

# A3: User Interface Prototype

The User Interface Prototype has two objectives:

- Plan the User Interface of the product and create new requirements.
- Help identify and describe the user requirements.

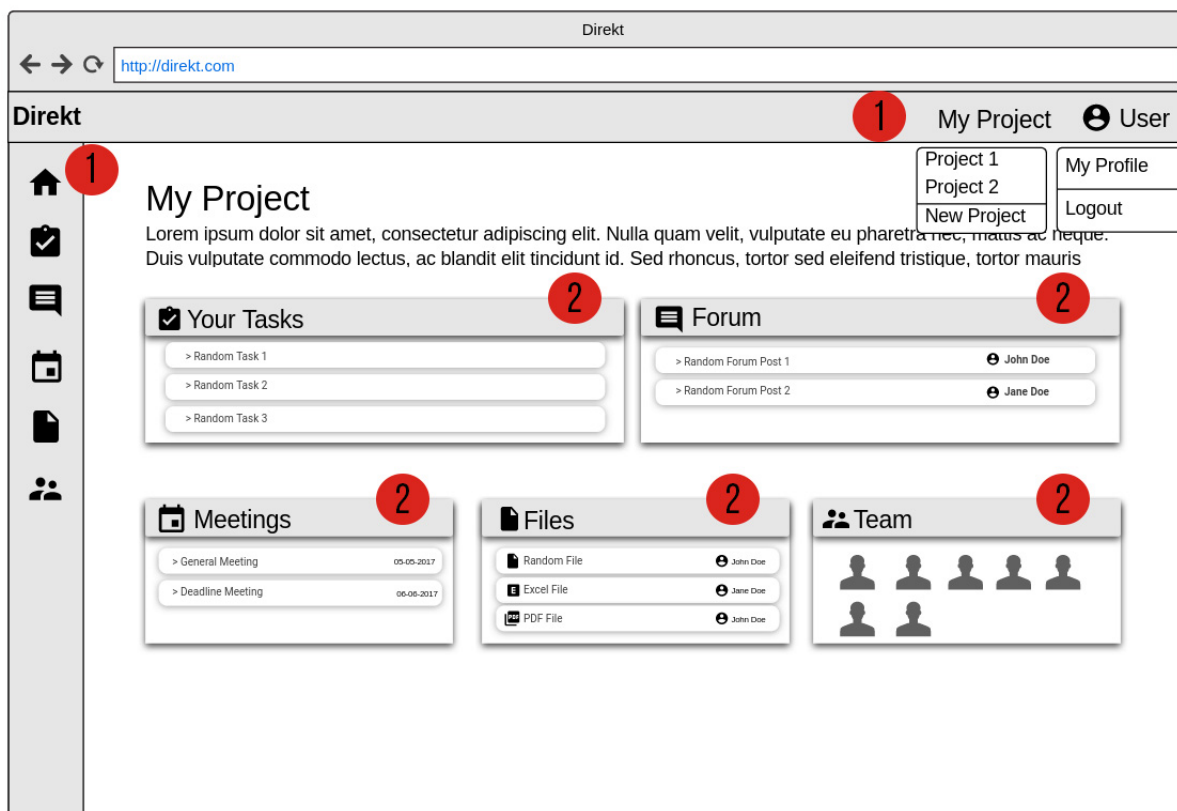
First, the general principles of the interface design and the common features are explained, then the general vision of the information system is presented, finally, the main system interactions are described to illustrate the sequence of steps associated with each of the usage scenarios.

The interfaces' descriptions are presented on the end of the document.

## 1 Interface and General Principles

**Direkt**'s User Interfaces are made using HTML5, Javascript and SASS (for better management of global styles, which was then converted to css).

On Figure 1 are presented some of **Direkt**'s general design principles.



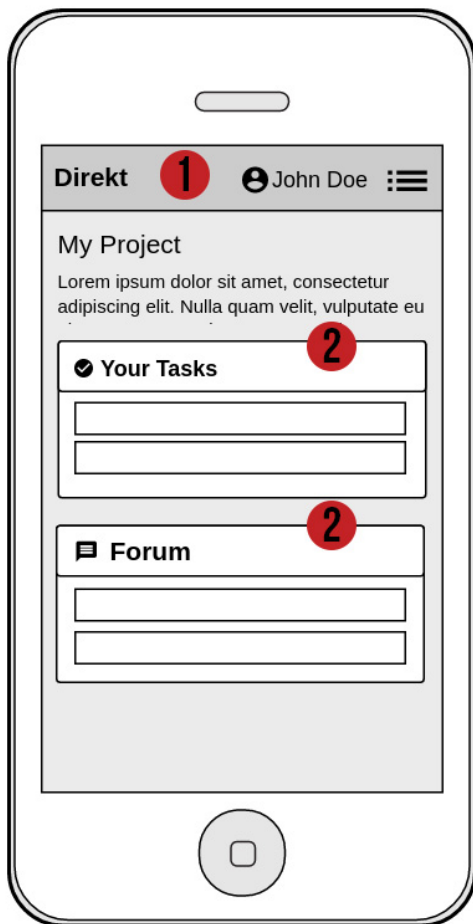


Figure 1: General Design Principles

Some of **Direkt**'s design principles are:

- (1) The presence of Navigation bars on the side and on top
- (2) The use of panels to present the information on each page
- Page responsiveness, for easy navigation on mobile devices

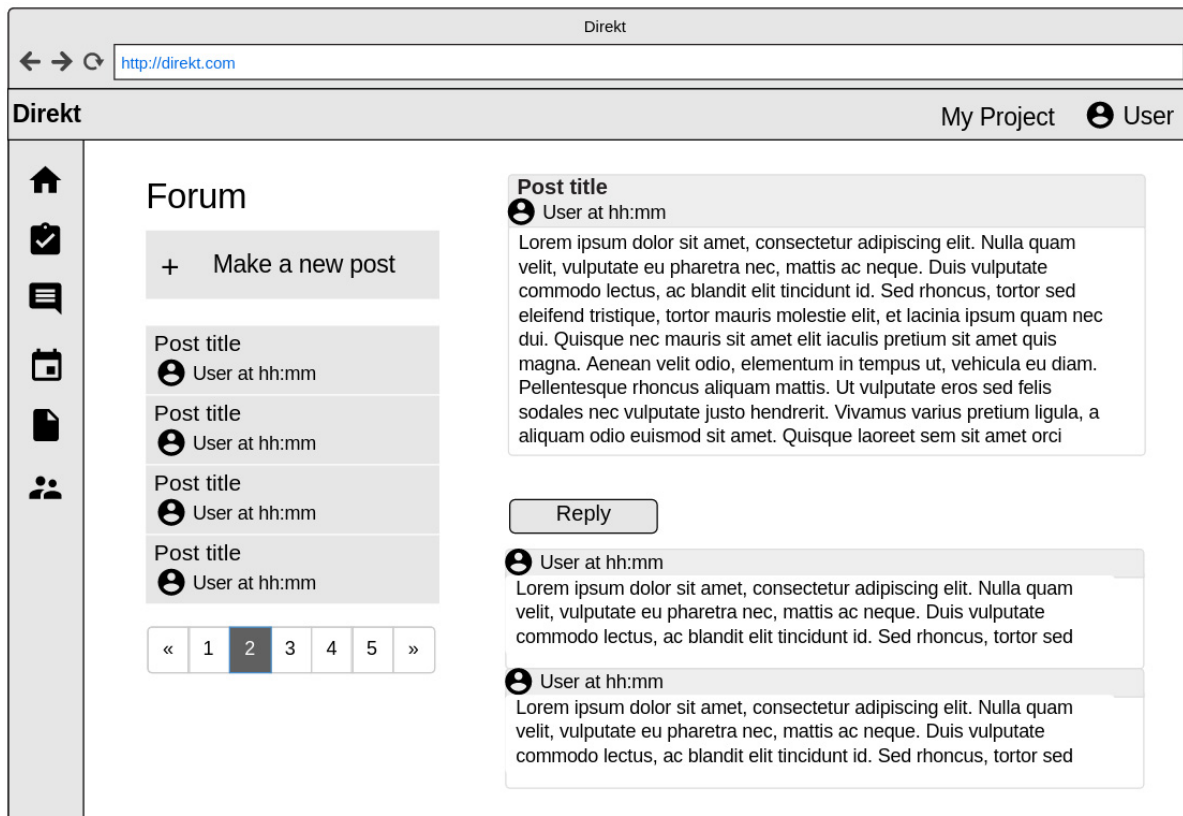
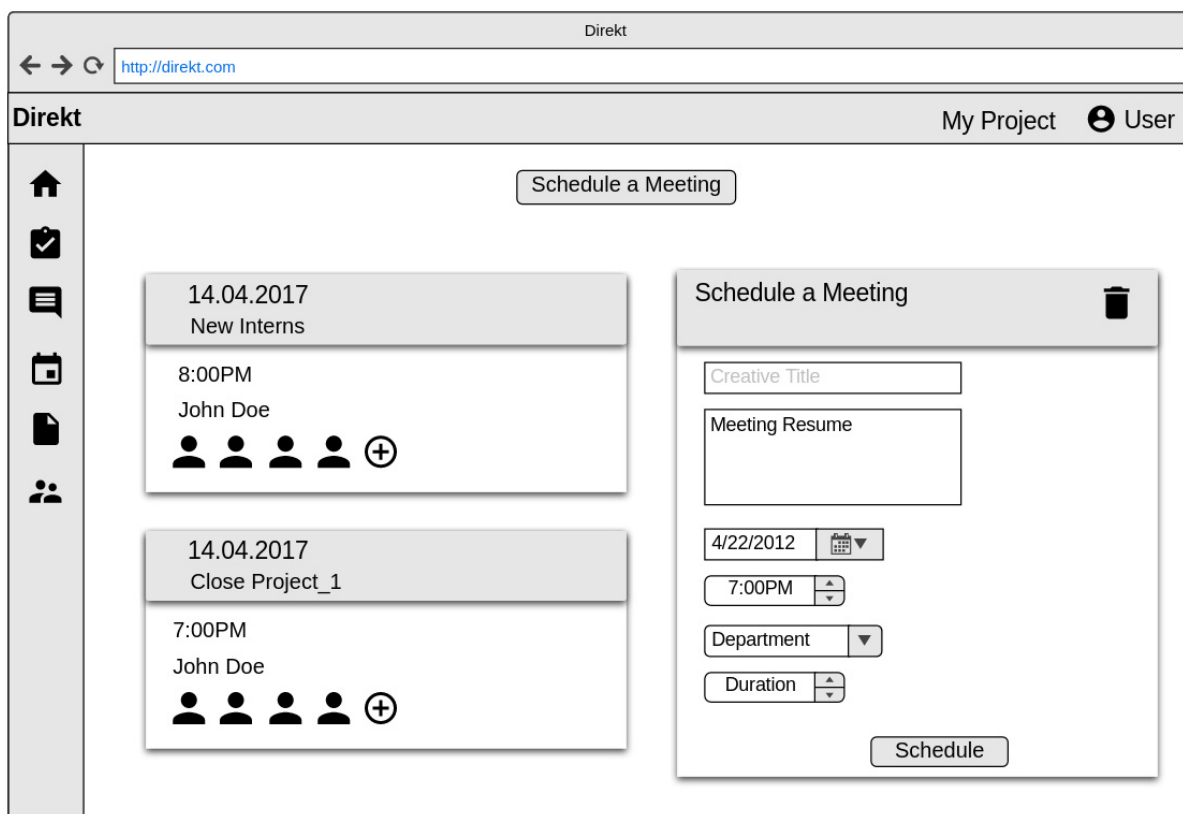


