# HIC Group Project – Smart Car Interface Application

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Purpose:

The purpose of this application is to serve as an interface between a “smart” car and a driver. A smart car refers to the new generation of automobiles whose flagship features include self-driving, fully-electric power, and maximum onboard computer integration. The smart car is similar to today’s Tesla cars. This application will be in charge of handling most of the range of interface options a driver has when operating a smart car, from climate control to audio streaming to navigation. This application will be responsible for handling both the driver and central dash displays.

# Home Screen:

The purpose of this screen is to act as the first screen that users see. This screen will have all of the other locations as options from this screen. It is also meant to be able to handle having all of the information that a driver might need even while he is managing multiple applications at once, such as maps and music simultaneously.

The map at the top would actually have a live map running and directions on the side. The other buttons below are links to the other screens, and then the essentials bar will have access to go home and to music and heating and cooling.

The 8 golden rules that apply are:

**Consistency** in the buttons shapes and outlines as well as with the overall color palette and placement of main content and the essentials bar.

There are **shortcuts** for playing and pausing music and heating and cooling.

**Reducing short term memory load** because the buttons are big and there are only five of the main ones.

You can easily go home so there is a **reversal of actions.**

This is the **internal locus of control** that lets users guide the process.

There would be **informative feedback** such as the play button turning to a pause and visa versa as well as the page changing when they go to a certain location.

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# Phone Contacts:

The purpose of this screen is to allow the user to see their phone contacts that they have set up with their car and choose to voice message, call or delete them from the display screen.

We still have the essentials bar as well.

The 8 golden rules that apply are:

**Consistency** in the buttons shapes and outlines as well as with the overall color palette and placement of main content and the essentials bar and each contact is consistent.

**Reducing short term memory load** because there are very few options that we allow a user to do with the phone contacts.

I also alternated colors to allow distinctions.

You can easily go home so there is a **reversal of actions.**

This is the **internal locus of control** that lets users guide the process.

This is a confirmation **dialogue box to yield closure** that appears for this screen when you click to call or message.

There would be **informative feedback** such as the play button turning to a pause and visa versa as well as the page changing when they go to a certain location.

# Stats Screen:

This screen is meant to act as a place to check your tire pressure and battery life and other statistics about your car such as miles traveled in the month etc.

The 8 golden rules that apply are:

**Consistency** because the color scheme and then the layout of the screen as well as the image used for the car representation.

You can easily go home so there is a **reversal of actions.**

**Reducing short term memory load** because there are very few options and we try to cluster everything so that it is easy to get the specific statistics information that we are looking for.