

**CS102****Fall 2022/23**

Instructor:

**Uğur GÜDÜKBAY**

Assistant:

**Osama Zafar**Project  
Group**1I**

Criteria	TA/Grader	Instructor
Presentation		
Overall		

## ~ Bilkent Halısaha ~

**The GOATS****Kaan AYDENİZ****Erdem AYDIN****Oğuzhan GENÇ****Furkan Emre KOLUKIRIK****Hasan Kutluhan ŞIPKA**

## UI Design Report

**10 November 2022**

### 1. Introduction

Our application, Bilkent Halısaha App, is for Bilkent University students to find and organize football matches easily. Users can create new matches at a specific time or join existing matches they want. Our aim is to allow students to play and plan football matches easily. Therefore, to achieve this aim our app should have a simple and easy-to-use design. Hence, we have used mainly green tones in our UI design. We created our designs according to the principle of the minimal number of buttons to achieve comfortable use and good design.

## 2. Details

We have used Photoshop which is a photo editing and design application (Photoshop) for creating the UI of the application pages. These pages will be demonstrated page by page in the details section. We have opening pages which are:

- the launch page,
- sign-in page,
- sign-up page,
- verification page

and match planning pages which are:

- the home page,
- create match page,
- existing matches page,
- join match page

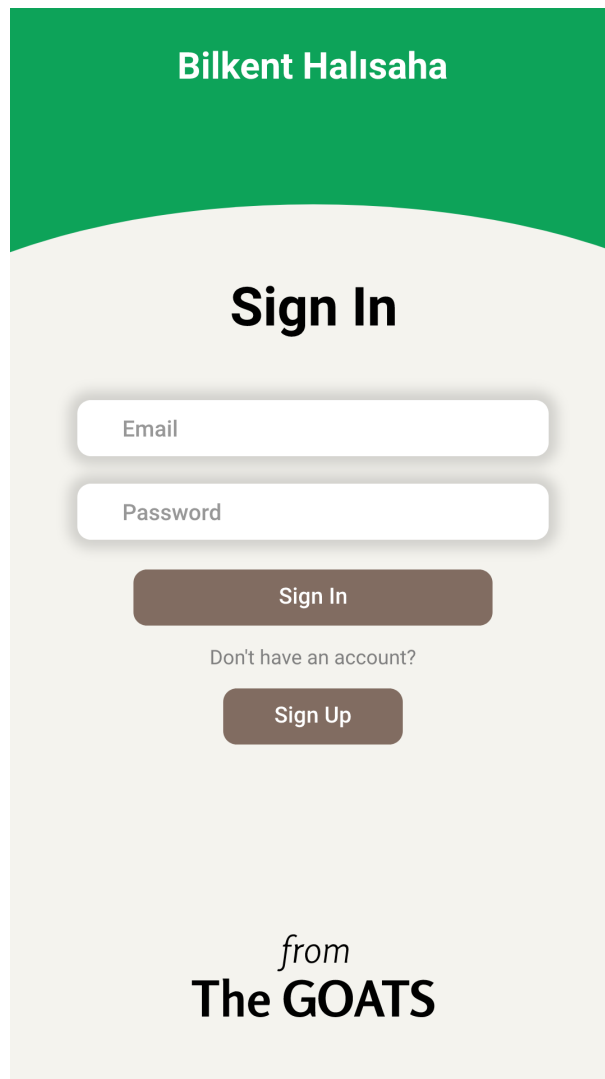
and lastly, we have the profile page.

### 2.1 Launch Page



This is the **Launch Page**. When the user launches the application, this page will be shown to the user for a short time as an opening animation. After seeing the **Launch Page**, the application will send the user to the **Sign In Page (2.2)**.

## 2.2 Sign-In Page



The image shows a mobile app sign-in screen. At the top is a green header with the text 'Bilkent Halisaha' in white. Below the header is a light beige background. In the center, the text 'Sign In' is displayed in a large, bold, black font. Underneath this are two white input fields with rounded corners and soft shadows. The first field is labeled 'Email' and the second is labeled 'Password'. Below the input fields is a dark brown button with the text 'Sign In' in white. Underneath the button is the text 'Don't have an account?' in a small, gray font. Below this text is another dark brown button with the text 'Sign Up' in white. At the bottom of the screen, the text 'from The GOATS' is displayed, with 'from' in a smaller, italicized font and 'The GOATS' in a larger, bold font.