Figure 2: Forum page mockup



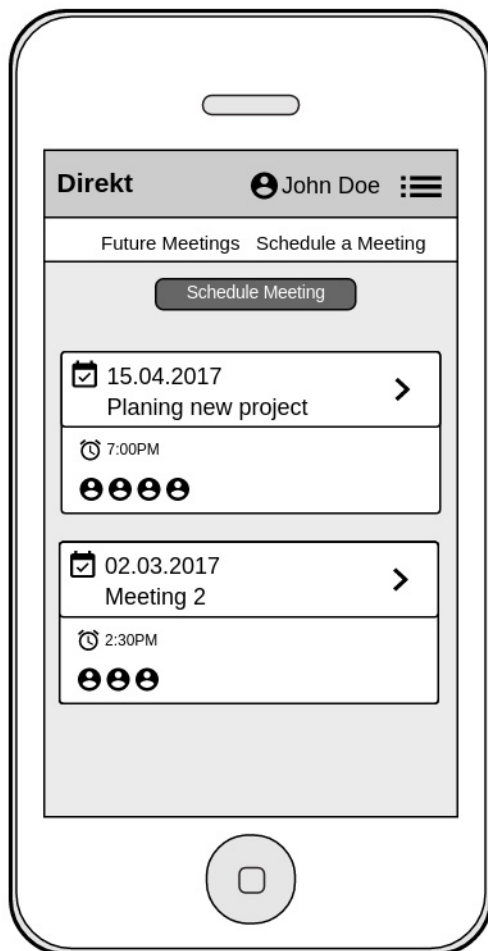


Figure 3: Meetings page mockup

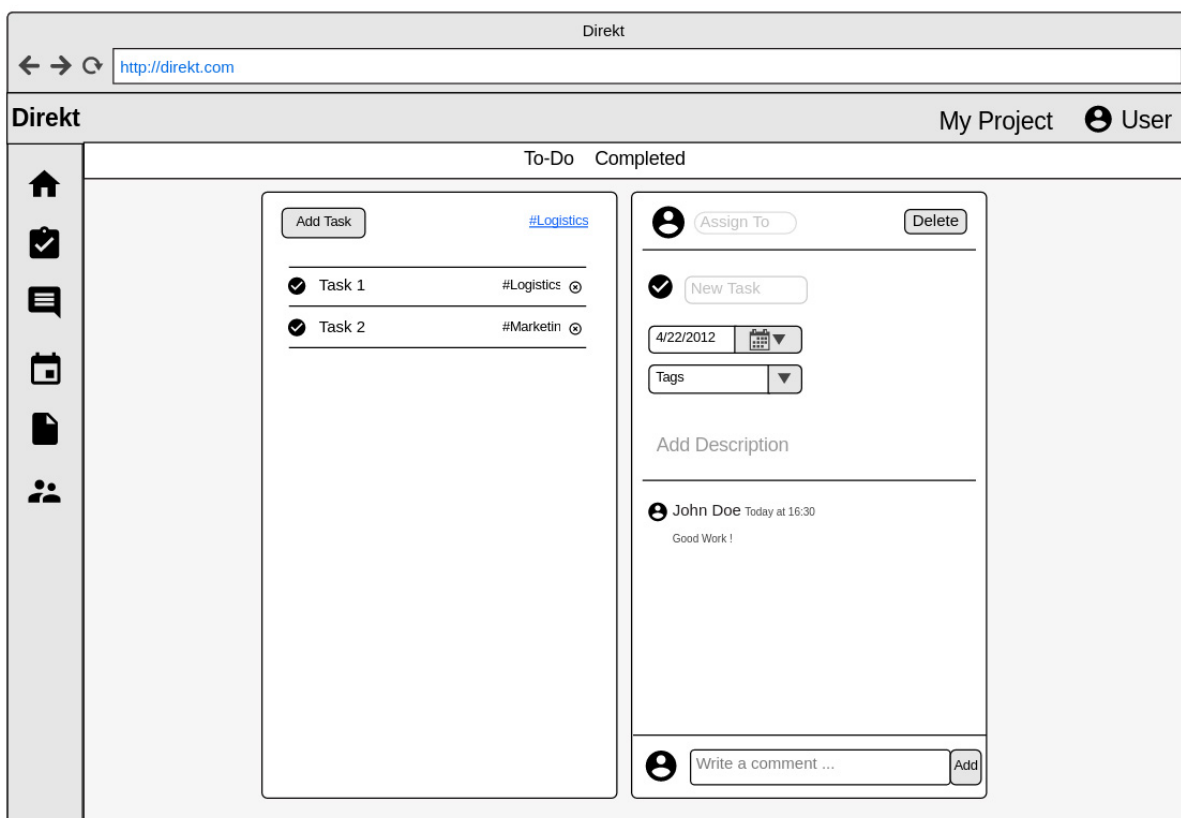


Figure 4: Tasks page mockup

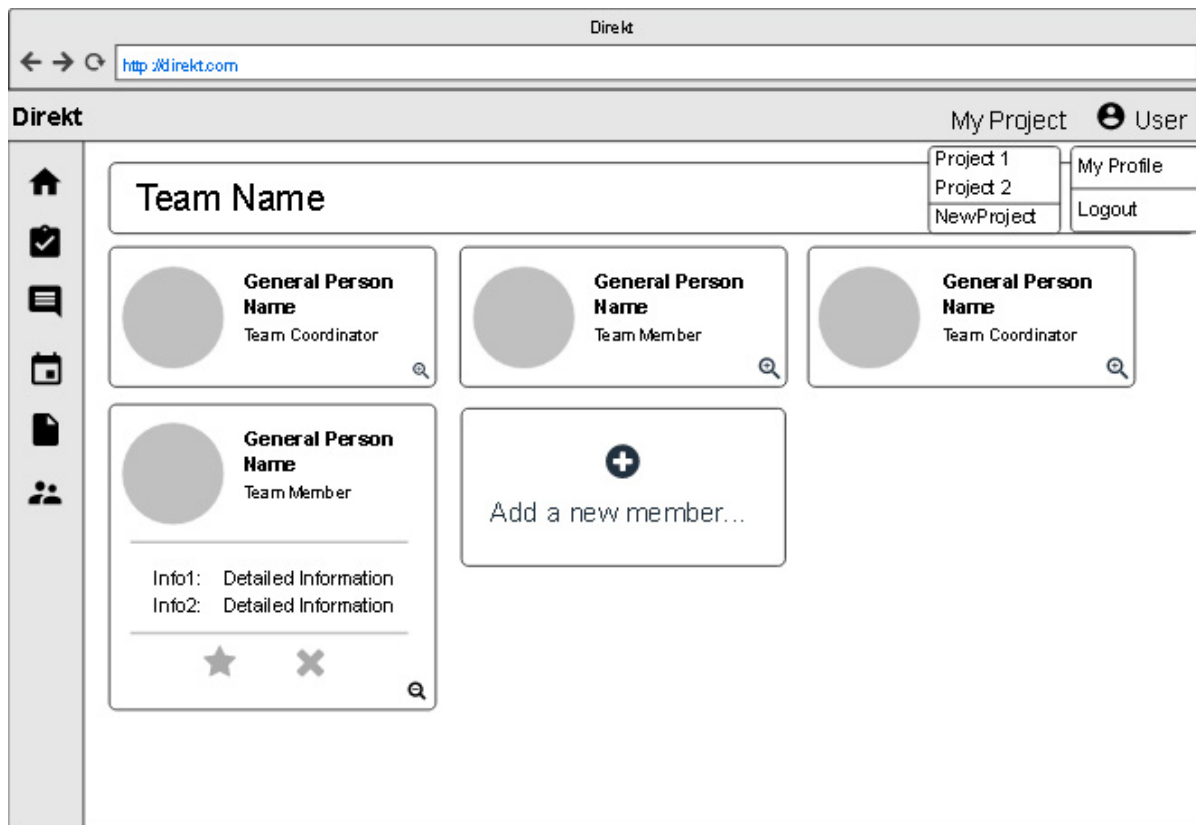


Figure 5: Team page mockup

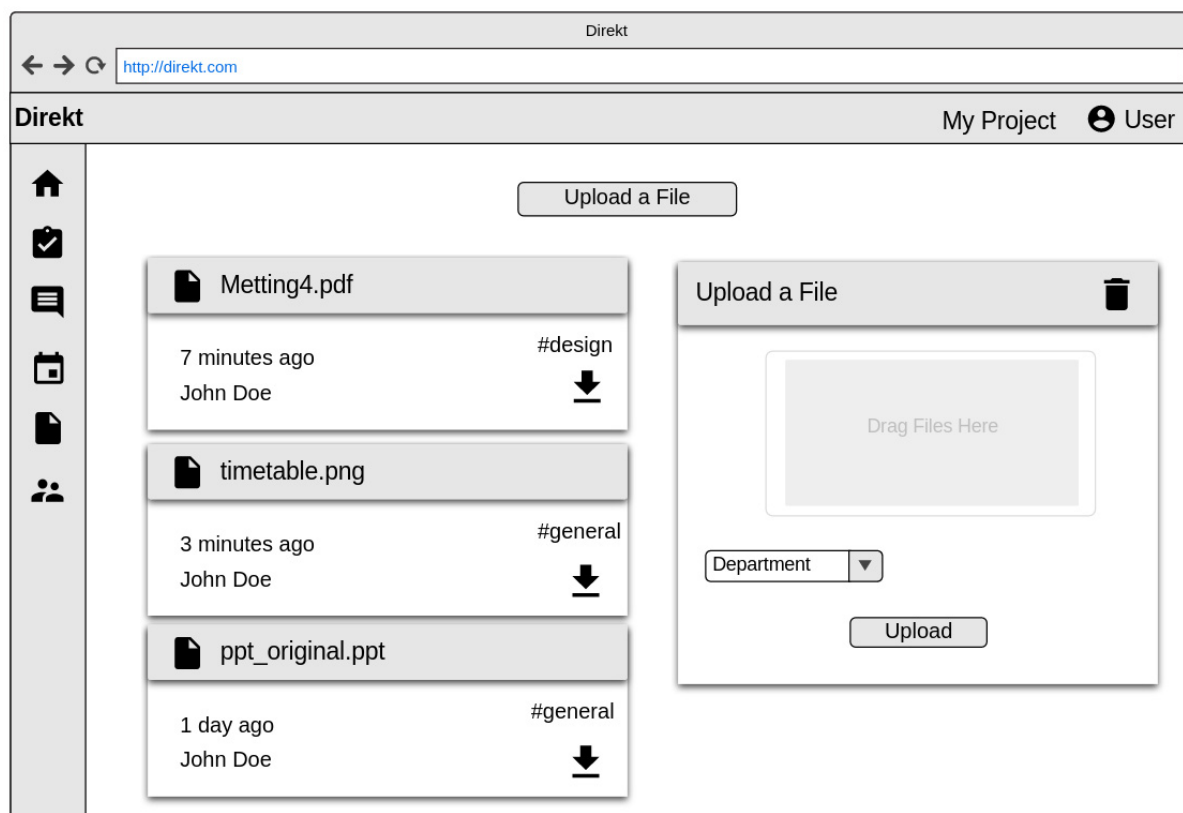
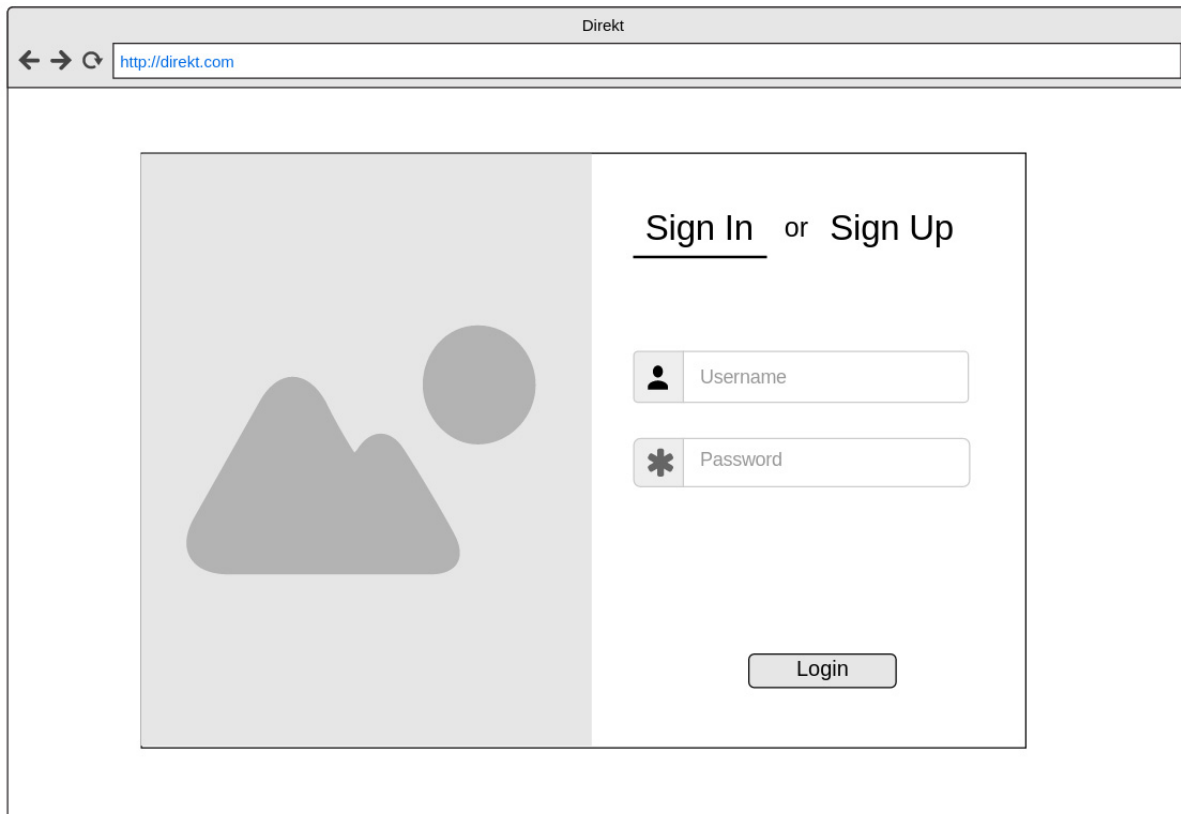
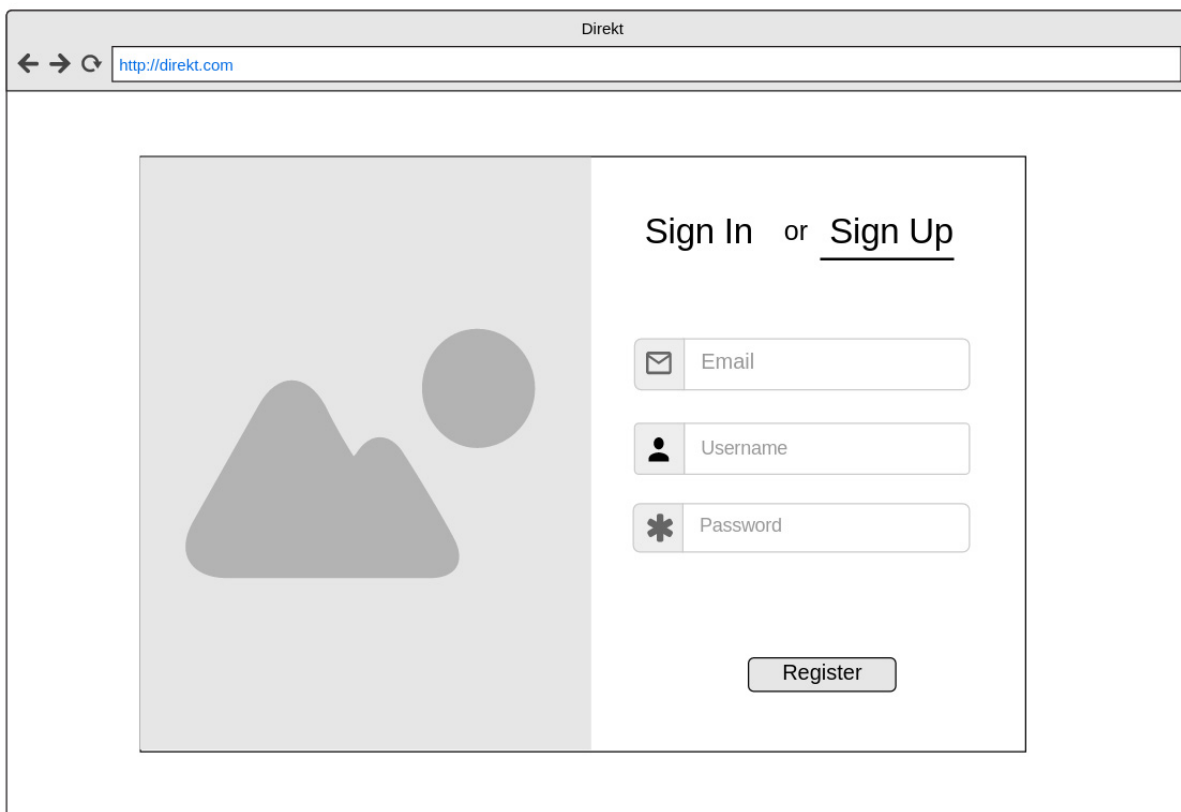


Figure 6: Files page mockup



A browser window titled "Direkt" with the address bar showing "http://direkt.com". The page features a light gray background with a stylized mountain and circle graphic on the left. On the right, the text "Sign In or Sign Up" is displayed, with "Sign In" underlined. Below this, there are two input fields: "Username" with a person icon and "Password" with an asterisk icon. A "Login" button is positioned at the bottom right of the form area.

Figure 7: Login page mockup



