The University of Manchester

MANCHESTER
1824

Week 2

Designing the user interface
Part I. From requirements to design

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From requirements to design

> "We are going to build a web application to create, list, search and manage events that are going on in Manchester"
>
> R1. Browse events by topic/keyword/venue
> R2. Locate an event on a map

- We got the requirements, so what now?
    - *What?* Functional requirements
    - *How?* Non-functional requirements

- User stories, persona stories, use cases...are elaborated into scenarios and visual designs ahead of implementation
    - Leaving details out and capturing the main idea and scope of the application
    - Useful to expose flaws, misunderstandings

- Same functional requirements can end up in different designs

Same requirements, different designs

CHANGE LOCATION AND CRITERIA

Location: m1

m1
- this area only
- within 1 miles
- within 2 miles
- ✓ within 3 miles
- within 5 miles
- within 10 miles

No min | No max

Beds:
No min | No max

Property Type:
- ☐ Apartment
- ☐ Detached
- ☐ Semi-Detached
- ☐ Terraced
- ☐ Bungalow
- ☐ Townhouse
- ☑ Any

Sort By:
Price High to Low

UPDATE RESULTS

BUY | RENT | FIND AN OFFICE

M1 | SEARCH

Search Within 0 Miles

0   5   10   15   20   25   30

Price Range | *No Min* | to | *No Max*
Type | *Any*
Bedrooms | *No Min* | to | *No Max*
Receptions | *0 Receptio* | to | *No Max*
Bathrooms | *0 Bathroo* | to | *No Max*
Advanced | *Don't Filte*

☐ Include recently sold properties

Search For Properties

Property type
Any type

Minimum price
Min Price

Maximum price
Max Price

Minimum bedrooms
Any number

Location
All locations

☐ **Only available properties**

Show results

Draw On A Map

Leaflet | Map data © OpenStreetMap contributors

Want to find properties in a specific area?
Use our draw a map function.

DRAW A MAP

Question

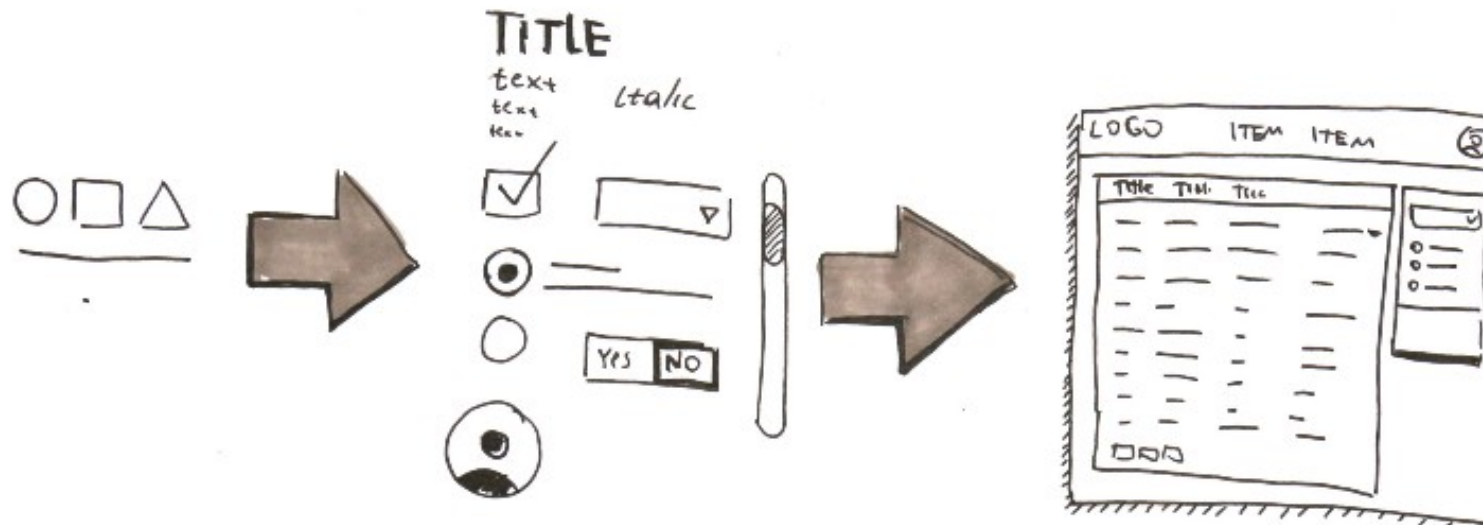What requirements were given for these functionalities?

