

HIGH FIDELITY PROTOTYPE

Assignment 3



SOFTENG 350
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Persona and Scenario

Persona:

Name: Stewart Powell

Occupation: University Professor

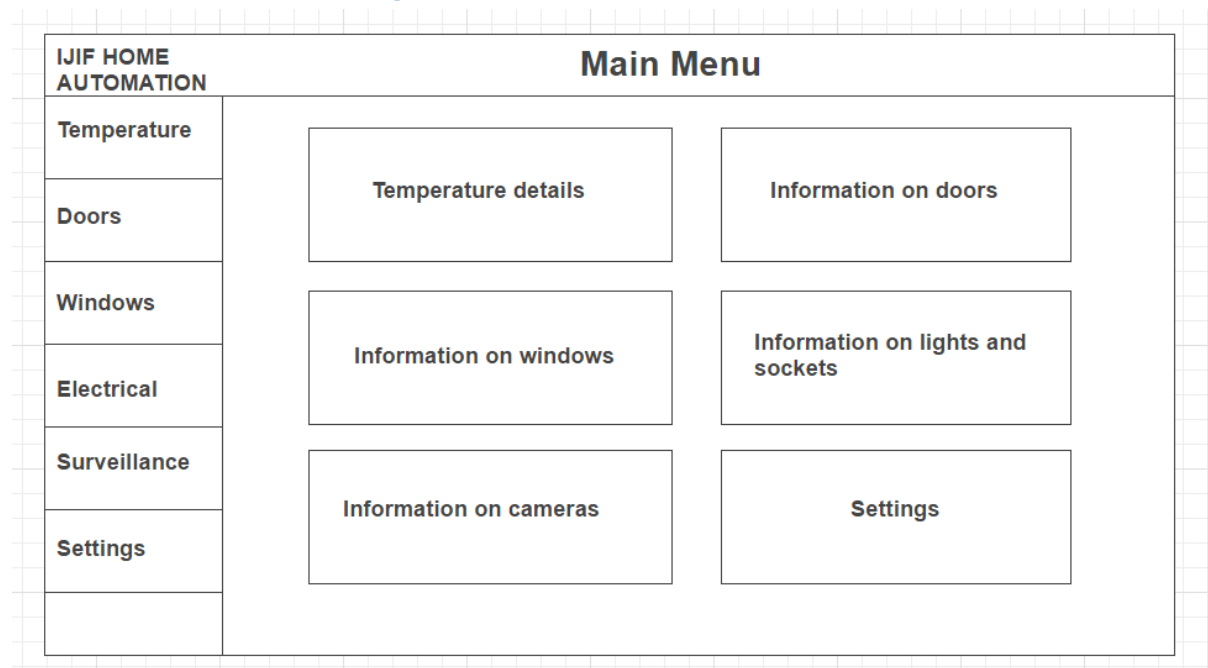
Goal: *To have a safe and secure household.* Due to commitments from the university, Stewart is often away from home. In order for Stewart to feel safe about his property, he want the house to be equipped with enough security measures to dissuade intruders and quickly detect anyone trespassing.

Goal: *To adapt new technologies to make his daily life more convenient.* Stewart often hires services such as cleaners, gardeners and maintenance, however his job at the university means he is away from home most of the time. Stewart needs a way to remotely access the doors and cameras of his house in order to let workers into his house when he isn't around. This would also make it easier for Stewart to deal with visitors when he is home.