Bilkent Halisaha

# Sign In

Sign In

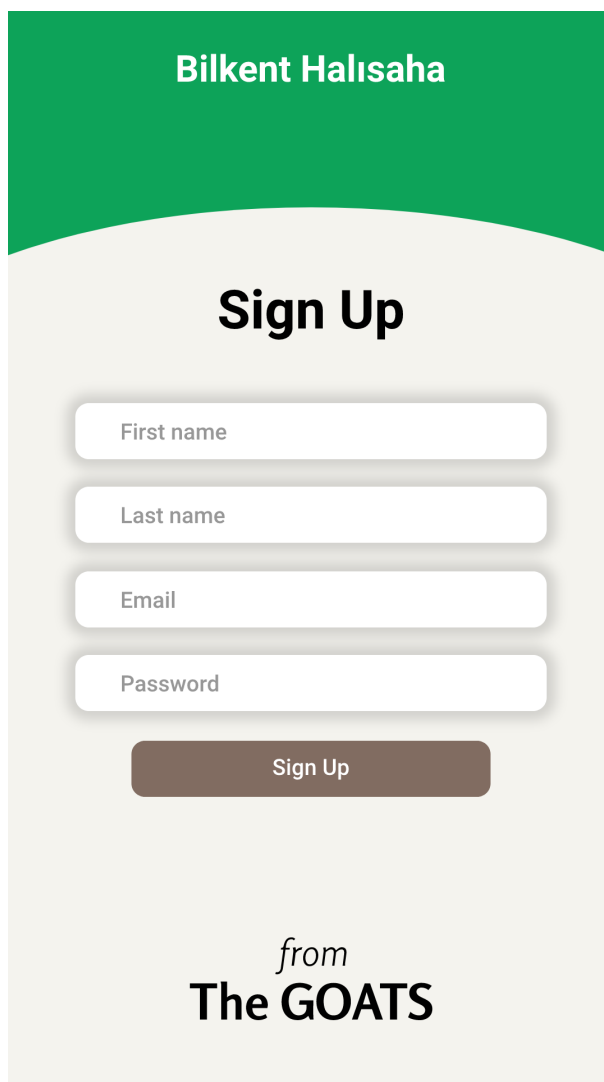
Don't have an account?

Sign Up

from  
The GOATS

This is the **Sign-in Page**. Users can sign in to the application by entering their Bilkent mail address and password if they had signed up and created an account previously. If the user filled the form correctly, the *Sign In* button will send the user to the **Home Page (2.5)**. If the user has no account, the user can click the *Sign Up* button and this button will send the user to the **Sign Up Page (2.3)**.

