

CS 329E - Fall 2017 - Mockups Paper

Due date: 10/12/17 by 11:59pm, late work is not accepted
Points: 120 points
Submit: A Mac Pages, Microsoft Word or PDF file.
Name your file: **Group<project-group-number>Mockups.pdf**
Example: Group9Mockups.pdf

One team member should submit for the group.

Description: A paper with the following sections that visually shows the user interface of the application, along with brief descriptions of each screen's functionality.

1. **Group Number:** <your-group-number>
2. **Group Members:** List all the group members with their EIDs, in tabular form. Include a percent of each members contribution to the design of the user interface and the contents of this document. For example, if all participated equally, everyone would show as 33%.

Name - EID	% Contribution to UI design	% Contribution to paper

3. **Application Name:** The name you will use for your application.
4. **Application Description:** Brief explanation of what the app does - copy/paste from your App Idea Paper.
5. **Mockups:** Visual representation of each screen in your application, as well as at least one representation of all your screens at once with arrows between them to show the flow through the screens - similar to what you would see in a storyboard. Optionally, you can include screens in various states of usage, to make it clear of the expected visual behavior as the user interacts with the application.

*** Show Login screen first, then Settings screen, then your other screens.

6. **Operational Descriptions:** Descriptions of how the user makes use of the interface to perform each of the available operations in the application - 2 - 8 lines of description per screen.

Grading criteria:

- Mockups understandable and all present. (40 points)
- Quality of the operational descriptions - clear, complete and concise. (40 points)
- All application functionality included in the descriptions. (30 points)
- All sections included. (5 points)
- Correct file name. (5 points)

Note: Here are 3 ways to create the mockups (there are others):

- Hand draw - neatly. Take a picture of each screen and paste into the document.
- Xcode's Interface Builder using a storyboard.

- A 3rd party tool, like FluidUi - www.fluidui.com

Here is a link that explains how to take a screenshot on a Mac:

<https://support.apple.com/en-us/HT201361>