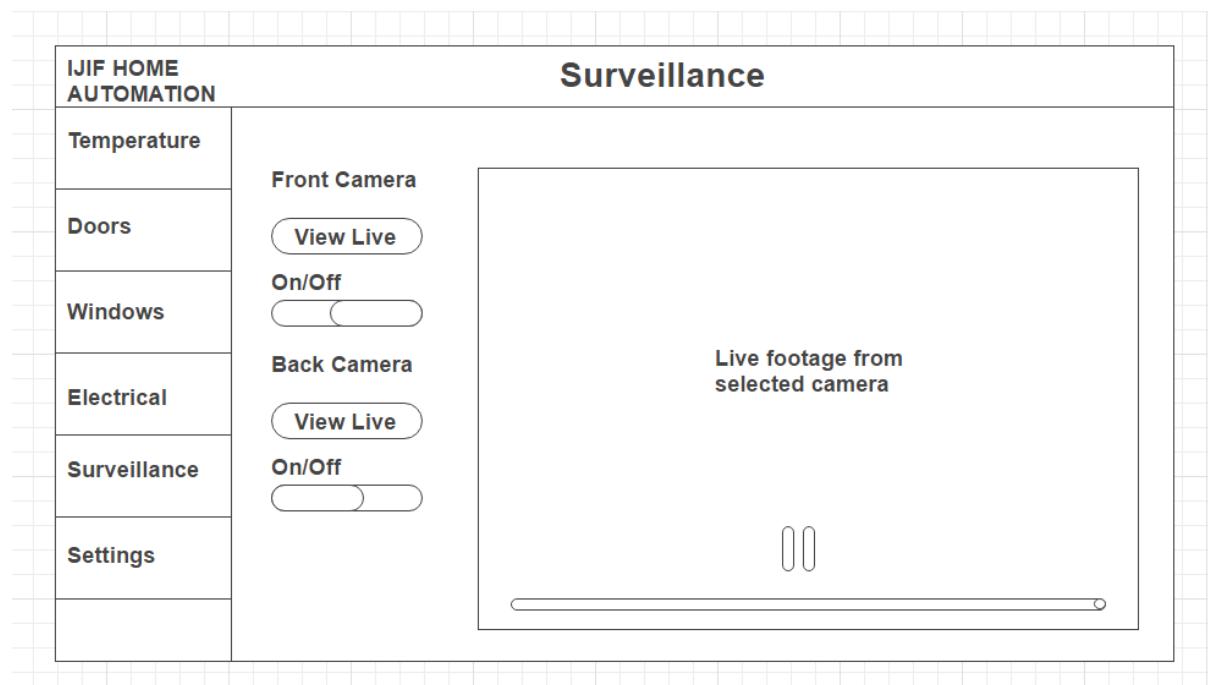
Scenario:

Pizza Delivery: Stewart orders pizza from a local pizza joint. When the delivery man arrives, Stewart uses the software to check the front cameras to make sure it is the pizza delivery. He then uses the software to remotely open the front door.