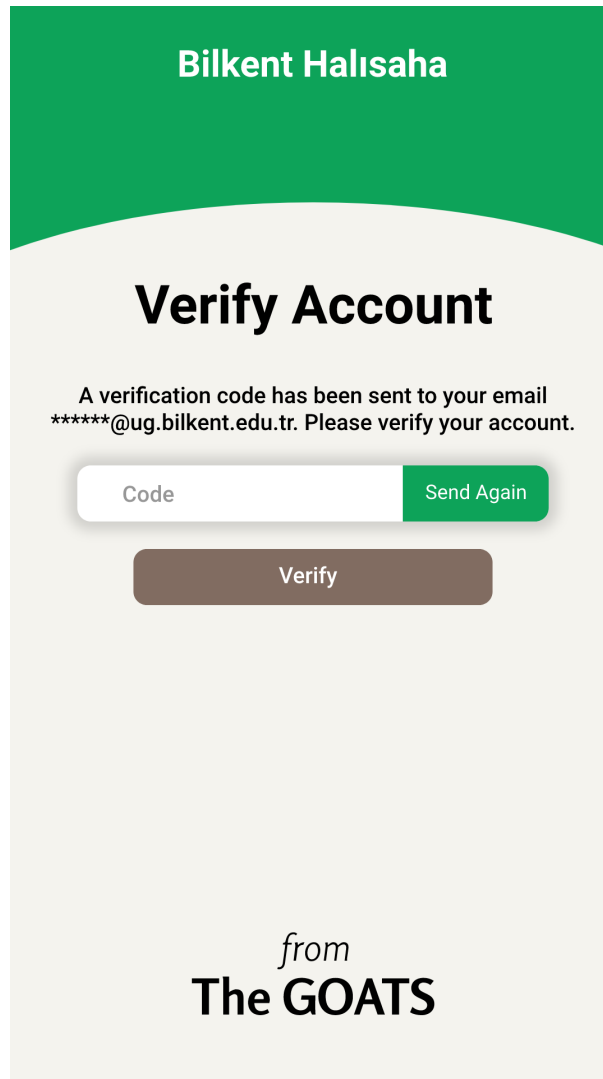
## 2.3 Sign-Up Page



The image shows a mobile app sign-up screen. At the top, a green header bar contains the text "Bilkent Halisaha" in white. Below this, the title "Sign Up" is centered in a large, bold, black font. Under the title are four white input fields with rounded corners, each containing a placeholder label: "First name", "Last name", "Email", and "Password". Below these fields is a brown button with rounded corners labeled "Sign Up". At the bottom of the screen, the text "from The GOATS" is displayed, with "from" in a smaller, italicized font and "The GOATS" in a larger, bold font.

This is the **Sign-up Page**. Users can easily sign-up by just entering their first names, last names, Bilkent e-mails and their password. After meeting the requirements and pressing the *Sign Up* button, they will be directed to the **Verification Page (2.4)**.

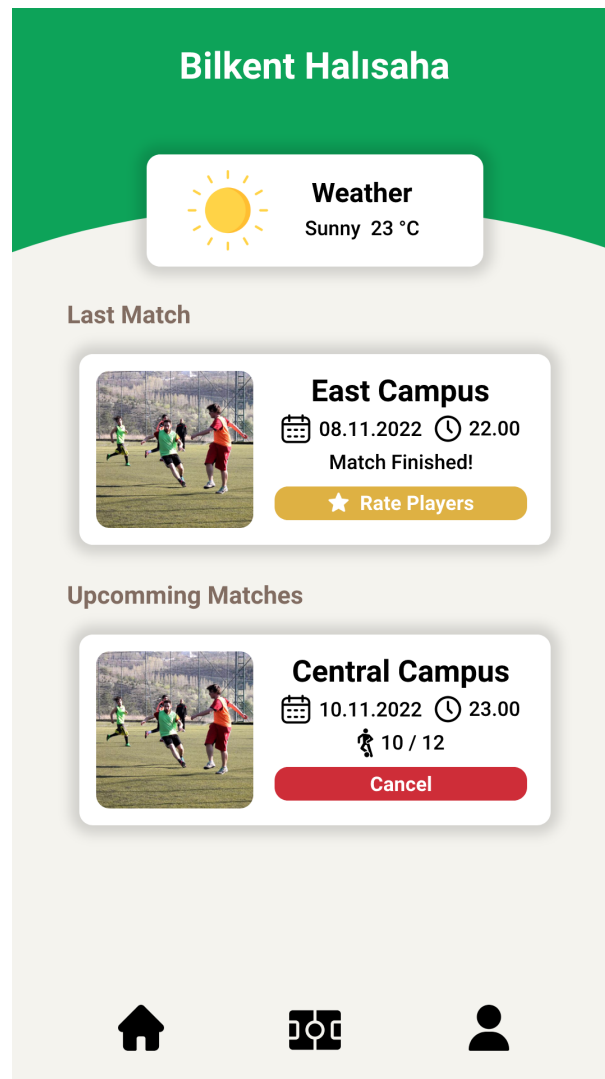
## 2.4 Verification Page



The image shows a mobile app interface for account verification. At the top is a green header with the text "Bilkent Halisaha". Below this is a light beige background with the title "Verify Account" in bold black text. A message states: "A verification code has been sent to your email \*\*\*\*\*@ug.bilkent.edu.tr. Please verify your account." Below the message is a white input field with the placeholder text "Code" and a green "Send Again" button. Underneath the input field is a brown "Verify" button. At the bottom, the text "from The GOATS" is displayed, with "from" in a smaller, italicized font and "The GOATS" in a larger, bold font.

