

Prototype Design Choices

ViSOL 1

In the first sprint, we made a wireframe to have a overview of what kind of design we wanted to make. Since it is just a wireframe, it looks very ugly and was just meant to have a clear view of what kind of pages we wanted. In our final product, most of the layout of the wireframe is preserved. This is located in the wireframe folder.

During the second sprint Krystof redid the entire design on the weekend. He made it look very good, and this is the final design we used for our final product. The final product looks very similar to this final design. This is located in the final-design folder.

Both designs were made in Figma, located here

<https://www.figma.com/file/fMTMnVQc97upgUIhgtXJuE/ViSOL>. To put them on GitLab, we exported all the layers as a PDF or PNG.

In both folders, the home page is visible in Landing Page.pdf. In the wireframe, the idea was to have a basic homepage that redirected to a login page when clicking one of the buttons. In the final design this page was replaced by just having the login page as home page. We realised it made no sense to have multiple buttons that would redirect to the same login page, as we decided to only use one table for all users.

The performance overlay can be seen in Performance.pdf in the wireframe and Performance Overlay.pdf in the final design. Instead of having it appear on the top of the page, it now appears at the side. The final design does not show any graphs, as by that point we hadn't really decided what we wanted to show. In the end we made it exactly like the popup in the final design, since we did not have the time to work on more detailed performance metrics.

The popups can be found in their respective files which all have popup in their name. The differences between the wireframe and the final design are pretty small, other than the styling. In the final design we did add a 'None' button for the schedule. It made sense to also have the option to not schedule the vessel at all. This button has since been renamed to 'Disabled', but the function is the same.

We only made forms for creating vessels in the final design. It's not that we didn't want to implement forms for berths, terminals, and ports, but we just didn't want to waste time on making other forms that look exactly the same, but just with different fields.

All the other pages show the view of the schedules for the specified roles. The pages are all very similar, the only difference are the buttons that correspond to the permissions these users have.

We decided to have the berths in the x-axis, and the time in the y-axis. This is because we liked the idea of having a schedule that is infinitely scrollable. It also made sense because we think you are probably scrolling through time more often than through different berths, and

scrolling down is much easier than sideways.

In the final design we however decided against the infinite scrolling, as we didn't see a way to implement that well in the limited time. Instead we now have a time selector, and a today button that jumps to the current day.

Other than that the final design is very similar to the wireframe in layout. Both use a green line to indicate the current time, a red colour for infeasible schedules, a hand icon if the vessel was manually scheduled, and an indicator for when the berth is closed.

The buttons are a lot cleaner in the final design. Instead of having them all at the top, the performance, add vessel, undo and redo buttons are at the side instead.

The initial idea of having a different colour for vessels that are done scheduling or being scheduled was removed in the final design. The idea was that we wanted a different colour for those vessels because their schedules cannot be changed, but in the end we decided that the green line was enough of an indicator of what can and cannot be changed.

In the assets folder of final design, a lot of the objects can be found that were used in the different pages.

In the final design we had a weekly view as idea for a zoom-out. In the end we didn't have time to implement that, but we do realise now that it would probably have been smarter to design the weekly view as the default, instead of the daily view, as we found out that ships are often in the port for multiple days.