Wireframe Walkthrough

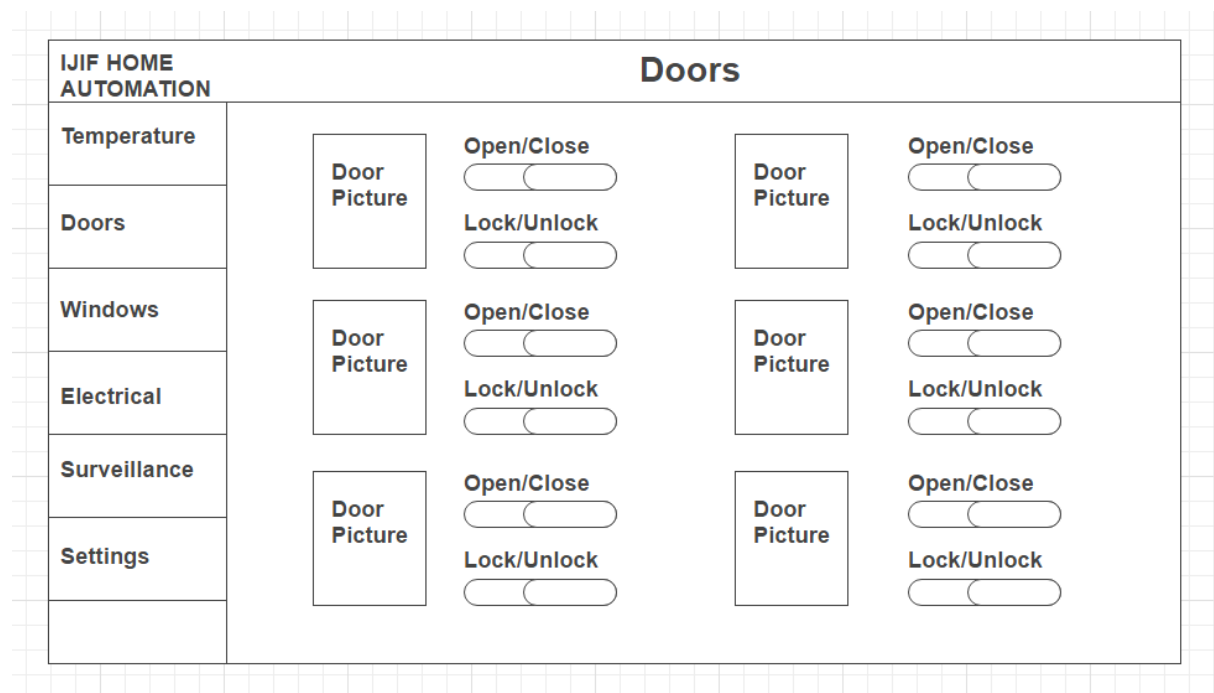


This is the first screen the user will see – the main menu. The sidebar is used for feature navigation, clicking any of it will bring up the corresponding menu. For the purpose of this prototype, only the Surveillance and Doors menus have been implemented since these will be used in the scenario. All other buttons will not do anything. The main section of the page will show general information about different parts of the household. Clicking on any of these sections will bring the corresponding menu like the sidebar (Again only Doors and Surveillance will work).



In the scenario, Stewart first opens the Surveillance menu using either the sidebar or from the main section of the main menu. Here Stewart is given the option to pick a camera to view the live footage from, by clicking on “View Live” under each camera. The video player is on the right hand side and

will show the footage from the camera. For the purpose of this prototype the video player will not actually use live footage from a camera, and instead will play a different sample YouTube video based on the selected camera.



Stewart will then open the Doors menu by using the sidebar. This page will show a list of the automated doors in the household in two columns. Each door comes with a picture and the options to open/close and lock/unlock them. This is done through the toggle-able buttons next to each door's picture. Stewart uses this to open the front door. Upon returning to the main menu, the panel containing information on doors will have updated accordingly.

Colour Scheme

For the colour palette of my site I chose a mainly black and white scheme. Multiple shades of grey were used in the buttons, containers and menus. This was chosen in combination with the rectangular layout to give an app-like feel to the software. Black was chosen instead of a colour to compliment the minimalistic style of the layout.

A black and white colour scheme provides good contrasting colours, which increases the readability of the site. The site is mostly monochromatic to keep the design of each page consistent. Light blue was used in the "on" state of toggle buttons instead of the overall black and white. This is required since any shades of grey implies that the toggle state is "off" therefore a more vibrant colour is needed for the "on" state.

Layout Scheme

For my design I have separated the page into 2 main sections: the side menu and the main contents of the page. A vertical menu was chosen instead of a horizontal one to give the page a modern “app-like” feel to it. This is done to differentiate the page from standard webpages since it is meant to be an application. The top bar contains just the software branding and the name of the current page to prevent clutter.

The layout chosen for the main menu and the doors page are two columns of rectangular containers, each containing relevant content. The main menu is separated into 6 parts in a 2 by 3 format, each part contains general information for each of the 6 features of the software (temperature control, doors etc.). This layout fills up empty space and is meant to represent a dashboard. A similar style was selected for the doors page, with two columns of rectangular sections each holding information on a door. This is done so that the user can see the information on most of the doors straight away without needing to expand or open anything new.

The surveillance page is kept consistent with the rest of the design by also using a two column layout. The camera controls are to the side of the video player instead of above or below it since it utilises widescreen spaces more effectively.

Resource List

- Bootstrap side bar: <http://seegatesite.com/create-simple-cool-sidebar-menu-with-bootstrap-3/>
- Side bar icons: <http://iconsdb.com>
- bootstrap.min.js: required by the side bar, <http://getbootstrap.com>
- jquery-1.12.3.min.js: required by the side, <https://jquery.com/>
- Switch button: used for simulating door and camera control, <http://www.cssflow.com/snippets/simple-toggle-switch>
- Click button: used for the “view live” feature on the surveillance page, <http://css3buttongenerator.com>
- Sample videos: used as placeholders for live surveillance footage. Note that these videos do not represent what is happening in the scenario (pretend that pizza is being delivered).
Screenshots taken from:
<https://www.youtube.com/watch?v=5F1Yn5FMfg4> side camera view
<https://www.youtube.com/embed/5ZGLsYqGGKo> front camera view
- Door images: used as examples for the door page. Realistically the user should be able to upload their own images for doors. Image source: <http://www.houzz.co.nz>