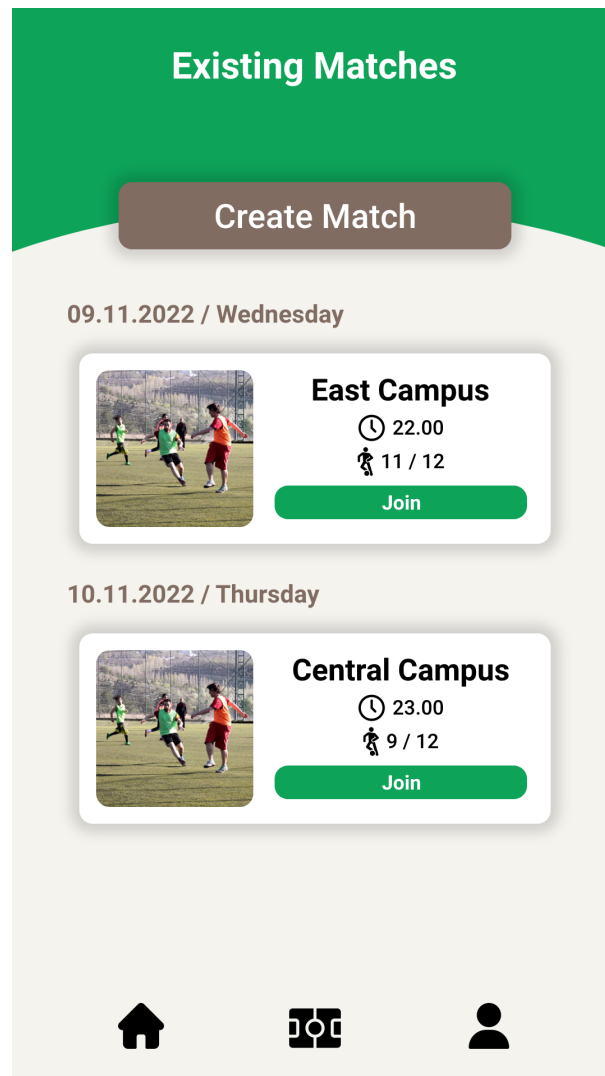
This is the **Verification Page**. Basically, a verification code will be sent to users' Bilkent emails after signing up and this is where the users will enter the code sent by our application. After entering the code and pressing the *Verify* button, the user's account will be authorized for signing in and users will be directed to the **Home Page (2.5)**.

## 2.5 Home Page



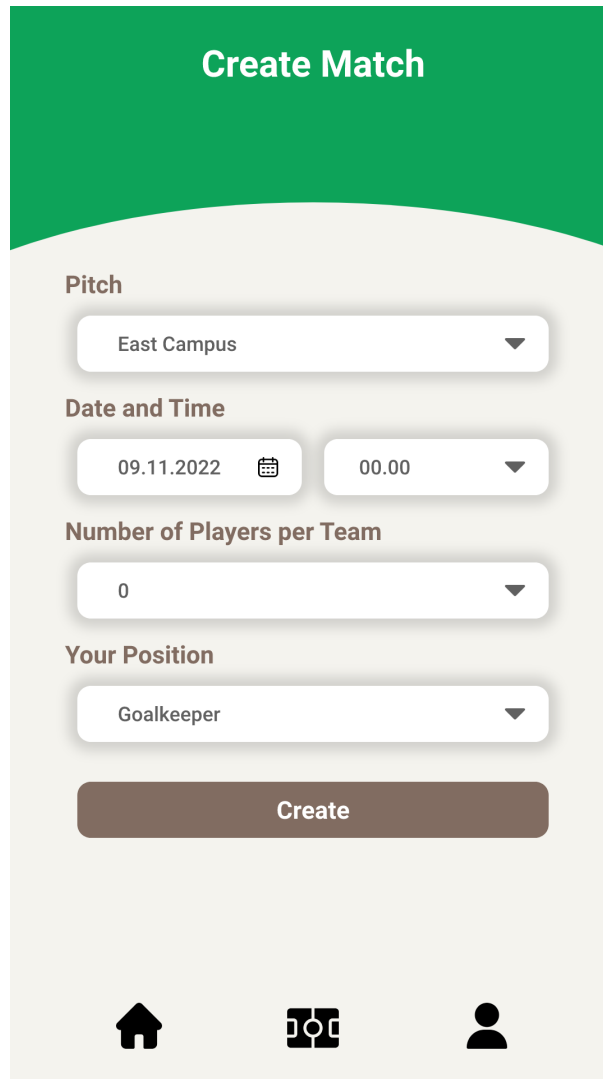
This is the **Home Page**. On the **Home Page**, users will be able to see the matches they played and the upcoming matches they registered. They will be able to rate the players they have played with by pressing the *Rate Players* button as well. After pressing the button, our application will send them to the **Rate Players Page (2.9)**. On this page, users can also cancel the matches they've registered by pressing the *Cancel* button if they wish. There is a panel showing the weather conditions, so users can adjust their matches by checking the weather conditions located on the panel. There will also be navigation buttons located at the bottom of the **Home Page** and the other pages. In the navigation bar, the first button will send you to the **Home Page**, the second button will send you to the **Existing Matches Page (2.6)** and the last button will send you to the **Profile Page (2.10)**.

