

# QuickQuiz – UI Design

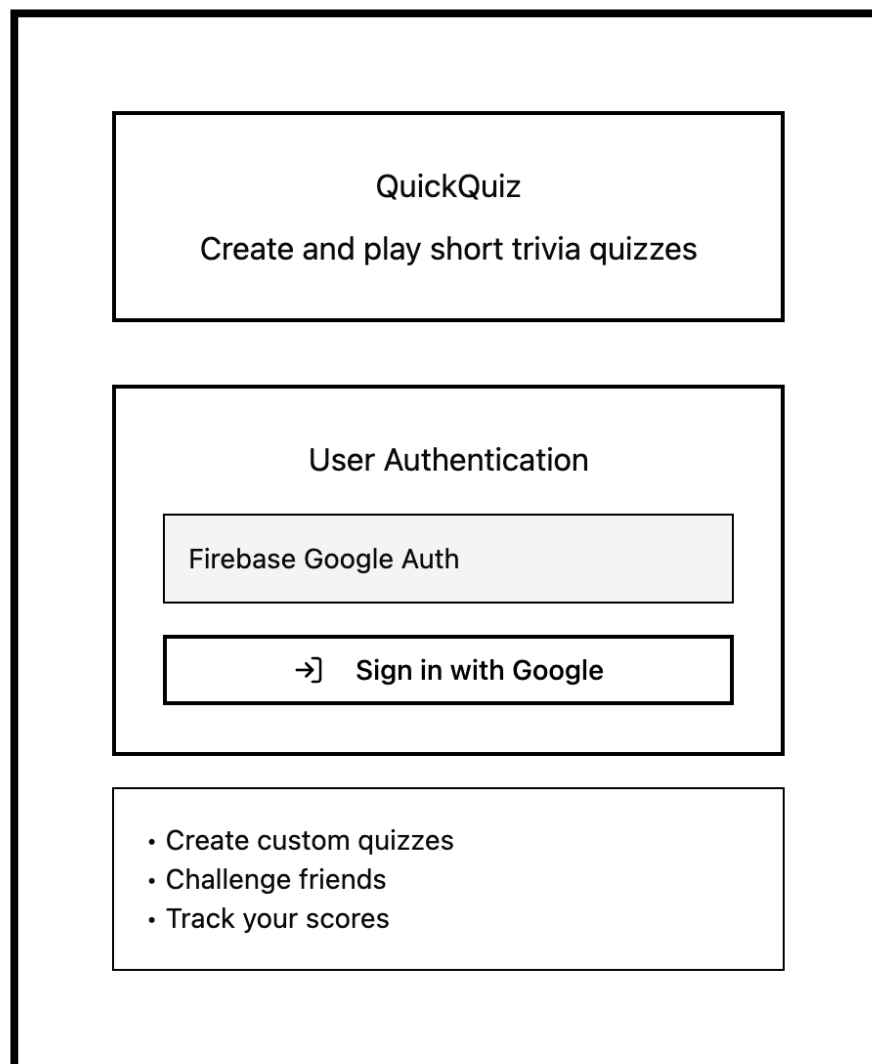
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## 1. UI Wireframes (MVP Only)

**Note:** Lo-fi mocks only — no color, one font, no images. Layout shown as boxes/text for implementation or slides.

### 1.1 Landing Page (Logged Out)



## 1.2 Home Dashboard (Logged In)

QuickQuiz

User: Demo User

+ Create Quiz

☰ My Quizzes

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Available Quizzes

Select a quiz to start playing

World Capitals

Test your knowledge of world capitals

Questions: 3

By: John Doe

Play Quiz

Science Basics

Quick science trivia

Questions: 2

By: Jane Smith

Play Quiz

## 1.3 My Quizzes

QuickQuiz

User: Demo User

🏠 Home

☞

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My Quizzes

Manage quizzes you created

No quizzes created yet

Create Your First Quiz

## 1.4 Create Quiz

Create New Quiz  
Fill in the details below

Quiz Title \*

Enter quiz title

Description (Optional)

Enter quiz description

Questions (1/10)

+ Add Question

Question 1

Question Text

Enter question

Correct Answer

Enter correct answer

Create Quiz

Cancel

## 1.5 Play Quiz

QuickQuiz

User: Demo User

[Home](#)

[\[->\]](#)

### World Capitals

Test your knowledge of world capitals

Questions: 3

By: John Doe


Enter your answers below. Click "Reveal Answer" if you need help.

Question 1 of 3

What is the capital of France?

Your Answer

Type your answer here


 Reveal Answer

Question 2 of 3

What is the capital of Japan?

