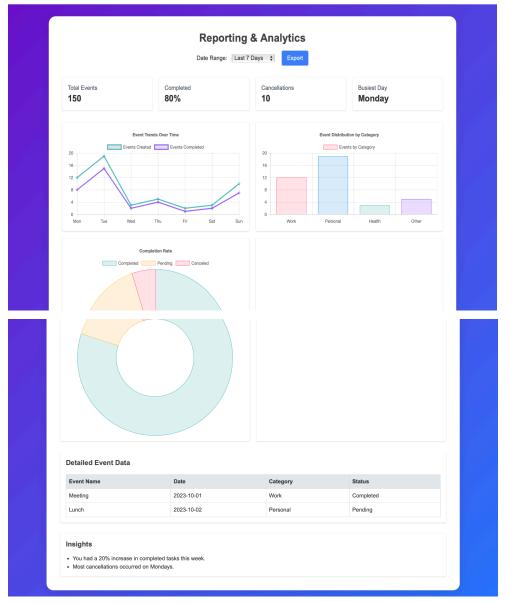


## 6. Risk Management Page:

- Design: A form for logging risks, with fields for risk description, impact, likelihood, and mitigation strategies.
- Prototype: A prototype showing how risks can be logged and tracked over time.

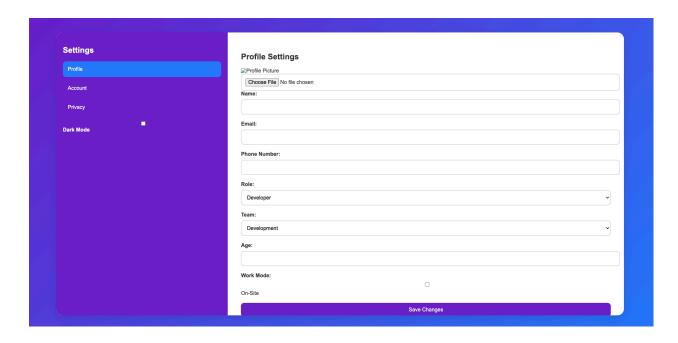
## 7. Reporting/Analytics Page:(Milica Tadic)

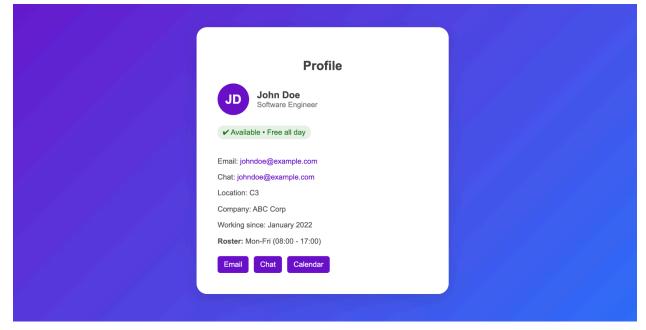
 Design: A page with charts and graphs showing project progress, risks, and other key metrics.  Prototype: A mockup of the analytics dashboard, including interactive elements (e.g., filters for date ranges).



# 8. User Management Page (Admin):

- Design: An admin-only page for managing user accounts, with options to add, edit, and delete users.
- Prototype: A prototype demonstrating how an admin can manage user roles and permissions.
- 9. **Settings/Profile Page**:(Stefan M. & Saim Malik)
  - Design: A page where users can update their profile information and change settings (e.g., password).
  - Prototype: A clickable prototype showing the flow for updating user settings.

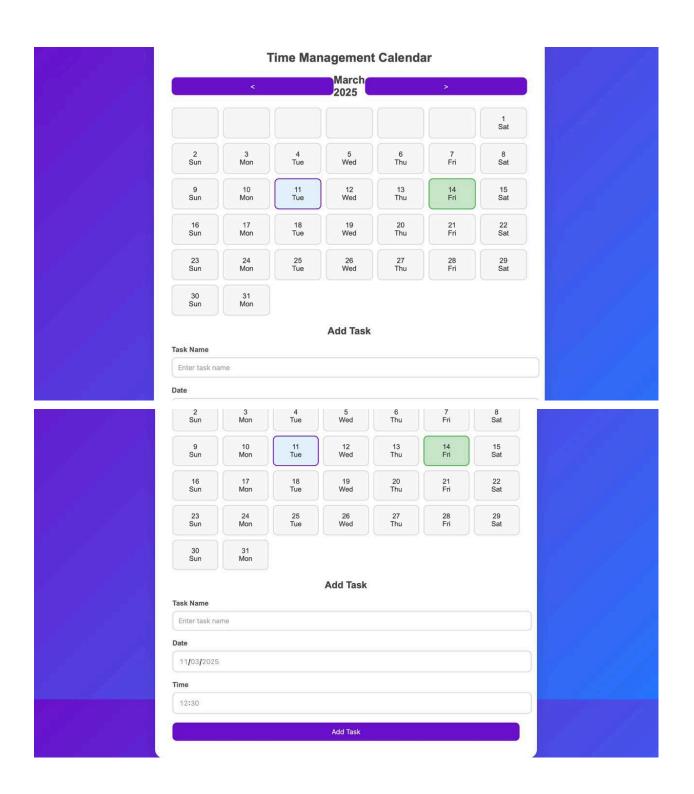




# 10. Calendar Page:(Milica Tadic)

Design: An interactive calendar for managing tasks. Users can navigate between months, view the calendar, and add tasks with details like name, date, and time, ensuring structured scheduling.

Prototype: A functional prototype that allows users to log and track tasks, with dynamic updates for seamless task management and easy navigation.



The prototypes are developed using HTML, JavaScript, and CSS to ensure that they are functional and can be integrated into the final system