## 2.6 Existing Matches Page



This is the **Existing Matches Page**. On this page, matches and their details that were created by other players can be seen. If the user wants to join a match, the user can click the *Join* button, and this button sends the user to the **Join Match Page (2.8)**. Also, if the user wants to create a new match, the user can click *Create Match* button and this button will send the user to **Create Match Page (2.7)**.

## 2.7 Create Match Page



The image shows a mobile app interface for creating a football match. At the top is a green header with the text "Create Match". Below this is a light beige background containing several form fields. The first field is labeled "Pitch" and has a dropdown menu with "East Campus" selected. The second section is labeled "Date and Time" and contains two fields: a date field with "09.11.2022" and a calendar icon, and a time field with "00.00" and a dropdown arrow. The third section is labeled "Number of Players per Team" and has a dropdown menu with "0" selected. The fourth section is labeled "Your Position" and has a dropdown menu with "Goalkeeper" selected. Below these fields is a brown button labeled "Create". At the bottom of the screen is a navigation bar with three icons: a house icon, a camera icon, and a person icon.

Create Match

Pitch

East Campus

Date and Time

09.11.2022

00.00

Number of Players per Team

0

Your Position

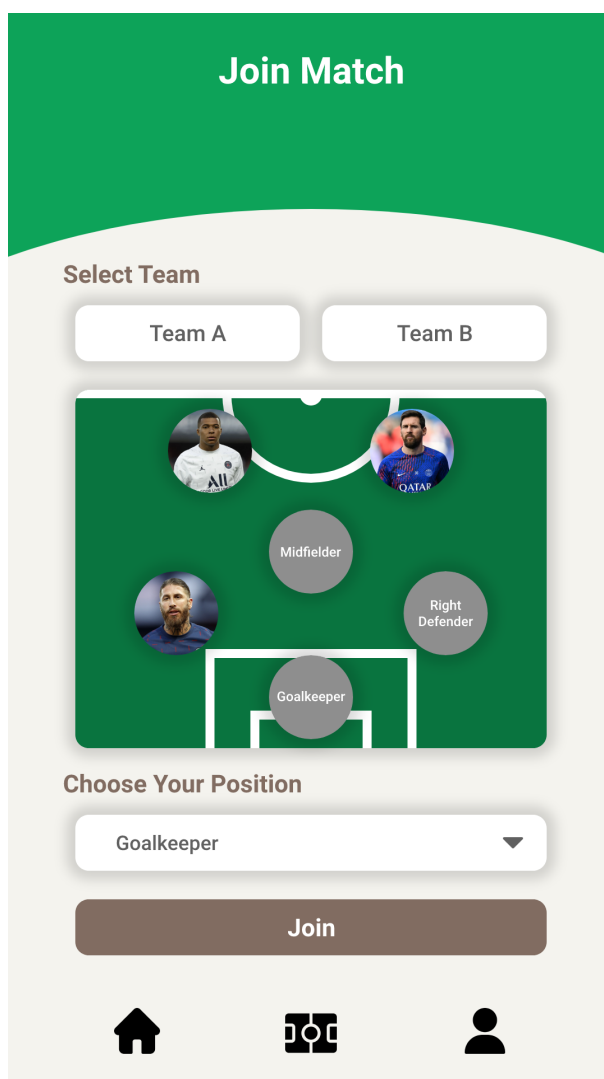
Goalkeeper

Create

This is the **Create Match Page**. Users can create football matches with specific settings. Users can select a football match's location, date, time and player number. Also, because the creator of the match is a player too, he must select his position. After completing the form, the user will click on the *Create* button. After that, the match will be created and it will be published on the Internet for other players to join. And after that, the user will be redirected to the **Existing Matches Page (2.6)**.