A browser window titled "Direkt" with the address bar showing "http://direkt.com". The page features a light gray background with a stylized mountain and circle graphic on the left. On the right, the text "Sign In or Sign Up" is displayed, with "Sign Up" underlined. Below this, there are three input fields: "Email" with an envelope icon, "Username" with a person icon, and "Password" with an asterisk icon. A "Register" button is positioned at the bottom right of the form area.

Figure 8: Signup page mockup

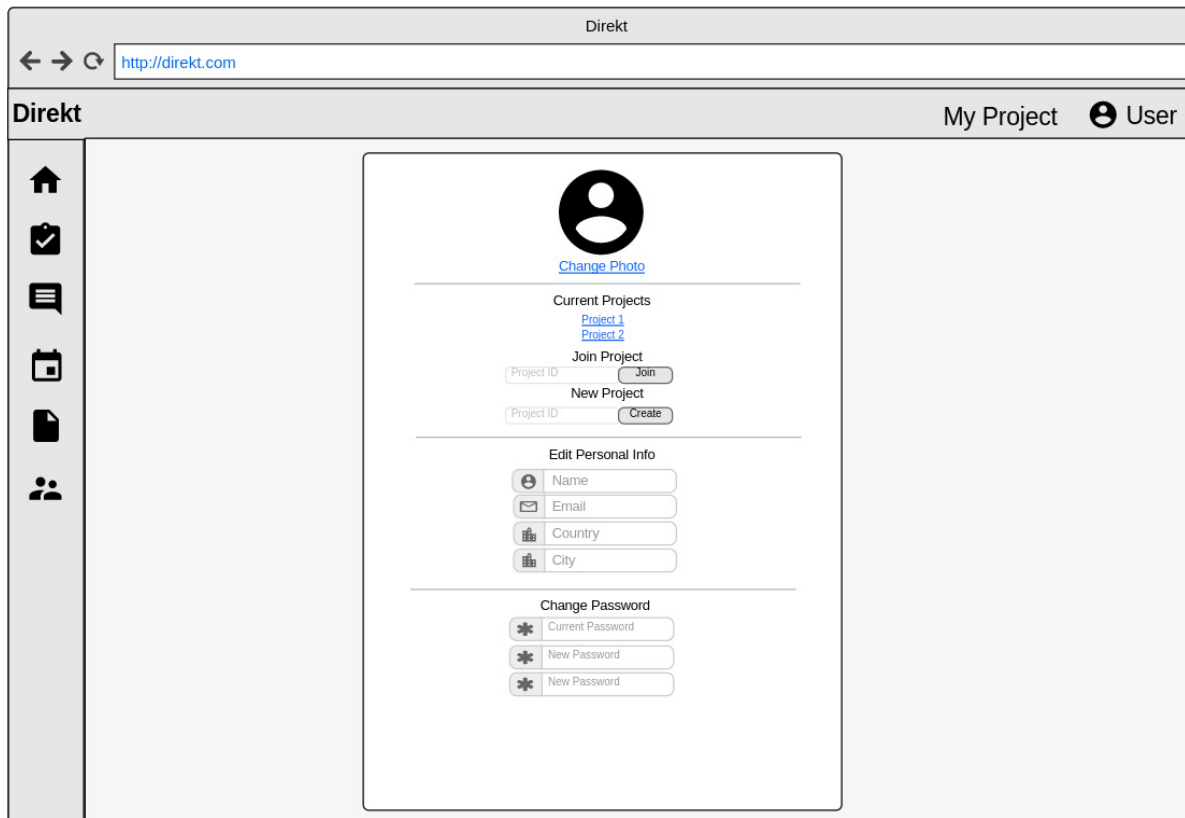


Figure 9: Profile page mockup

## 2 General Vision

The Sitemap is a visual representation of the relationship between a Website's different pages that shows how all the information is related. It provides a vision of how the Website will be constructed, making the information hierarchy clear.