Possible answer

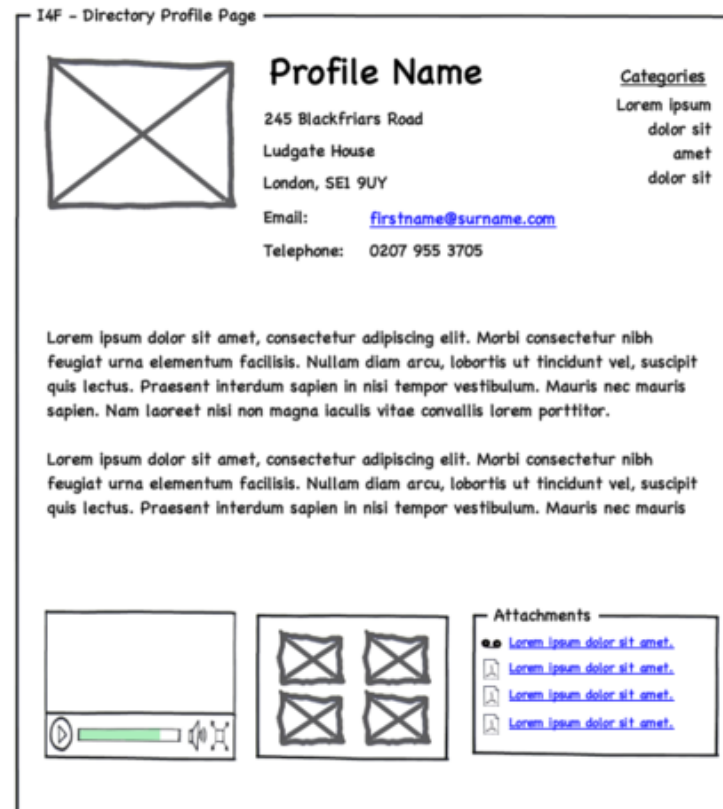"Establish an area where the users can search a property"

From requirements to design

- Different fidelity levels: **sketches**, wireframes, mockups, prototypes

From requirements to design

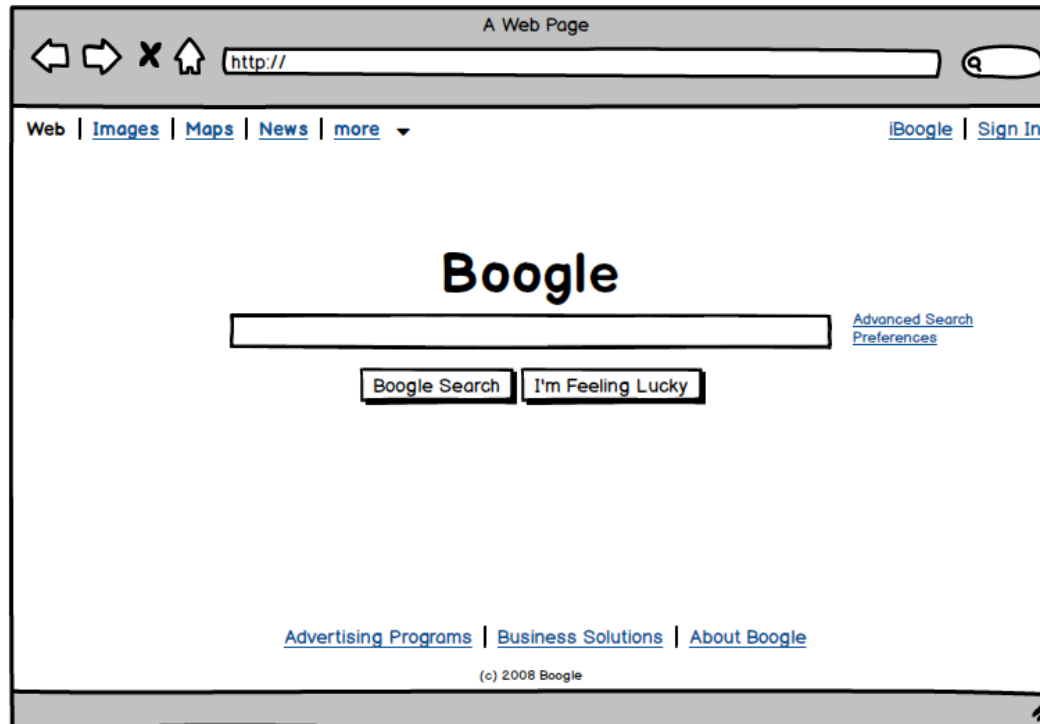- Different fidelity levels: sketches, **wireframes**, mockups, prototypes

