USER INTERFACE DESIGN

EXP.NO:6

REG.NO:230701235 DATE:05.04.2025

AIM: The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP

The RAD (Rapid Application Development) model in User Interface Design (UID) focuses on quickly building and refining the UI through continuous user feedback and rapid prototyping. Instead of spending time on detailed documentation upfront, RAD allows designers to create interactive mockups and iterate based on real user input. This user-centric, flexible approach helps identify design issues early, ensures the UI aligns with user expectations, and speeds up development

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PROCEDURE:

=> Phase 1: Requirements Planning(Identify Key Features, Create a Requirements Document)

=> Phase 2: User Design (Display The Wireframe)

=> Phase 3: Construction (Test and Iterate)

=> Phase 4: Cutover(Finalize and Export)

Experiment:

Phase1 :

Identify the requirements:

- Login/Signup

- Password Reset & Recovery
- Dashboard with Report An Issue Button & Map Integrated
- Report Issue Form
- Report History
-Update Personal Info

Requirements Document:

Objective:

To build the core functionality of a civic issue reporting platform, enabling users to securely log in, report issues using map integration, view report history, and manage their personal profiles.

Who Are the Users

The primary users of the platform are everyday citizens and local residents who want to report civic issues in their area. Secondary users may include municipal staff or support agents

Product Flow

The user journey begins with a secure login or signup process where users can register with their email and password or log in if they already have an account. After successful authentication, they are directed to the dashboard, which features an integrated map and a “Report an Issue” button. From this central hub, users can quickly report civic issues by filling out a form that includes a title, description, selecting a category, attaching an image, and pinpointing the issue location on the map. Once the report is submitted, it is stored and displayed on the map, and users receive a confirmation. They can then navigate to the “Report History” section to view a chronological list of their submitted issues along with status updates. Additionally, users can visit the profile section to update their personal details such as name, email, and phone number. If a user forgets their password, the “Forgot Password” option enables them to reset it using a verification email or OTP.

This streamlined flow ensures that users can easily engage with the platform to report and track local problems while managing their account information efficiently.

User Stories and Use Cases:

User Story 1: As a registered user, I want to log in securely so I can access my dashboard.

Use Case: The user enters credentials and receives an OTP for secure access. On success, they are redirected to the dashboard.

User Story 2: As a registered user,I want to report an issue

Use Case:To allow the user to submit a civic issue report with relevant details and location.

User Story 3: As a user, I want to view all my reports in one place so I can track my reports.

Use Case: The dashboard displays a list of all reports associated with the account.

User Story 4: As a user, I want to change my profile information like email or phone number.

Use Case: The user visits the “Profile Settings” section and updates their personal information with validation.

User Story 5: As a user, I want to contact support easily in case something goes wrong.

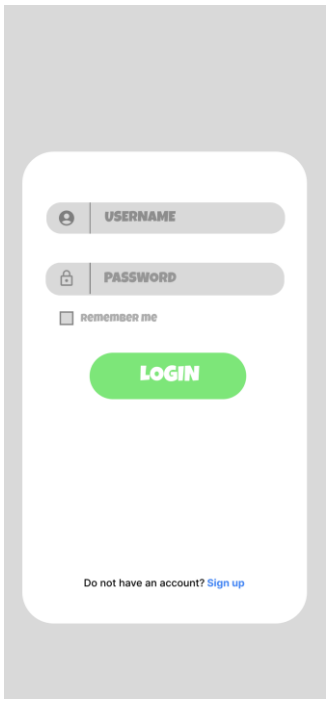
Use Case: The user clicks on “Help & Support,” starts a chat or raises a support ticket with description and category.

Phase 2:

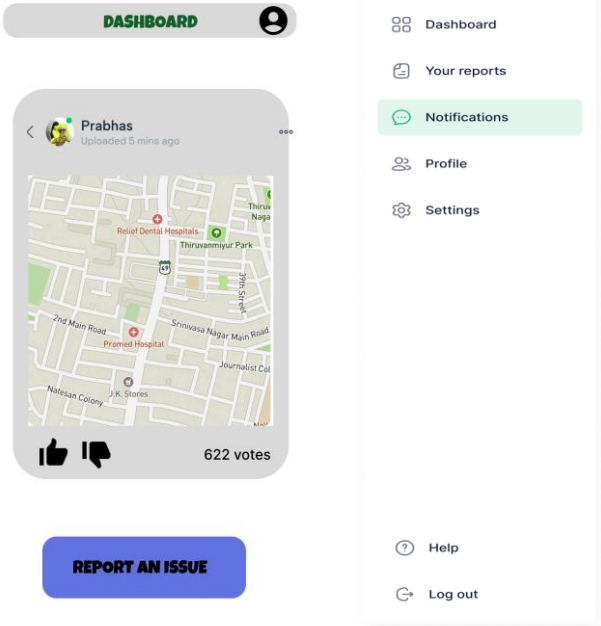
User Design:

Create The Wireframes:

Login Page



Dashboard Page



Report Form Page

Your Reports Page

Phase 3:

Construction (Test and Iterate):

- Test = Show your app design (like a wireframe or prototype) to users and see what works or doesn't.
- Iterate = Make changes and improve the design based on the feedback. Then test again

Test (n Times):

In this testing part the users or the stakeholders are given the developed application in each test , they will use the application and give feedback to the developers team .The feedback will be noted by the developing team and they work on the feedback. After recording the feedback to work with the feedback a iteration will be done and again a test is conducted.

Iteration 1:

User Feedback: To Add a SignIn with google and Apple Id option in the Login page.

Iteration 2:

User Feedback: It would be easier to navigate if the dashboard had a visible hamburger menu instead of requiring a swipe left to view the options, which is harder to notice.

Iteration 3:

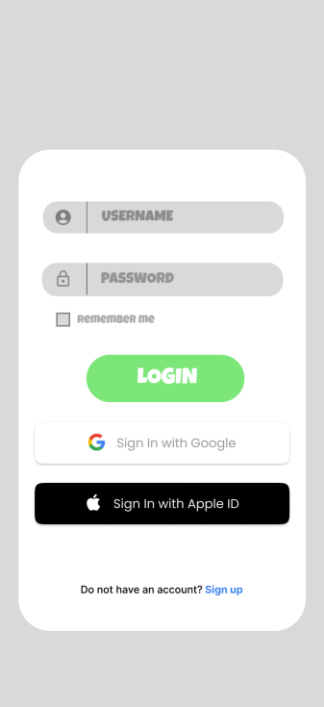
User Feedback: After clicking the 'Report an Issue' button, the app should first navigate to a page displaying various issue categories. Once a category is selected, it should then open the corresponding report form page.

Phase 4:

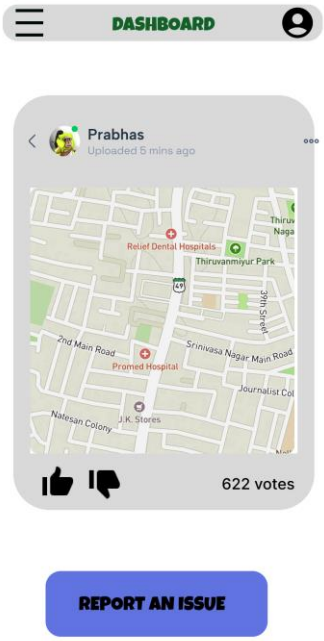
Cutover(Finalize and Export)

Finalized Design:

Login Page:



Dashboard Page:



Report Category Page