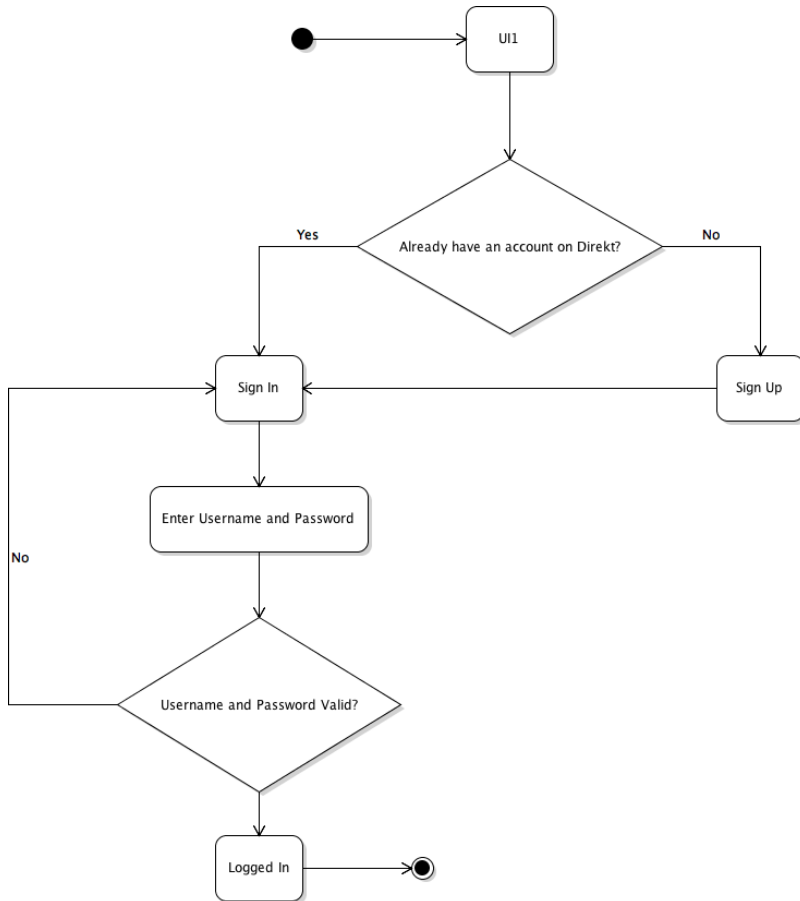


Figure 11: Represents the act of logging in.

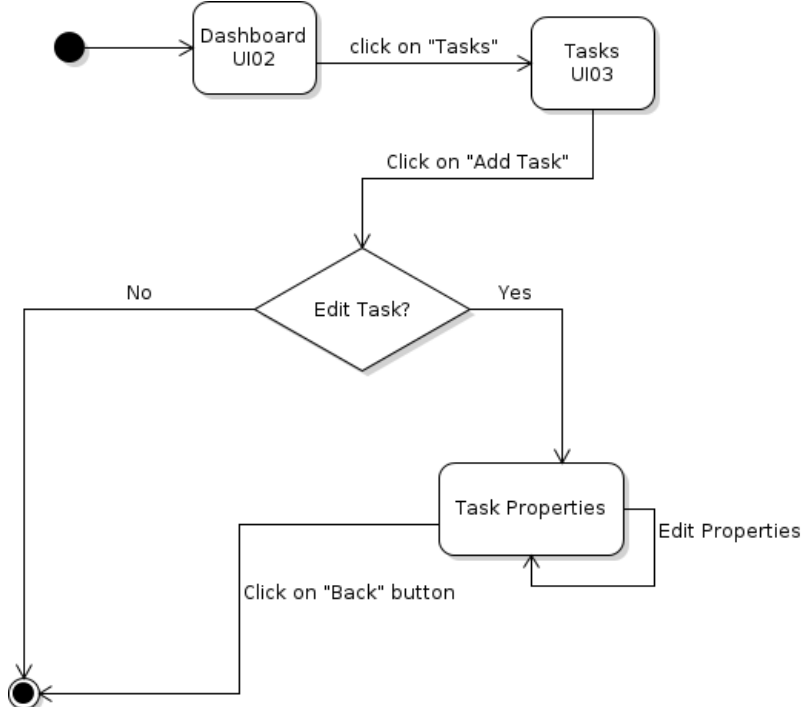


Figure 12: Represents the act of creating a new task from the dashboard.

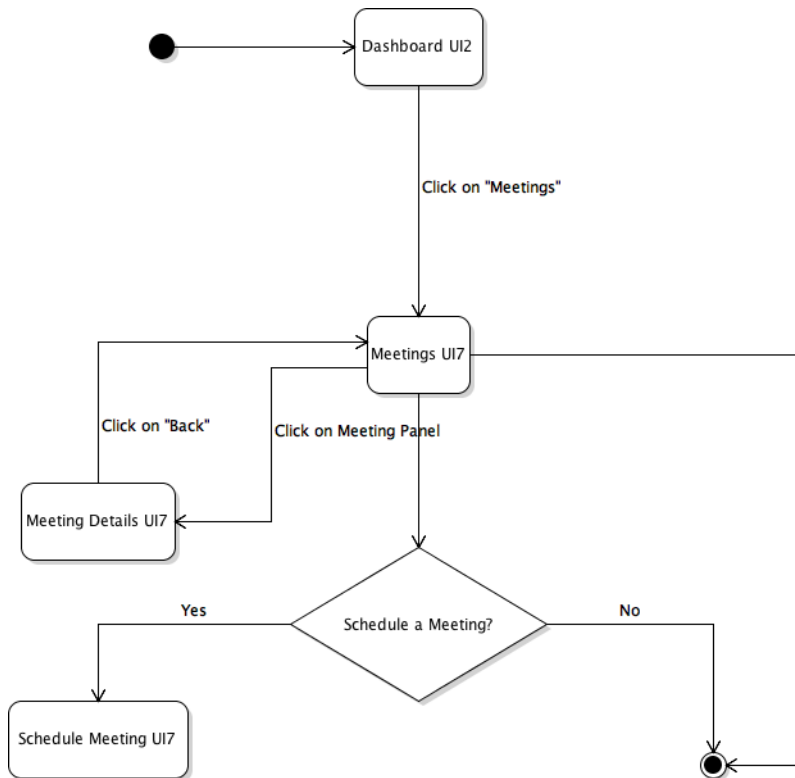


Figure 13: Represents the act of scheduling a new meeting from the dashboard.

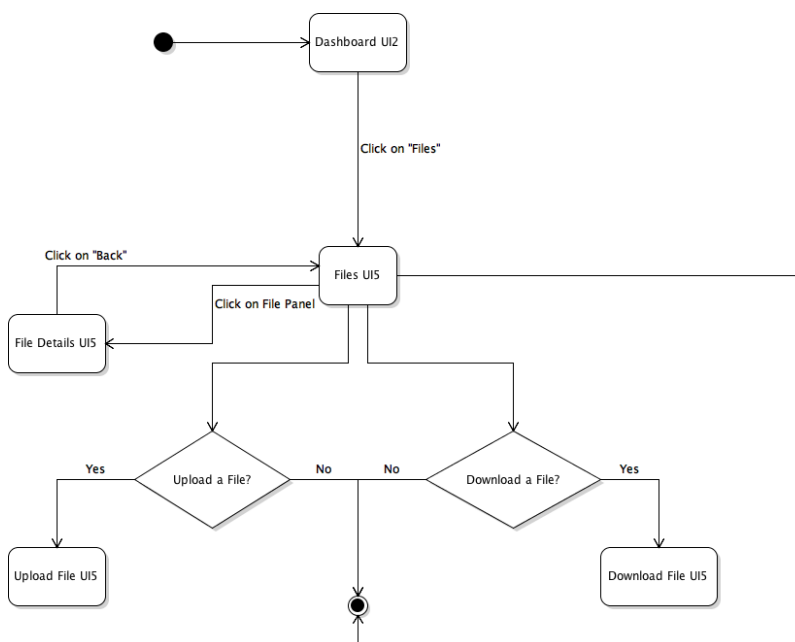


Figure 14: Represents the act of uploading or downloading a file from the dashboard.

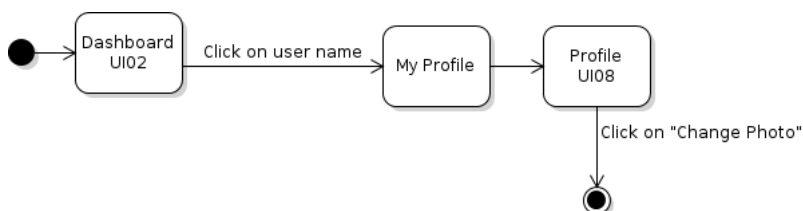


Figure 15: Represents the act of changing user photo from the dashboard.

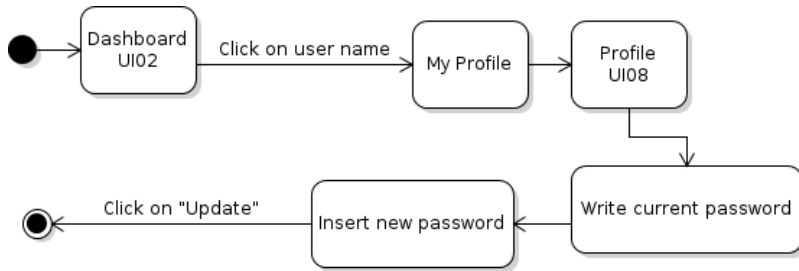


Figure 16: Represents the act of updating user password from the dashboard.