From requirements to design

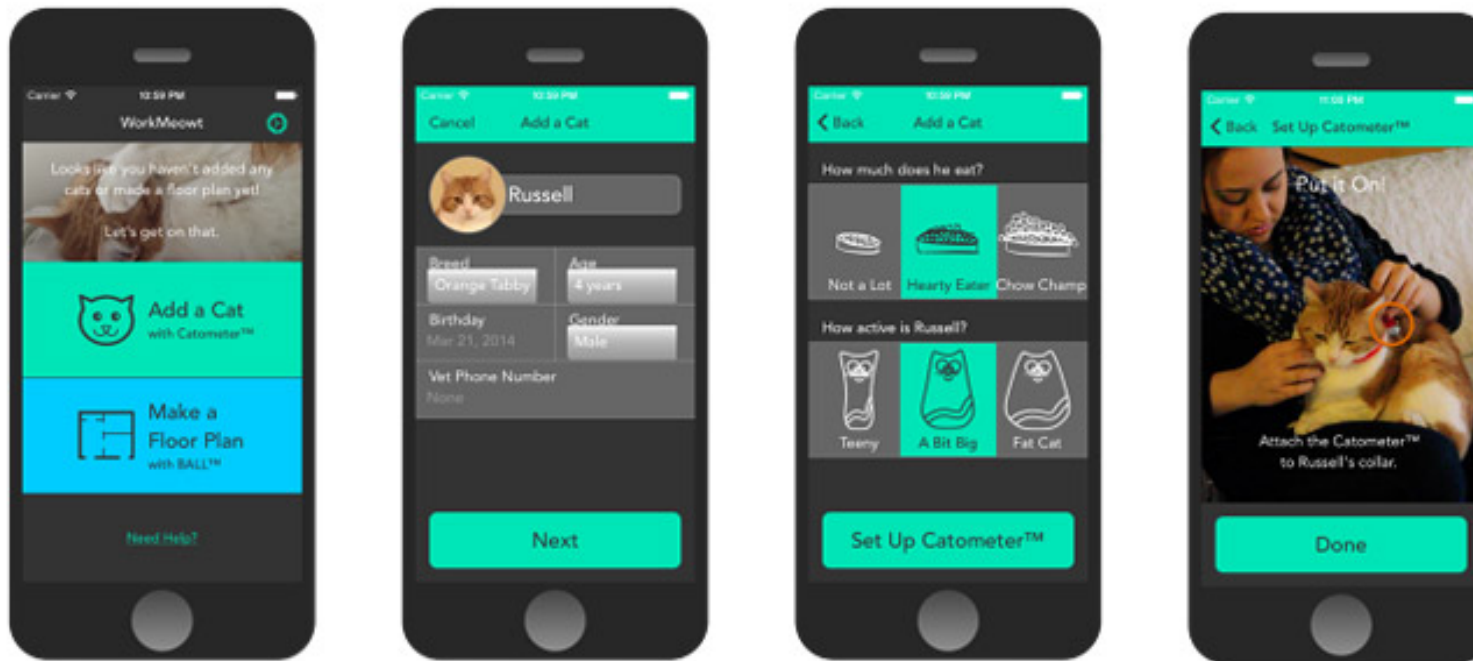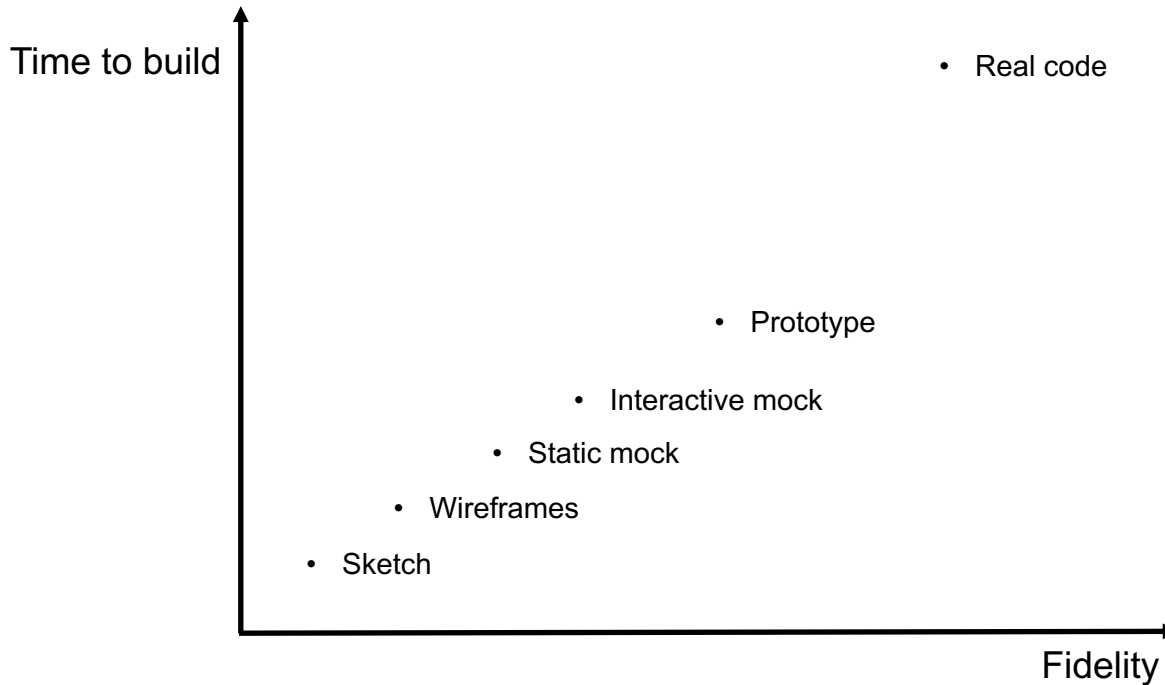- Different fidelity