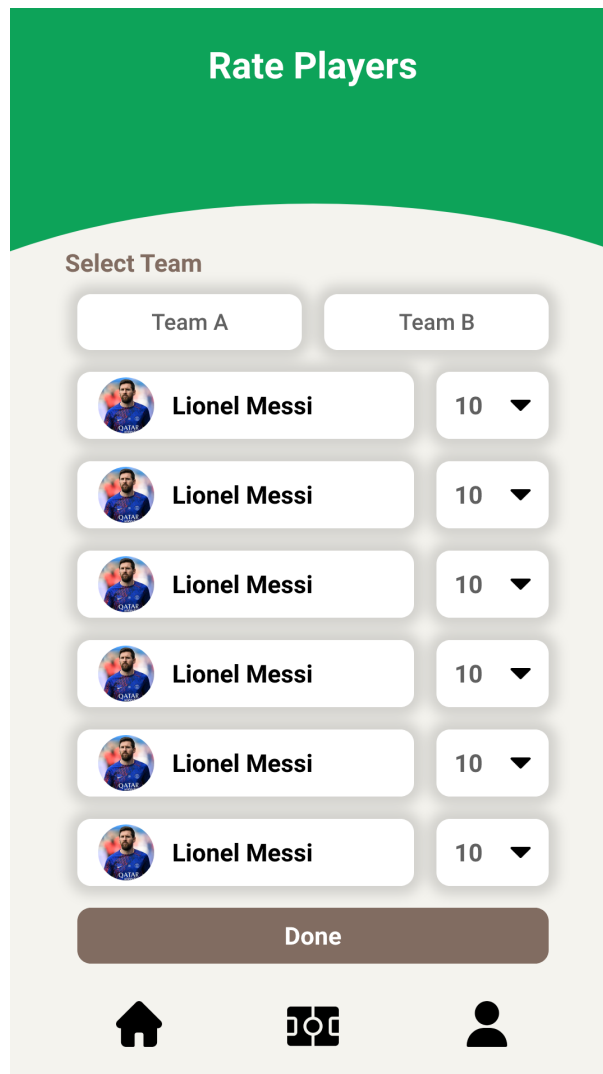


## 2.8 Join Match Page









This is the **Join Match Page**. This page is specific and unique for each match according to the filled positions and the number of players in each team. By selecting a team, the user can see which players teams have. The user can select his position and team, and after that user can join the match by clicking the *Join button*. After sending a join request, the user will be redirected to the **Existing Matches Page (2.6)**.

## 2.9 Rate Players Page

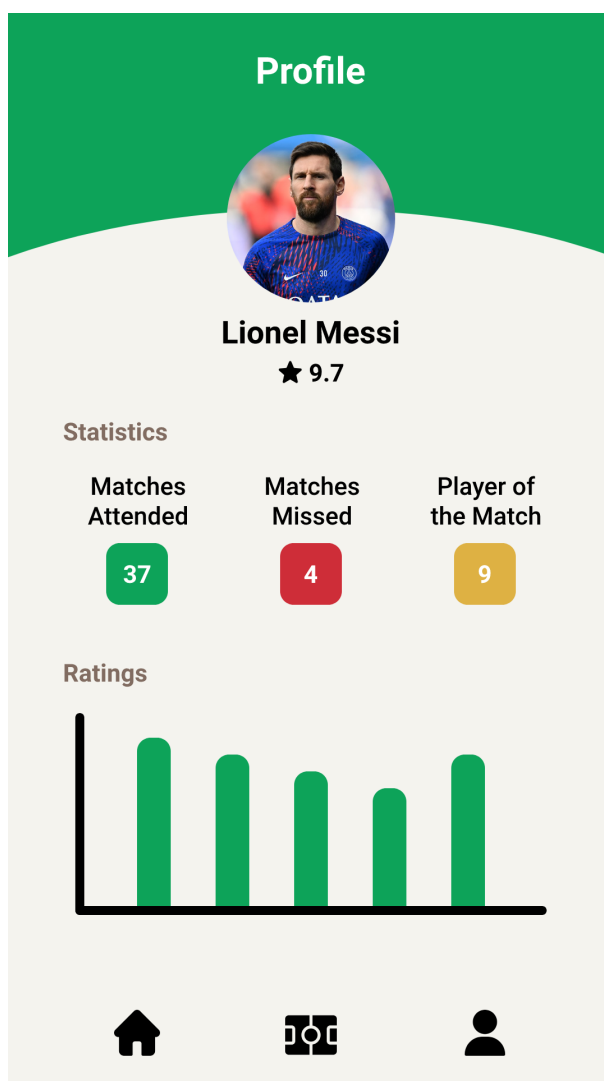


The image shows a mobile app interface for rating players. At the top is a green header with the title "Rate Players". Below this is a "Select Team" section with two buttons: "Team A" and "Team B". The main area contains a list of six player entries, each featuring a circular profile picture of Lionel Messi, the name "Lionel Messi", and a rating of "10" with a downward arrow. At the bottom of the list is a brown "Done" button. The footer contains three icons: a house, a soccer field, and a person.