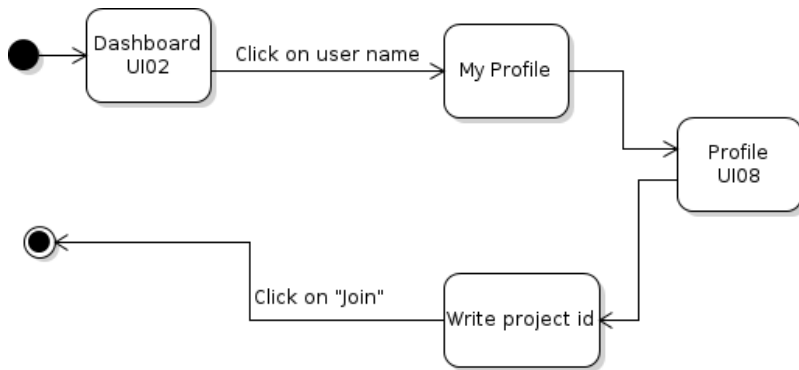


Figure 17: Represents the act of joining a project from the dashboard.

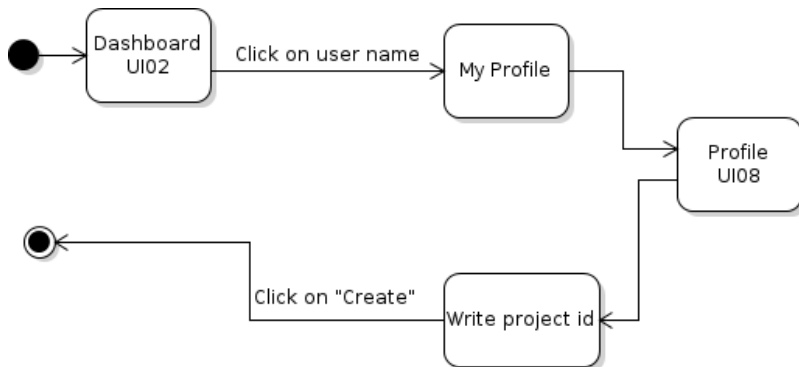


Figure 18: Represents the act of creating a project from the dashboard.



Figure 19: Represents the act of switching projects from the dashboard.

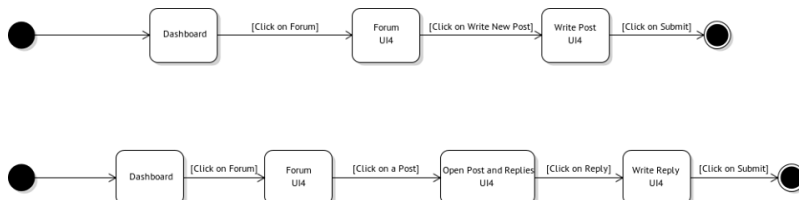


Figure 20: Represents the act of writing a new forum post from the dashboard.

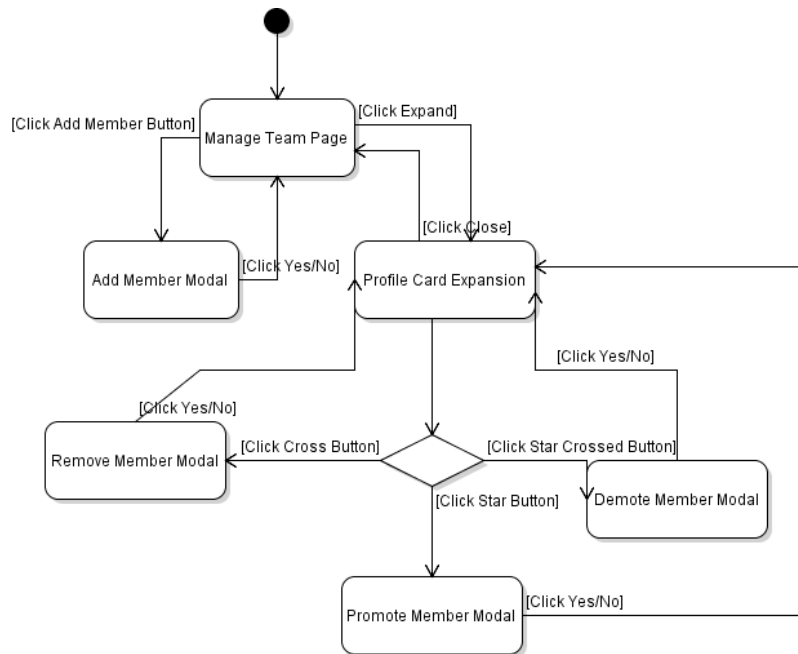


Figure 21: Represents the act of adding/removing/promoting/demoting a team member from the dashboard.

## 4 Interfaces

As interfaces apresentadas descrevem o conteúdo principal das páginas Web e a sua prioridade relativa e ajudam a equipa de projeto a prever as funcionalidades e o comportamento dos diferentes ecrãs do produto final.

### UI01: Login

Sign In and Sign Up Page. Allows users to register on Direkt Site or to simply login using a existent account.

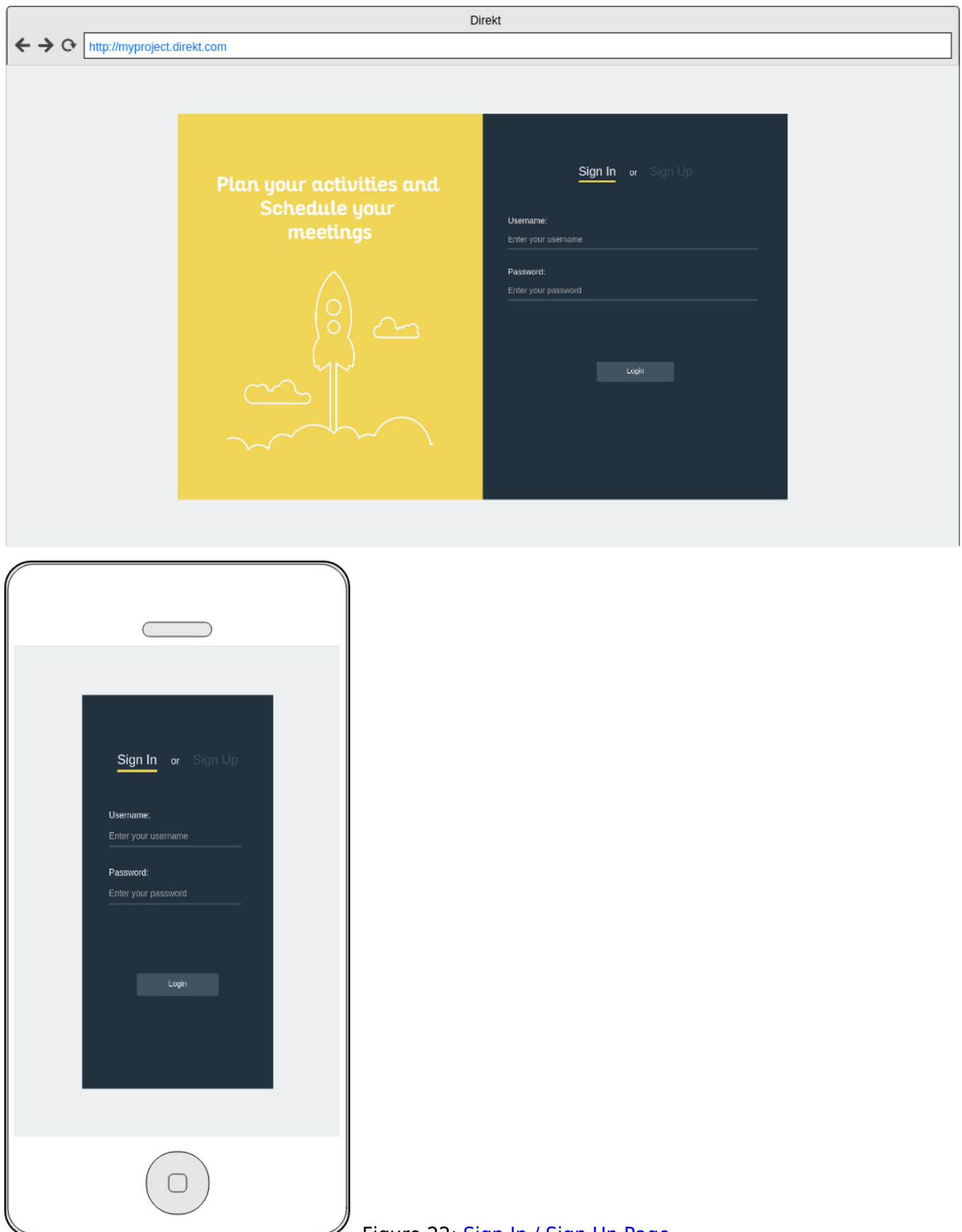
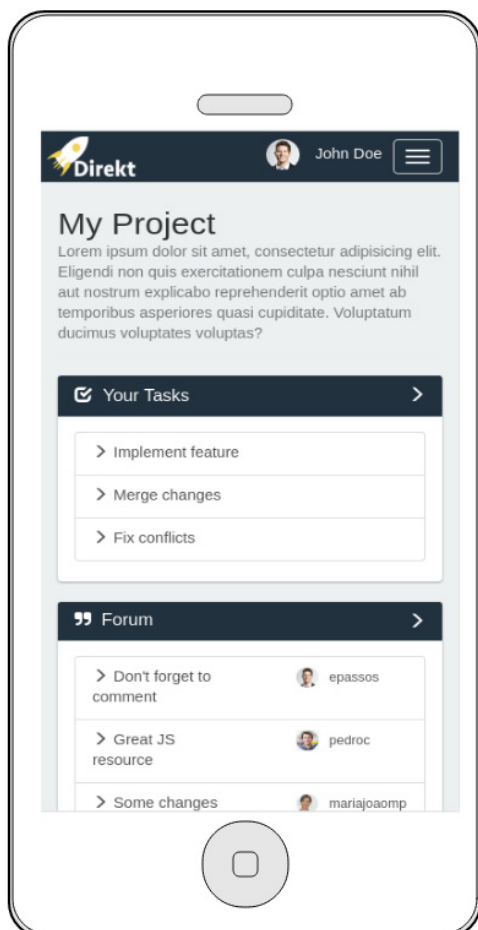
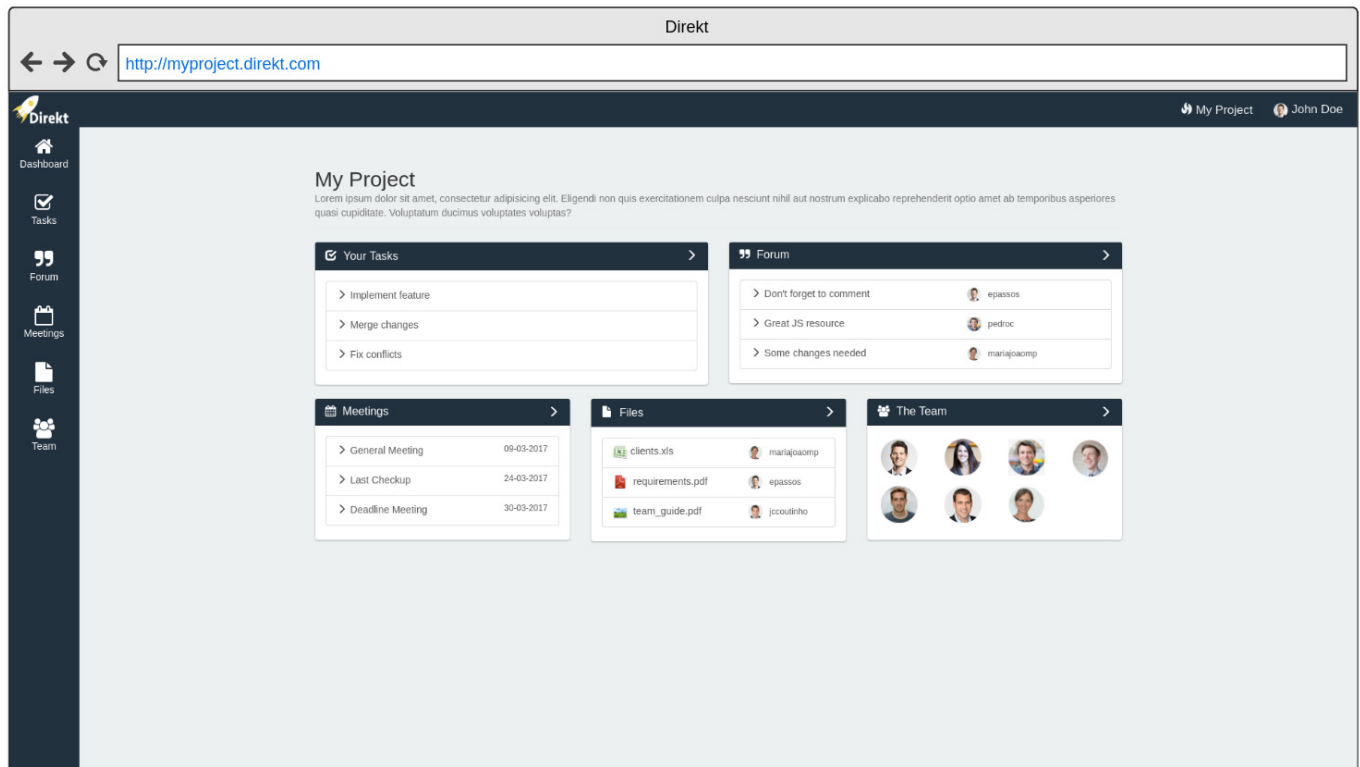