Your Answer

Type your answer here


 Reveal Answer

Question 3 of 3

What is the capital of Brazil?

Your Answer

Type your answer here

 Reveal Answer

Submit Quiz

Cancel

?

## 1.6 Results & Answer Reveal

The wireframe shows a quiz result interface. At the top left is a square icon with an 'x' inside. To its right is a box labeled 'Question 3'. Below this is the question text 'What is the capital of Brazil?'. There are two input fields: the first is labeled 'Your Answer:' and contains the text 'Rio De Janiero'; the second is labeled 'Correct Answer:' and contains the text 'Brasilia'. The entire content is enclosed in a large rectangular frame. Below this frame is a black horizontal bar with the text 'Back to Home' in white.

## 2. Storyboards – Key User Journeys

Each storyboard should be illustrated using the wireframes above as sequential frames.

### 2.1 Storyboard 1: New User Logs In & Creates First Quiz

1. **Landing Page (1.1):** User clicks [**Log In**].
2. **Login Modal (1.1):** User clicks [**Continue with Google**] and signs in.
3. **Home Dashboard (Logged In) (1.2):** User sees greeting and [**Create Quiz**], clicks [**Create Quiz**].
4. **Create Quiz (1.4):** User fills in title, description, a few questions and answers, clicks [**Save Quiz**].
5. **My Quizzes (1.3):** User sees new quiz listed under “My Quizzes”.

### 2.2 Storyboard 2: User Browses and Plays a Public Quiz

1. **Home Dashboard (Logged In) (1.2):** User scrolls “Public Quizzes”, clicks [**Play**] on a quiz.
2. **Play Quiz (1.5):** User reads questions and types of answers.
3. **Submit (1.5):** User clicks [**Submit Quiz**].
4. **Results (1.6):** User sees which answers are correct/incorrect and total score.
5. **Reveal Answers (1.6):** User clicks [**Reveal Answer**] on missed questions to view correct answers.

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## 2.3 Storyboard 3: Returning User Manages Their Quizzes

1. **Home Dashboard (Logged In)** (1.2): User clicks [My Quizzes].
  2. **My Quizzes** (1.3): User sees list of their quizzes.
  3. **Play Own Quiz** (1.5): User clicks [Play] on their quiz to test it.
  4. **Delete Quiz** (1.3): Back on My Quizzes, user clicks [Delete] on an outdated quiz.
  5. **Updated List** (1.3): Quiz is removed; list shows remaining quizzes only.
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## 3. Heuristic Evaluation & Improvements

(Using standard usability heuristics. “Fail/Partial Fail” entries include required 1–2 sentence fixes.)

### 3.1 Visibility of System Status — Pass

- User sees login state, updated quiz lists after save/delete, and immediate score after submission.

### 3.2 Match Between System and Real World — Pass

- Uses clear, familiar language: “Create Quiz,” “My Quizzes,” “Play,” “Score,” “Delete.”

### 3.3 User Control and Freedom — Partial Fail

- **Issue:** Limited escape routes (e.g., leaving Create Quiz or Play Quiz).
- **Fix:** Ensure Cancel on Create Quiz returns to My Quizzes without saving, and Back to Quizzes is visible on Play and Results screens.

### 3.4 Consistency and Standards — Pass

- Consistent header, navigation labels, and button naming across all screens.

### 3.5 Error Prevention — Partial Fail

- **Issue:** Users could submit empty required fields or delete quizzes accidentally.
- **Fix:** Enforce validation for title/questions/answers on both client and server and add a brief confirmation dialog before deleting a quiz.

### 3.6 Recognition Rather Than Recall — Pass

- Navigation is always visible; instructions and actions are labeled directly on each page.

### 3.7 Flexibility and Efficiency of Use — Partial Fail

- **Issue:** No shortcuts or accelerators for frequent users.
- **Fix:** Optionally support smoother keyboard flow (e.g., Enter/Tab through answers) and simple quiz filtering if time permits.

### 3.8 Aesthetic and Minimalist Design — Pass

- Lo-fi, uncluttered pages with only essential fields and controls.

### 3.9 Help Users Recognize, Diagnose, and Recover from Errors — Partial Fail

- **Issue:** Error messaging not fully shown in mockups.
- **Fix:** Display clear inline messages (e.g., “Title is required”) and simple top-level messages for load/save failures (“Couldn’t load quizzes. Please try again.”).

### 3.10 Help and Documentation — Fail (MVP)

- **Issue:** No dedicated help section.
- **Fix:** Add one-line guidance on key screens (e.g., on Create Quiz: “Add 1–10 questions. Each need one correct answer.” and a short “How it works” snippet on the landing page).