

# Database and Web Services lab: Week 1

## User Interface:

The Front end of our web application will have a minimalistic user interface. The website's purpose is for students at Constructor University (CU) to find a block on campus that best fits their personality. The website itself will consist of questions (i.e. how far from classes do you want to be, how active do you want your block to be) and a drop down menu or slider to indicate how much of each quality do want from a range of: "I do not want it at all" to "this is a must for me".

Then the website validates all of the user input and will highlight if any part has not been filled out. Then the page loads a map of campus and will highlight the college and its specific block, telling the user that based on their preferences, the highlighted block meets their wishes and personality best.

## User Experience:

When the user goes on our pages they can see the following:

1. Short introduction and the use of this website
2. Logo?
3. Start button to begin the questionnaire
4. Questions with a drop down menu for the answers

The user can interact with the following:

1. Start button
2. Drop down menus
3. Slider to specify intensity of likeness ?
4. Button to clear all answers

Any illegal actions, such as submitting a form with missing fields with have a response from the UI telling the user they are missing a field and highlight said field in red or any similar color that attracts attention

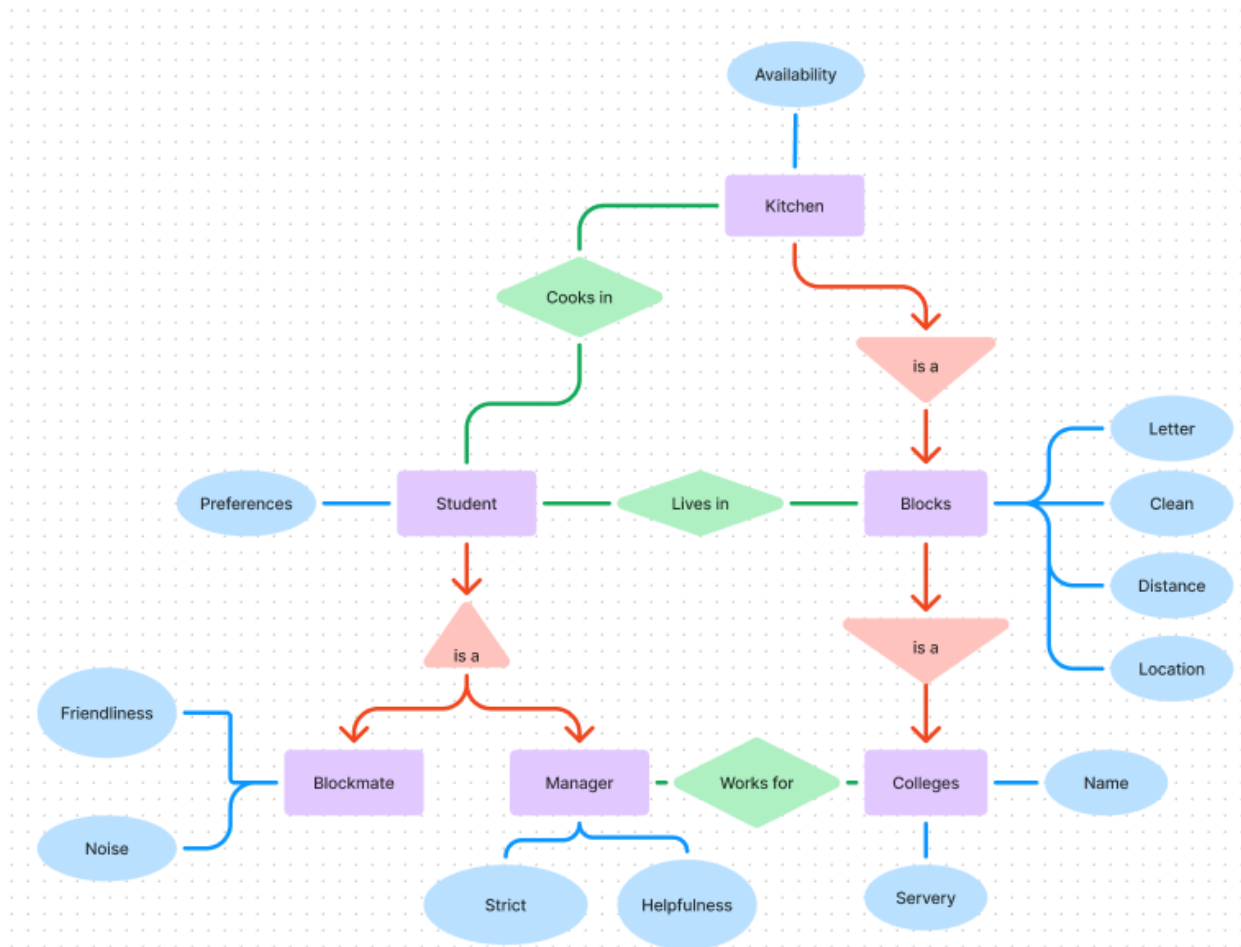


Figure 1: ER model diagram