Hardware and software Helper – Design documentation

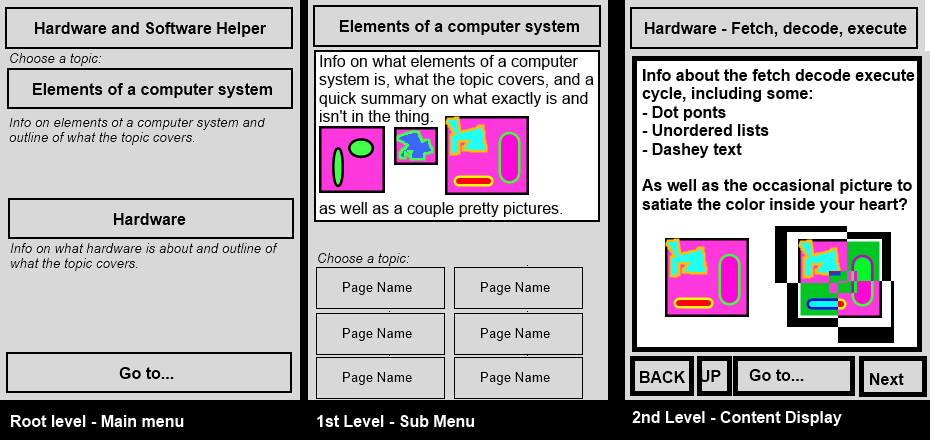
# Product specifications

After consulting with the client to obtain information about the desired product with B. Carpenter (the assignment sheet), we have concluded that the following information needs to be included in the product:

* Elements of a computer system:
  + Hardware
  + Software
  + Personnel
  + Procedures
  + Data
* Hardware
  + The functions of Input, output, process, storage and control
  + How components such as CPUs, Storage devices, and input and output devices achieve their purpose.
  + Trends and developments in computer hardware
  + Processing of software instructions by hardware; the Fetch-Execute cycle
  + The existence of minimum hardware requirements to run software

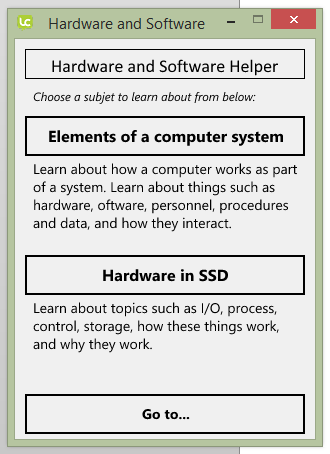
The product should be neat looking, easy and intuitive to use, and contain multiple types of media including text, images and video.

# Screen design

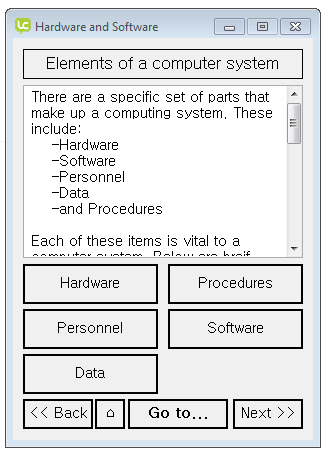


For the design of the program, I tried to go for a simplistic and clean approach, similar to what Microsoft are doing with their newer software. Also, the fonts should be quite thinly lettered unless something is a button. That’s just the way I think it would look best.

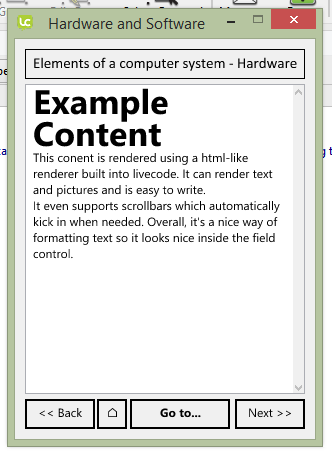
# Storyboard



This is the start-up screen, and the main menu. It is the first screen the user will see, and is designed to guide them to the section of the application they wish to go to. There is also a drop-down to jump to any scren, for users to easily find what they are looking for in only 2 clicks.

