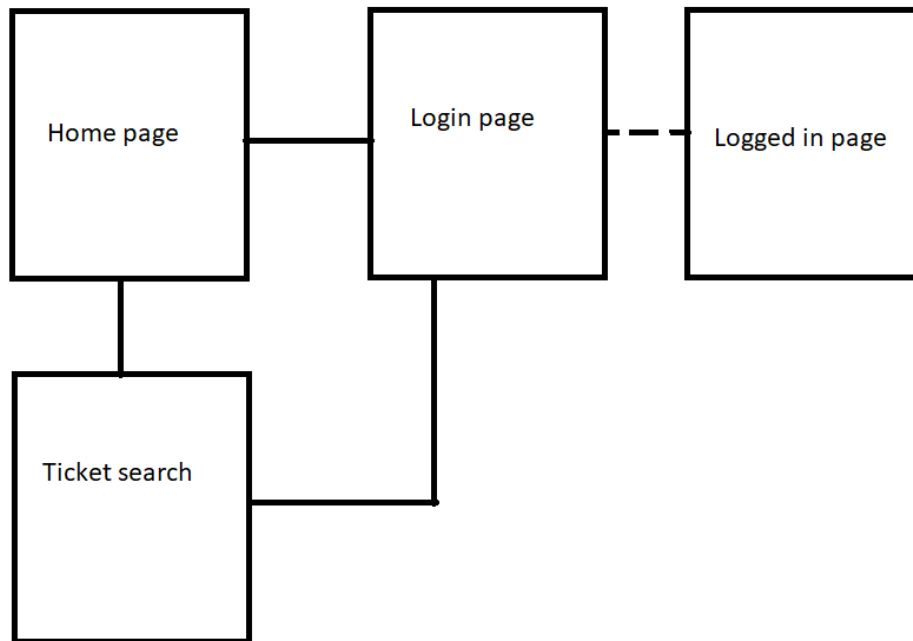


# UI design

To help me create and organise my prototype I used the bootstrap framework.