Figure 22: [Sign In / Sign Up Page](#).

## UI02: Dashboard

In this page, the user is presented with a quick summary of the Project. A Team Coordinator can change the Project name in this page.

Figure 23: [Dashboard](#).

## UI03: Tasks Page

In this page the user can add new task, comment and mark completed existing ones. He can also, assing tasks to other users, add tags and a deadline.

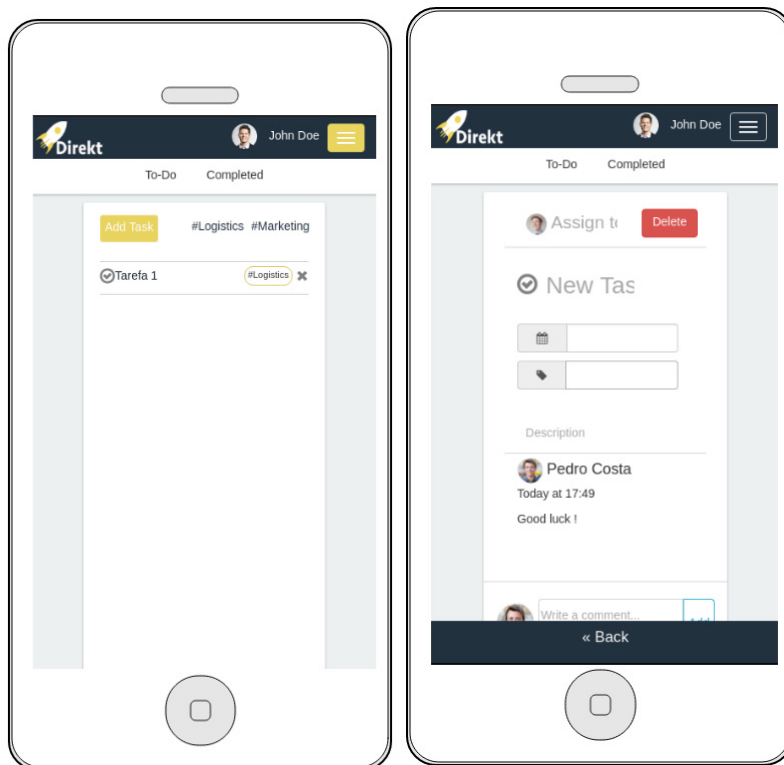
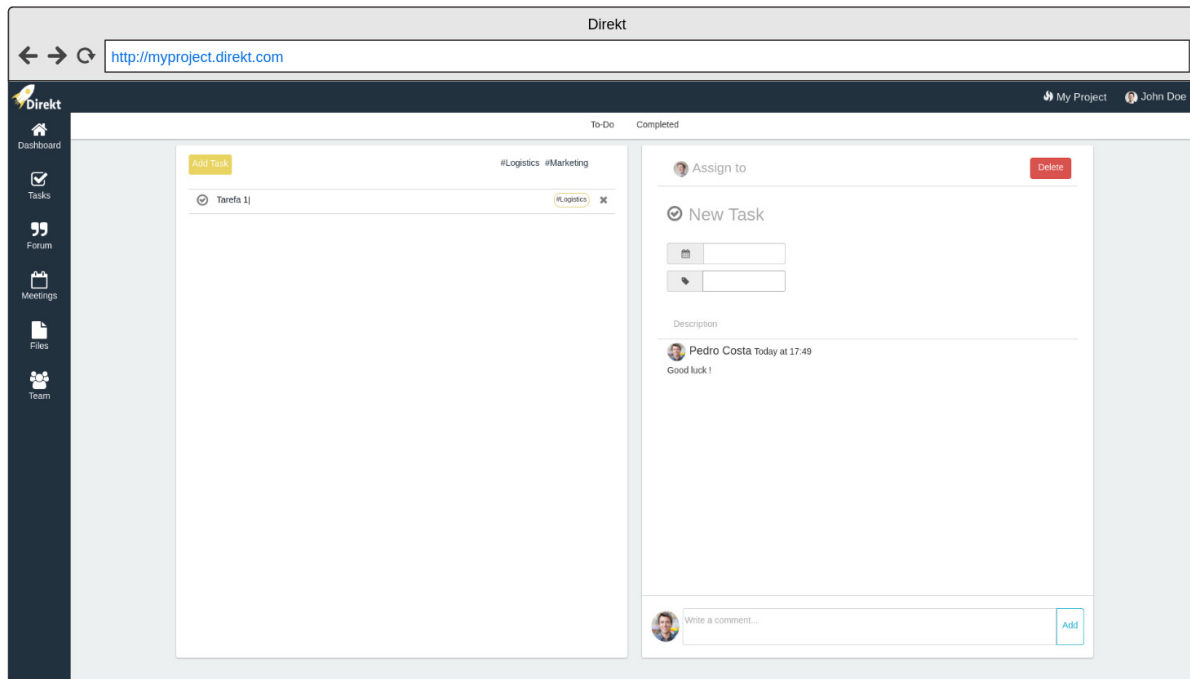


Figure 24: Tasks Page.

## UI04: Forum Page

In this page, the user can submit new posts to the team forum, or reply to posts made by other team members.

