UEE_SE-S2-WE-11

UEE Project

SeaSavers

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SE-S2-WE-11

User Experience Engineering SE3050

Department of Computer Science and Software Engineering, Faculty of Computing, Sri Lanka Institute of Information Technology (SLIIT)

Declaration

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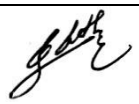
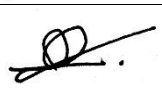
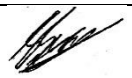
IT21809088	Sandeepa K.B.A.R.	8/13/2024	
IT21220760	Dias D.D.K.S.	8/13/2024	
IT21816086	Wickramasinghe S.S.Y.	8/13/2024	
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Abstract

<<It outlines the

problem,

the purpose of the report,

the main areas addressed and methodology

the general solution and

conclusion you will be defending. >>

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Tip #1: The purpose of this template is to ensure you cover the main content required in your report. However, this report template is not absolute. Rather, it is a guide and you don't have to follow it exactly. You can add or replace some sections if needed. Following this template exactly does not guarantee full marks. Marks depend on the quality of the content of the report.

Tip #2: There is no minimum or maximum page limit, Note, the report must be professionally and succinctly written with emphasis on clarity. Content that is not essential should not be included. There may be a suggested word limit for some sections.

Tip #3: Although not essential, you may choose your own document template to deliver a beautifully presented industry-ready report (e.g. Envato Elements or Microsoft Page Layout designs may be useful).

Tip #4: Read this whole document early in the course.

List of Figures

List of Tables

List Of Abbreviations

1 Introduction

This section provides and overview of your report. Describe briefly what to expect from this report.

2 Background

2.1 SDG selection

Describe the solution you are designing to the selected SDG.

- Provide some context on the project domain e.g. explanation, problems, and needs.
- Explain why you chose this project.
- Who are the users, why is this solution important and helpful to them?
- Describe the purpose and the design issues you addressed when designing this.
- Screenshots can help to provide visual cues.

2.2 Design Purpose

Describe the goals you want to achieve from designing your GUI. Is it about user-friendliness? Usability? Efficiency? Attractiveness?

2.3 Team Members

List the team members and their role.

2.4 Contribution Table

Create a table that lists everyone's contribution on each section. Multiple group members can contribute to any single section.

3 Design Process

Explain the use of the Design thinking model

3.1 User Involvement

Describe how you would involve the user in the user-centred design process. Remember that you may NOT actually survey real people for this assignment (due to lack of ethics approval). However, you should describe your plan on how you would involve them.

4 Milestone 1: Identify user groups

4.1 Persona(s) – 04 personas from a group

4.2 Empathy map(s) – 04 Empathy maps from a group

4.3 User stories – 04 User stories from a group

4.4 User flow(s) - 04 User flows from a group

4.5 Service Blueprint(s) – 01 Service Blueprint from a group

4.6 Identify basic functionality of the proposed system

5 Milestone 2: Plan and conduct user research

6 Milestone 3: Verify the key-user flow(s)

6.1 Verify the identified functionality (Milestone 1) of the proposed system

7 Competitor Analysis

List some of the similar competitor programs or real-world solutions and discuss their advantages and disadvantages. For example, if you are developing a jobs website, competitors may be other job websites or a bricks and mortar HR company. The competitor does not have to be in the same domain but just represent a company that is solving a problem well. Describe some features that the other company does successfully that your team can borrow to use in the context that is relevant to your app.

Choose two or three competitors. Include your design thinking workshop showing your thorough analysis of their features and processes and how they may be translated to your app.

7.1 <Competitor 1>

7.2 Advantage

7.3 Disadvantage

7.4 Translation

7.5 <Competitor 2>

7.6 <and so on …>

8 Milestone 4: Sketching

9 Milestone 5: Wireframes, Prototype

This is where you showcase all the prototypes (low-fidelity and high-fidelity). Include as many significant low-fidelity designs as you developed. i.e. links to your Figma website.

9.1 Design 1

9.2 Design 2 - accepted

9.3 High Fidelity Prototype

9.4 Design 1

9.5 Design 2 - accepted

10 Milestone 6: User Feedback for your Prototype

11 Milestone 7: Implementation

12 Requirement Specification

12.1 Usability Goals

Describe what usability goals you want to achieve.

12.2 User Experience Goals

Describe what user experiences you want to achieve.

12.3 Functional Requirements

List the functional requirements that you require from this program. Keep in mind we are focusing on the interface design in this unit. The functionalities are not the main focus.

12.4 Non-Functional Requirements

List the non-functional requirements here. This includes performance, security, usability, localization, and reliability.

12.5 Hierarchical Task Analysis

12.5.1<Task 1>

13 Design Principles

What design principles did you use?

14 Project Management

Describe the evaluation of your overall design process.

14.1 Meetings

Describe how you conduct meeting (frequency, deadline, communication platform, etc..)

14.2 Risk Management

Describe any risk to be considered when you are completing this project.

14.3 Milestones

Put your milestones timeline here.

14.4 Problems Encountered

Any unexpected obstacles? Put it here and describe how you address them.

15 Conclusion

Summarise the result of this project and any lessons learned.

References

List any references you use for this report such as figures, tables, screenshots, or websites.

Glossary

Appendix

15.1 Initial User Survey Responses

This includes survey/questionnaire questions you write to get relevant data.

15.2 Meeting Minutes

List all the meeting minutes that you record for this assignment.

15.3 Record Keeping

15.4 Toggl tracking

Use toggl to track each team members hours and present a neat summary here.

15.5 Links to Google Docs / MS Teams

15.6 Contribution Table

Create a table that lists team members contributions towards each section in this report.
Multiple group members can contribute to any single section.