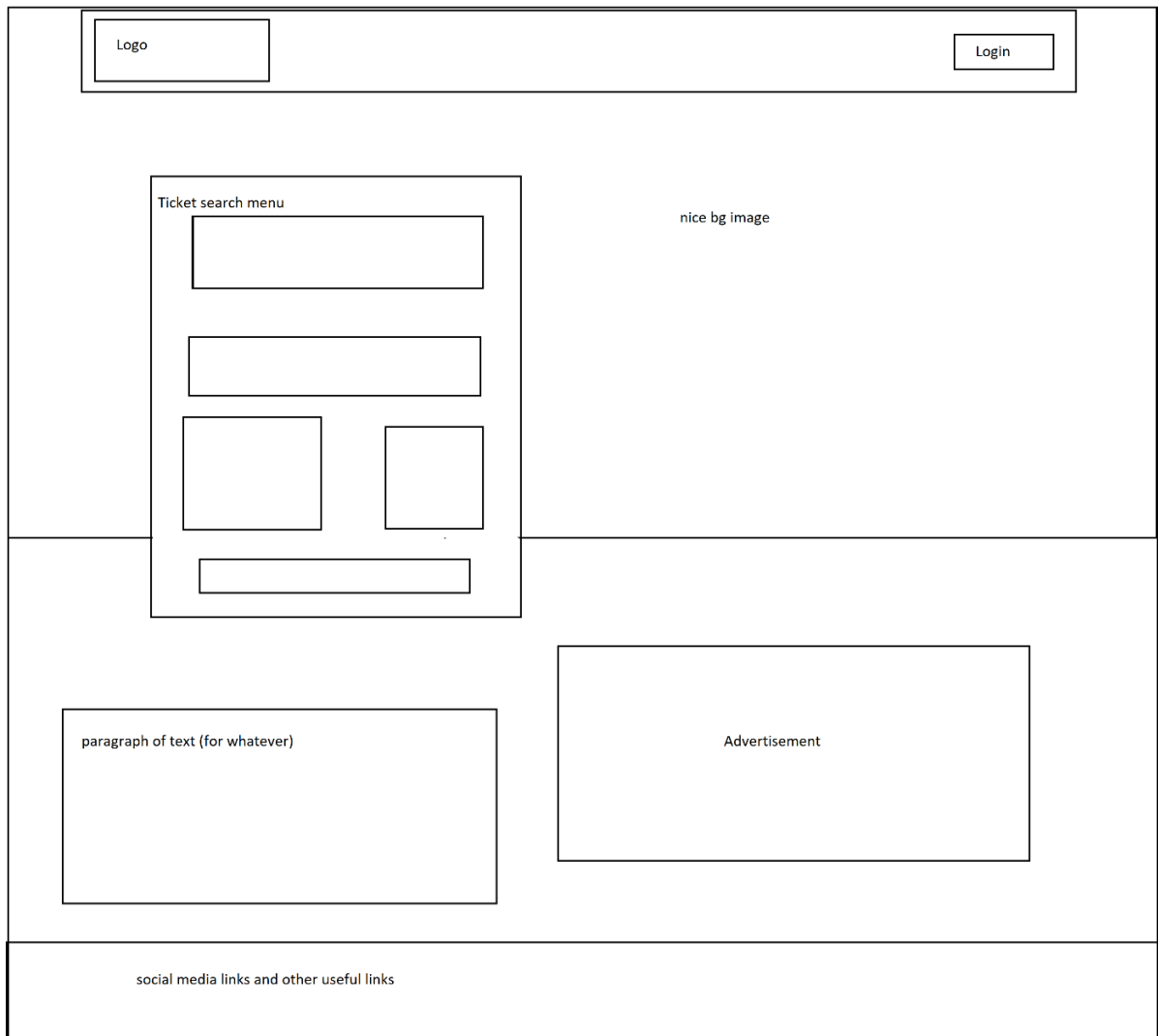
## Page relationships



From the homepage you can access the login page and search for tickets, in my prototype I did not include ticket search but this would be an important page. The login page would let you have access to the personalised page if you logged in with the correct details and from here you would be able to navigate to the other pages as well.

# Page designs

## Landing page



## Login Page

logo

Sign in

Sign in

UserName

Password

Sign in button

social media stuff

## Secure page

My tickets

My details

Upcoming

Past

Date	To	From	Price

## How This UI has conformed to HCI

### Schneiderman's golden rules

All buttons that navigate you to a new page are the same and all buttons that lead to submission of data are the same, all input fields where a user is expected to type information is a white curved text boxed with placeholder text indicating what needs to be input. All fonts are consistent, and the colour scheme varies little.

For frequent users they would be able to log into the system which personalises what they look for, although not fully implemented once users would log in they would see past journeys, and this would allow them to search for the same journey (destination and starting location) with a different date.

When searching through the menu to look for tickets the user is prompted to choose if there is a return ticket or not, if so the field which allows a date to be chosen is enabled allowing the user to pick a date/time. Again, when searching the user is required to enter a starting location and a destination, if these are missing and the user attempts to search without them they are informed that these are required and need to be entered. When logging in the user is prompted if the details were incorrect and informed if required information is missing.

The user must use a calendar to pick the date in the search menu. This prevents them from typing in the date format incorrectly (if there was any uncertainty) and they are prevented from inputting dates that are in the past. Also in the search menu the user is prevented from picking times that are not numbers, this could have been done with simple validation but restricting the minutes also makes the search process faster. More validation could have been added to ensure that the destination and starting locations were valid options however given the current scope of the prototype this seemed unnecessary.

At all points during the search process the user can go back and change whatever information they need to and to aid in this, the date menu has a small X next to the date to easily reset the date should they need to.

### Gestalt Principles

Proximity- All the information regarding search for a ticket is contained within a single area on the main page. Within this section the from and to input boxes are closer together as these two are related more significantly than the other items. The one way return and open return options are all in a line and slightly separated from the other menu items as these are a choose one style and as such need to be seen together. This extends to the leaving date and return date, the date and time are very close together to indicate that they are related and as such will be seen as one whole selection. The useful links section at the bottom is highlighted in a different colour to help the user to group them together as a helpful links rather than a random assortment of links at the bottom.

Closure- The top bar goes over the main background image and as such the user should believe that the image continues beneath it. In the design sketch the ticket search menu was intended to breach over the border between the image and the rest of the screen but unfortunately this was not reproduced in the prototype however this same principle is in action here and the user believes that the menu is floating over the image and image continues underneath.

Symmetry- the prototype conforms to this principle as the colour scheme is consistent across all pages and all pages have the same generic design structure that is the top bar with navigation menus, then the main body followed by the are at the bottom with helpful links.

Continuity- while logged in the user can view past journeys, this is laid out in a table view as this helps the user to understand the data faster, each row corresponds to a particular journey and each column contains the same data type.

Similarity- As stated before all buttons that lead to a submission of a form follow the same format and all links are the same white text, the font is consistent across pages and all input fields that are required look very similar. This extends to the links at the bottom of pages which are consistent with the ones in the top bar.

## Legal and ethical implications

The user is provided with clear navigation, the user should be aware of what they are doing on the website due to feedback and this should also mean that they are aware of what is being done. The data backend would be dealt with outside of the scope of this prototype so data protection is not relevant to this design.