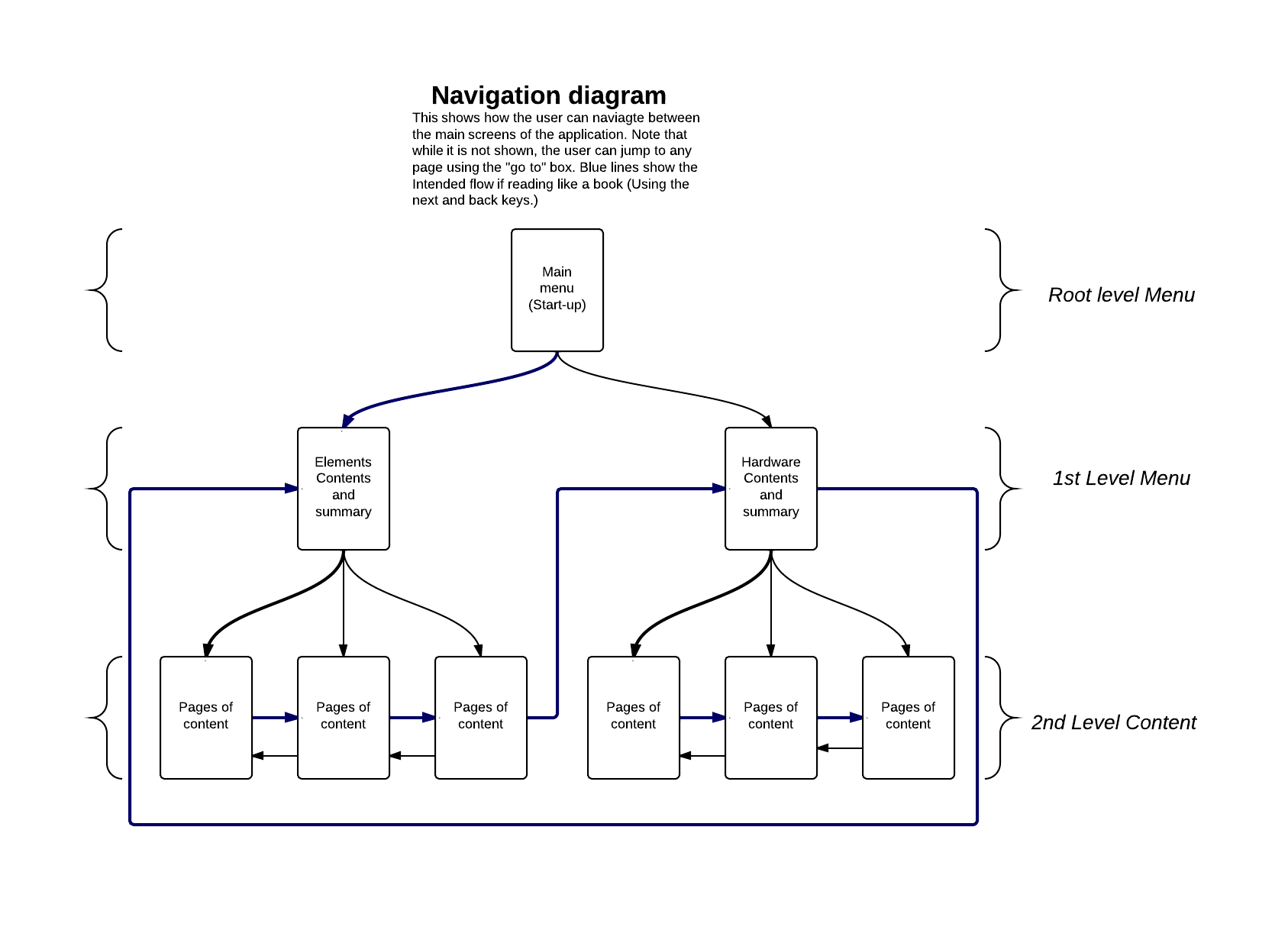


This is the module menu. It shows the user some basic info about the module that the user is viewing, and has buttons to jump to each of the pages in the module. It also has the familiar go to, back, next and home buttons for quickly navigating to where the user wants to go. It’s also designed with a similar layout to the content pages to help the user feel at home with the interface as soon as possible.



This screen is an example of a content page with just some text, but pictures can easily be implemented in the future. The menu pages eventually lead to this page, see the navigation hierarchy for more info.

# Navigation



This diagram shows how the screens of the application relate to each other. The top level screen appears when the program starts, and from there, the user can either filter down the menus to the content or jump straight to the content.