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**THE UNIVERSITY OF BUEA**

**FACULTY OF ENGINEERING AND TECHNOLOGY**

**DEPARTMENT OF COMPUTER ENGINEERING**

**CEF 440: INTERNET PROGRAMMING AND MOBILE PROGRAMMING**

**Group 22**

**TASK 5: UI Design and Implementation**

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| **Name** | **Matricule** | **Option** |
| 1. Enow Myke-Austine Eta | FE21A183 | Software |
| 1. Mokfembam Fabrice Kongnyuy | FE21A240 | Software |
| 1. Ndangoh Boris Bobga | FE19A072 | Network |
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| 1. Takem Jim-Rawlings E. | FE21A309 | Software |

**COURSE INSTRUCTOR:**

**Dr. NKEMENI VALERY**

# INTRODUCTION

Include how the UI was built to meet the various stages of DMLC and also to meet functional and non-functional requirements e.g. multi-language etc.

# DESIGN PRINCIPLES

* Color theme
* Typography
* Iconography

# UI DESIGN

* Wireframe
* Mockup and purpose of each page: e.g. report disaster page- We sought to make the report disaster a captivating and enjoyable process, so we used an onboarding screen/ walk through screen or making the report disaster a step by step process.
* Demo of prototype

# UI IMPLEMENTATION

* Include tool used to build and why it was used
* Show outcome

# COMPLIANCE AND ACCESSIBILITY CONSIDERATIONS

# USER TESTING AND FEEDBACK

* Talk about how we did first design and later after testing we refined it