levels: sketches, wireframes, **mockups**, prototypes
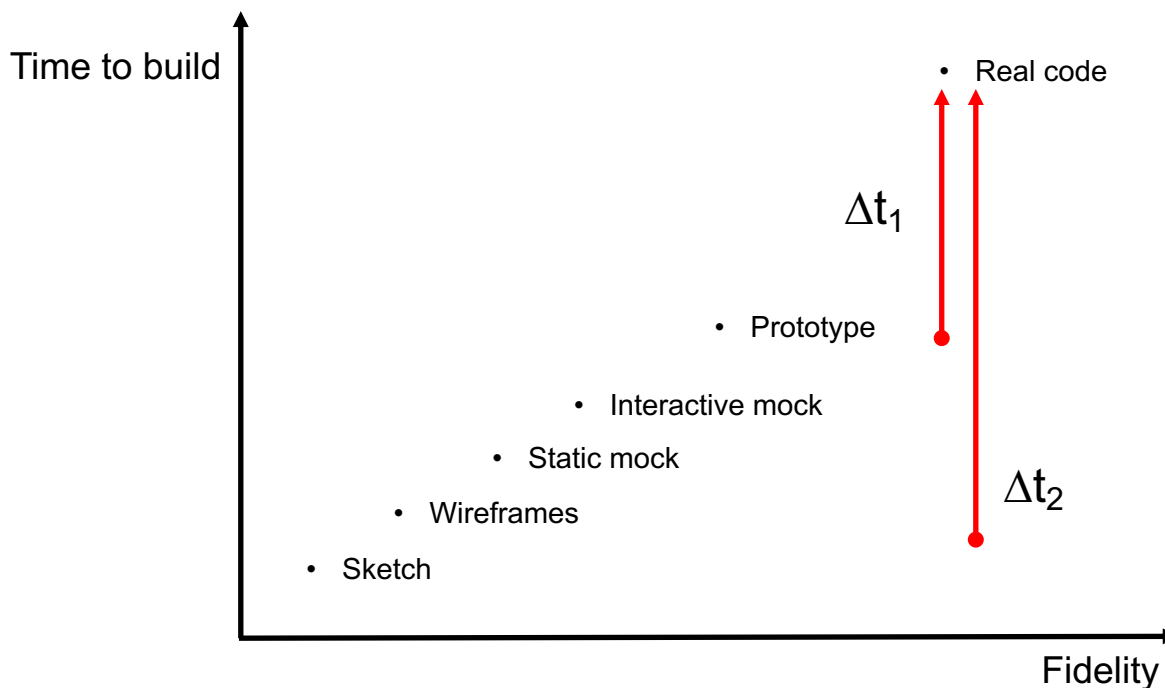
From requirements to design