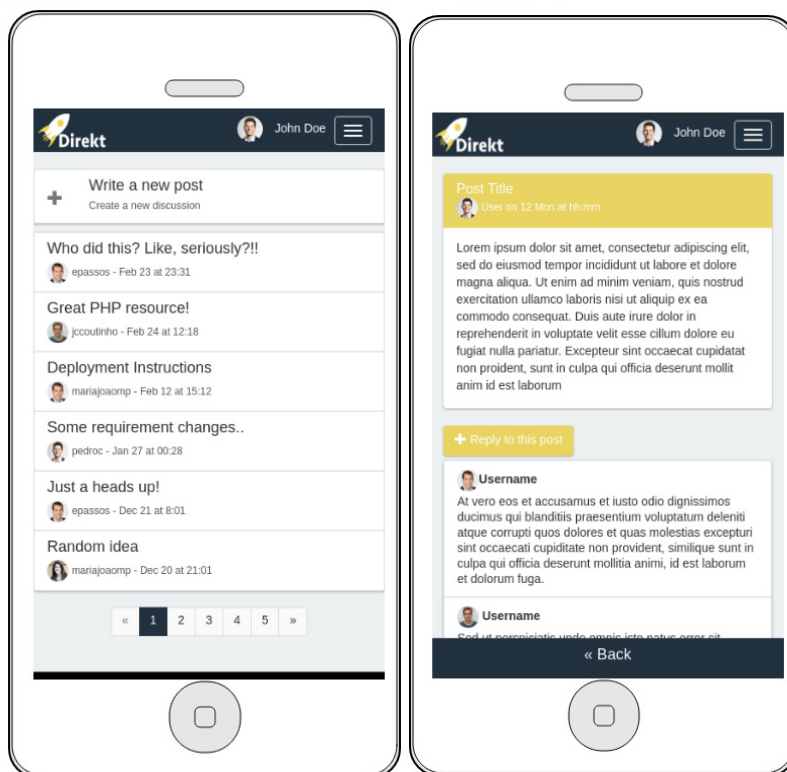
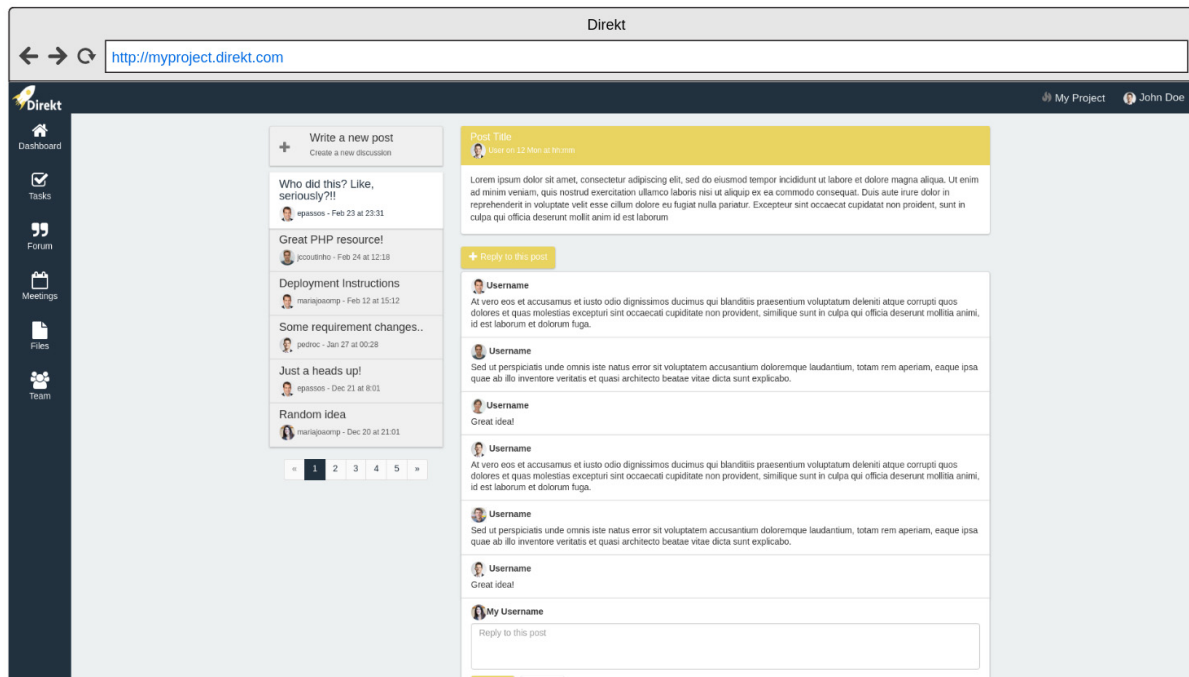


Figure 25: Forum Page.

## UI05: Files Page

The Files Page can be reached by clicking on the Files panel, on Dashboard. It allows users to upload Files and also assign it into a department, for example Design, Marketing, etc. Also, it allows users to download files.



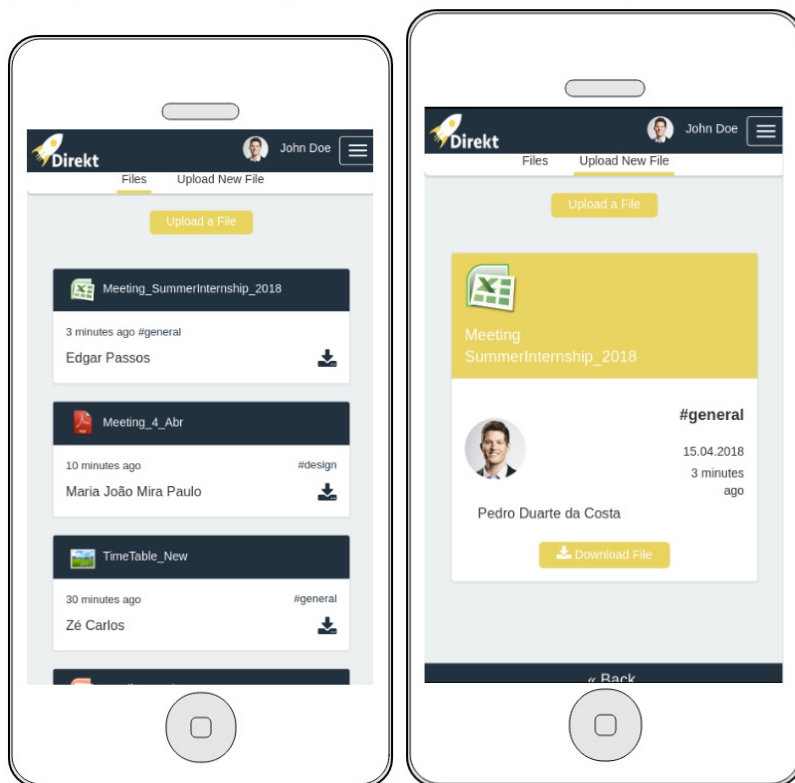
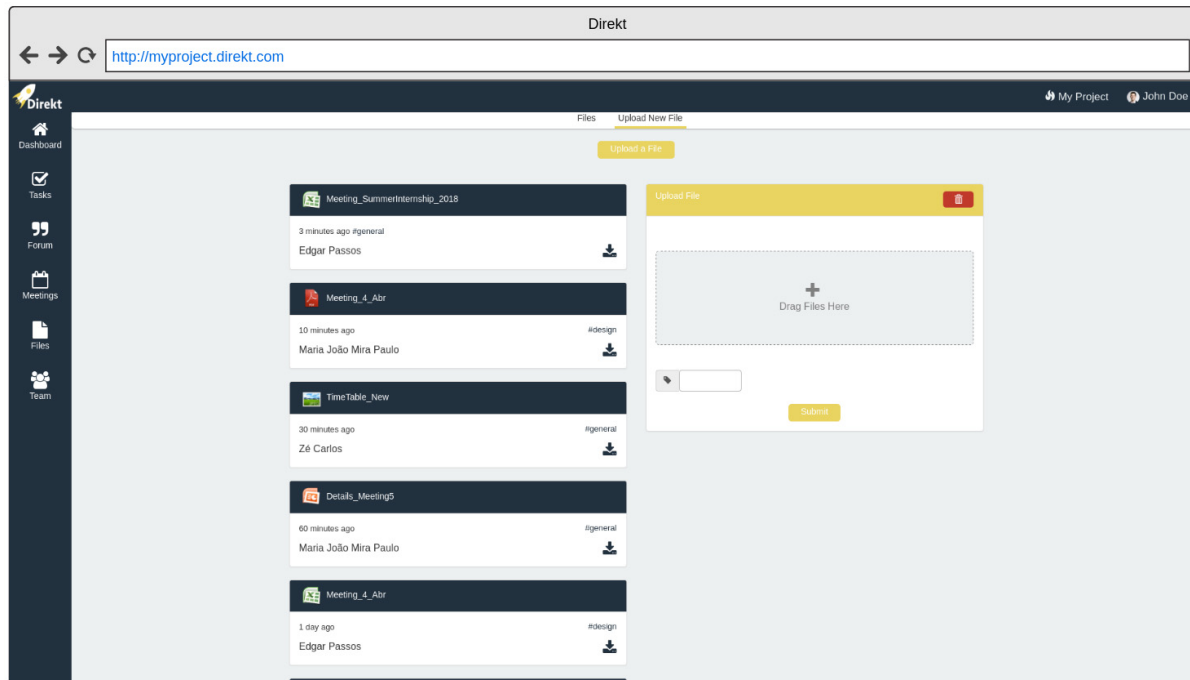


Figure 26: Files Page.

## UI06: Team Page

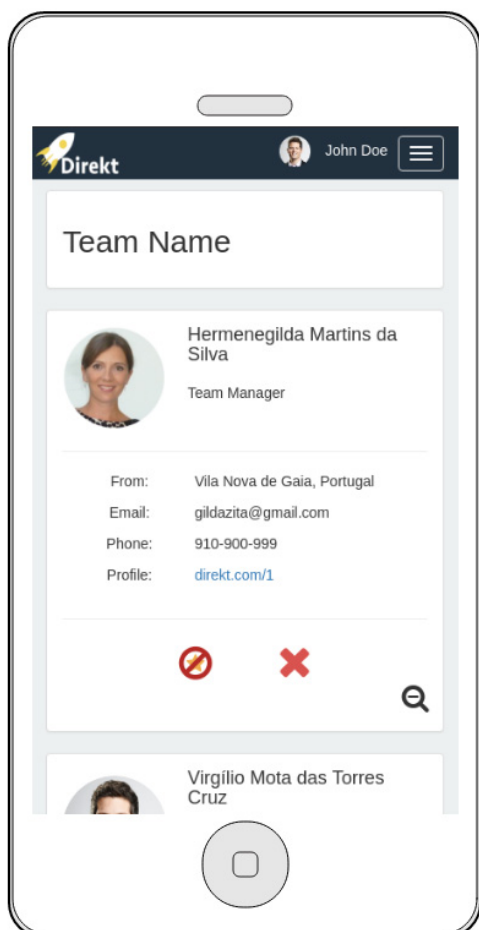
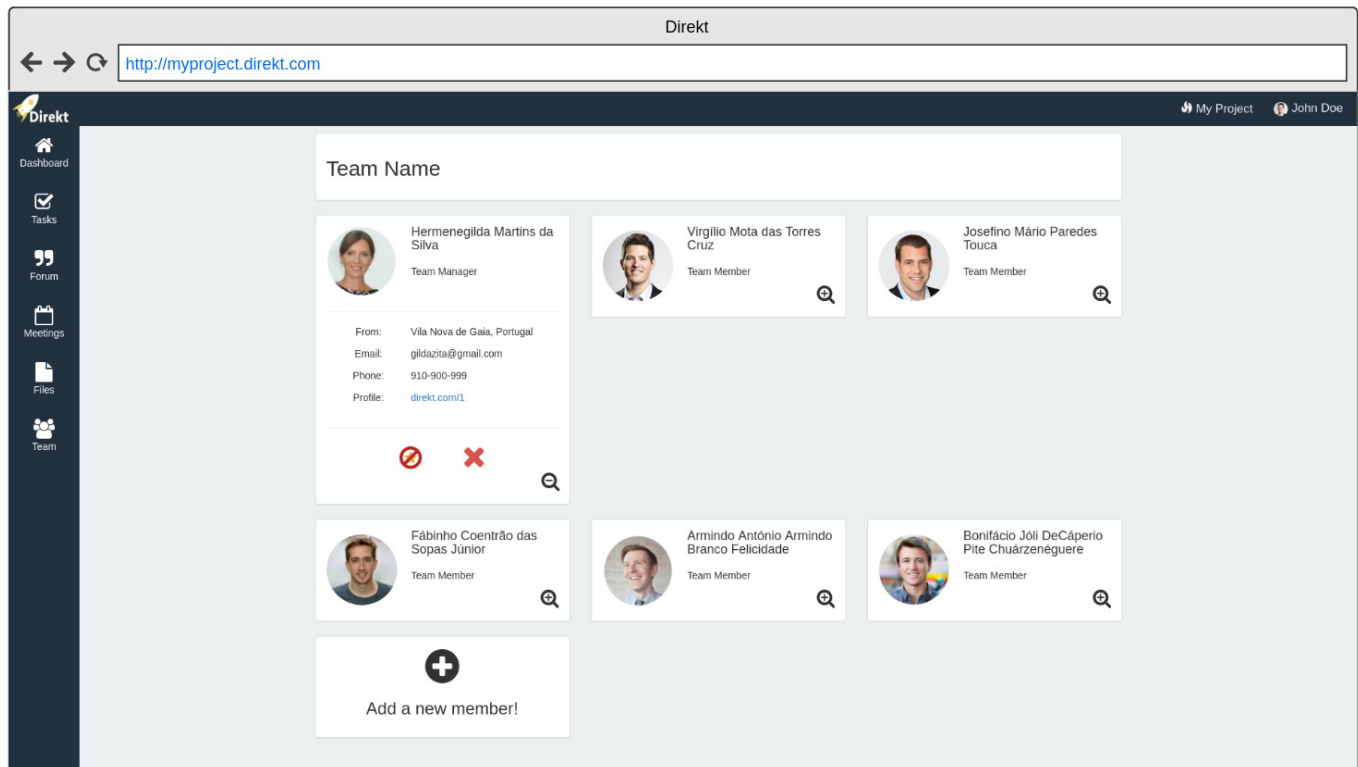