Select Team	
Team A	Team B
 Lionel Messi	10 ▼
 Lionel Messi	10 ▼
 Lionel Messi	10 ▼
 Lionel Messi	10 ▼
 Lionel Messi	10 ▼
 Lionel Messi	10 ▼
Done	

This is the **Rate Players Page**. On this page, users will be able to rate the players they've played with in the same match from 1 to 10 by pressing the button located next to the players' names. They will also be able to mark the players who didn't come to the match. After evaluating the players and pressing the *Done* button, users will be directed to the **Home Page (2.5)**.

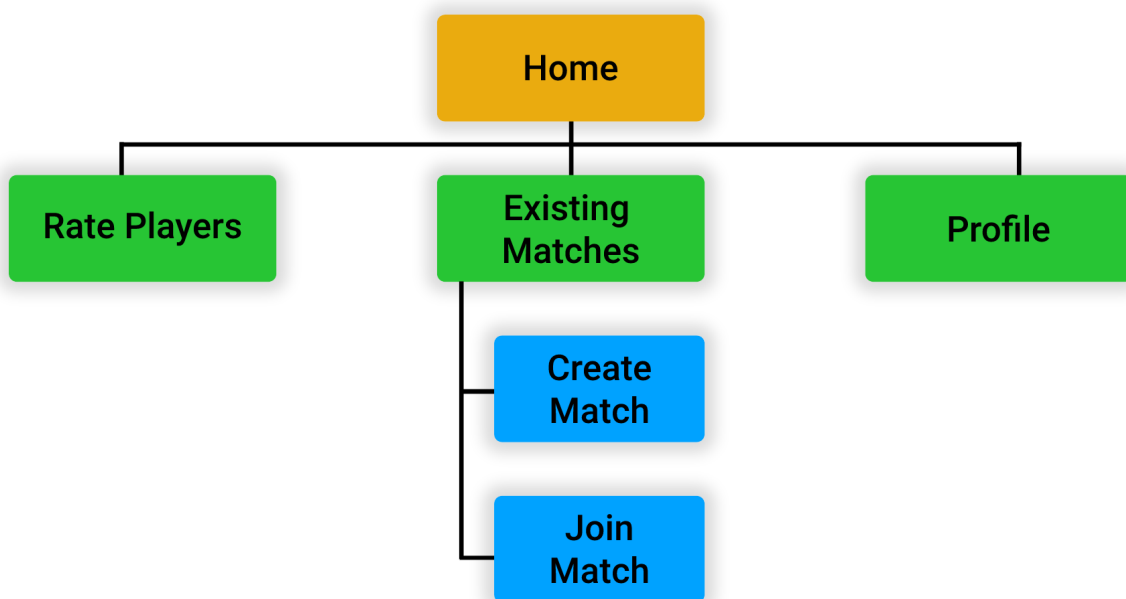
## 2.10 Profile Page



This is the **Profile Page**. The profile page is unique to each user. On the profile page, other users can see the user's profile picture, name, rating, and some statistics about users such as the number of attended matches and the user's last match ratings. Also, if the user is the owner of the account, the user can click on the profile picture and change his profile picture by uploading a new image.

### 3. Summary & Conclusions

To conclude, we designed a mobile app which an end-user can use without having any problem. We wanted to keep everything simple and minimal so that the users can use our app very easily. We followed the same design patterns to make our app complete as a whole. We considered the difficulties that users may experience while using our app; therefore, we built a very user-friendly app. Briefly, we can say that our application has been designed with precision and meticulousness.



As we explained in the **Details (2.0)** section these are the ways that users can use to reach other pages while using our app.

## References

- 1) *Official Adobe Photoshop | Photo and Design Software*. Photoshop. (n.d.). Retrieved November 11, 2022, from <https://www.adobe.com/products/photoshop.html>