- Different fidelity levels: sketches, wireframes, mockups, **prototypes**

From requirements to design

- Different fidelity levels: sketches, wireframes, mockups, prototypes

Time to build

- Real code

- Prototype

- Interactive mock

- Static mock
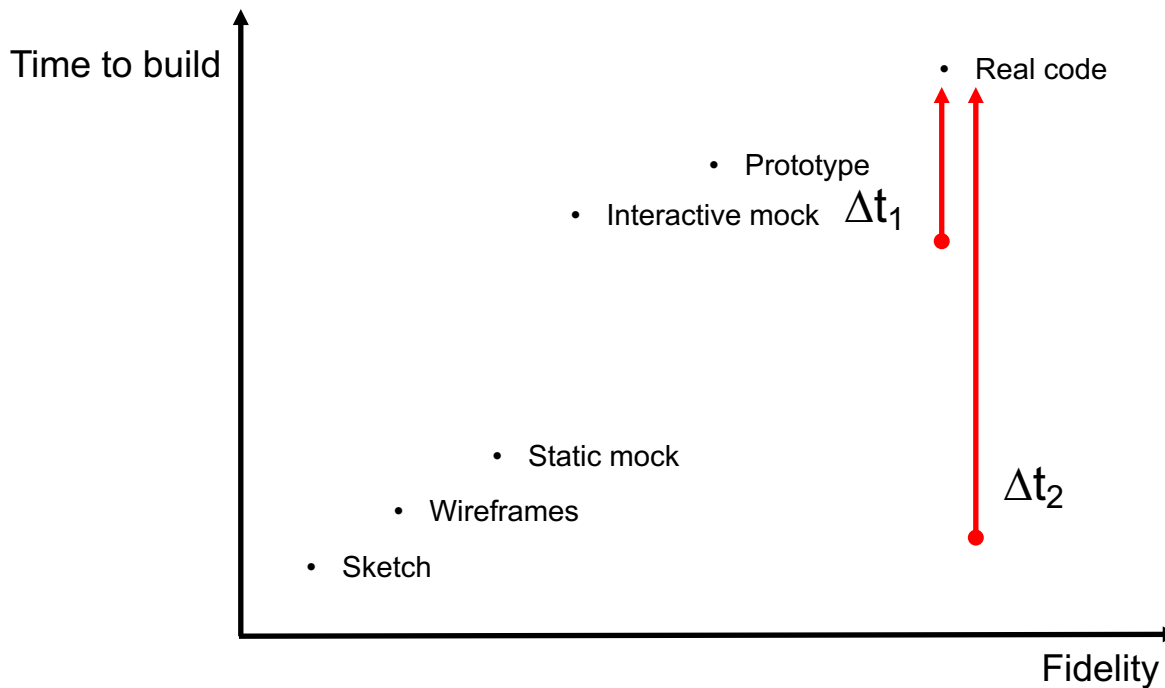
- Wireframes

- Sketch

Fidelity

From requirements to design

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Why mockups

- Stimulates a dialogue with the customer
  - Confirm requirements capture
  - Showing different choices
  - Exchange of ideas

- Save time
  - Prevent misunderstandings
  - Remove bugs early on

- Tips
  - Extract the tasks from requirements
  - Follow a top-bottom approach