Figure 27: Team Page.

## UI07: Meetings Page

The Meetings Page can be reached by clicking on Meetings panel, on Dashboard. It allows users to schedule a Meeting and also invite members to those meetings, attach important files and add some

important notes. Also it allows users to be alert of next meetings, hours and details too.

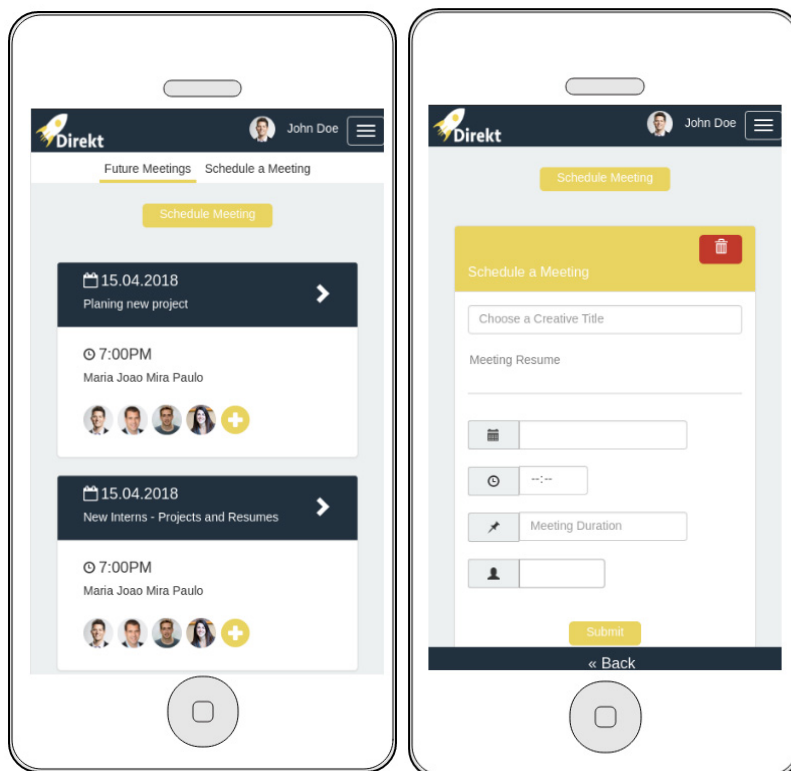
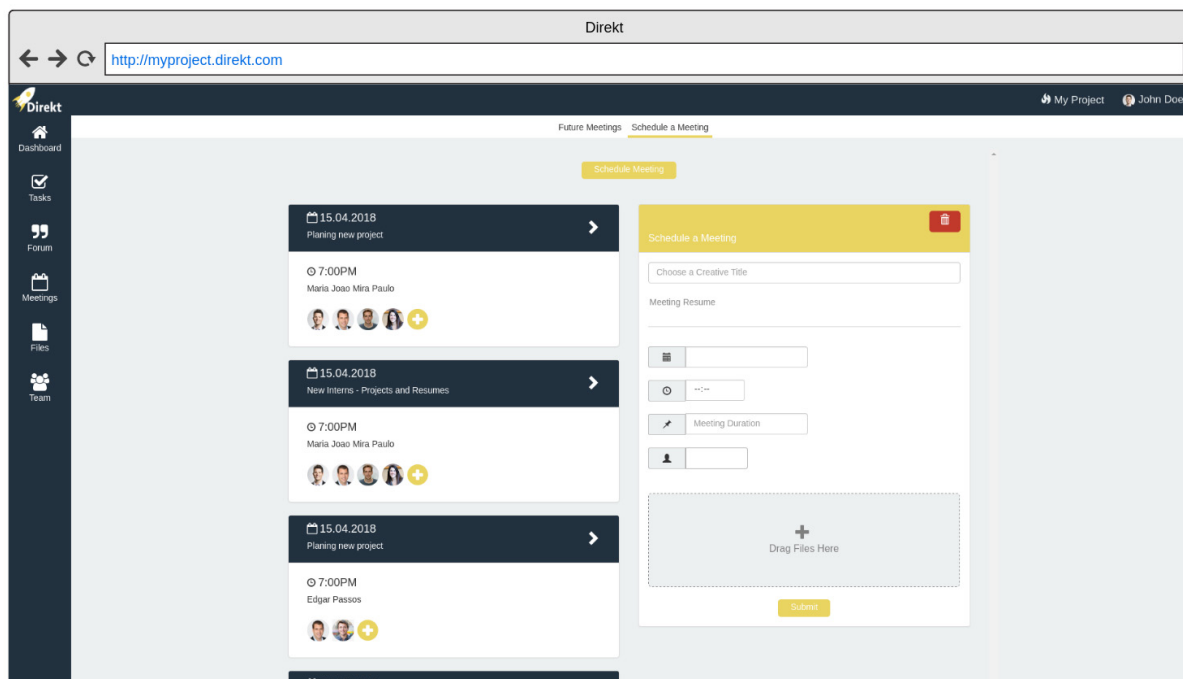
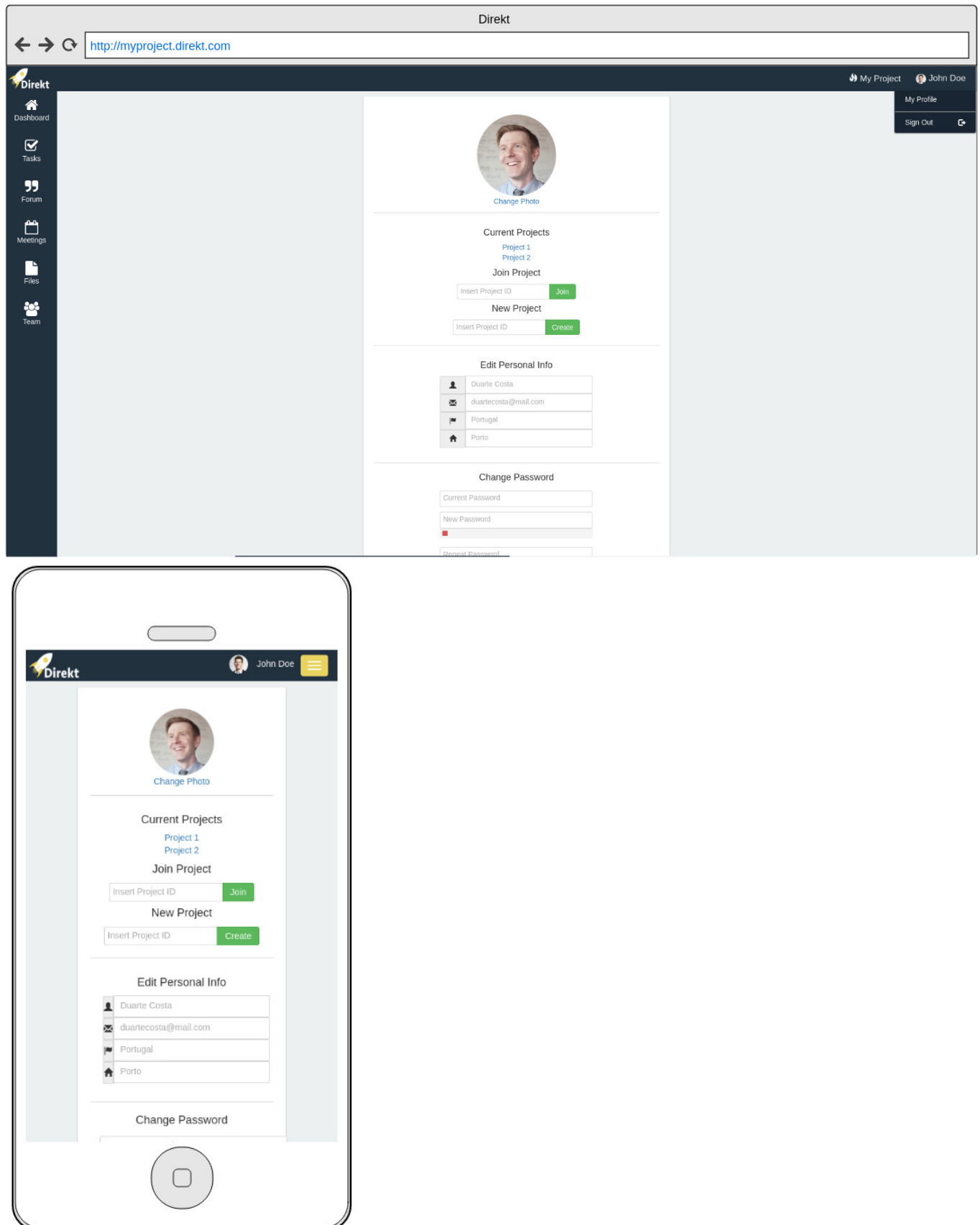


Figure 28: Meetings Page.

## UI08: Profile Page

In this page the user can change its name, e-mail, password, location and profile picture.

Figure 29: [Profile Page](#).

— LBAW

[\[Direkt\]](#)

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