

QuickQuiz – UI Design

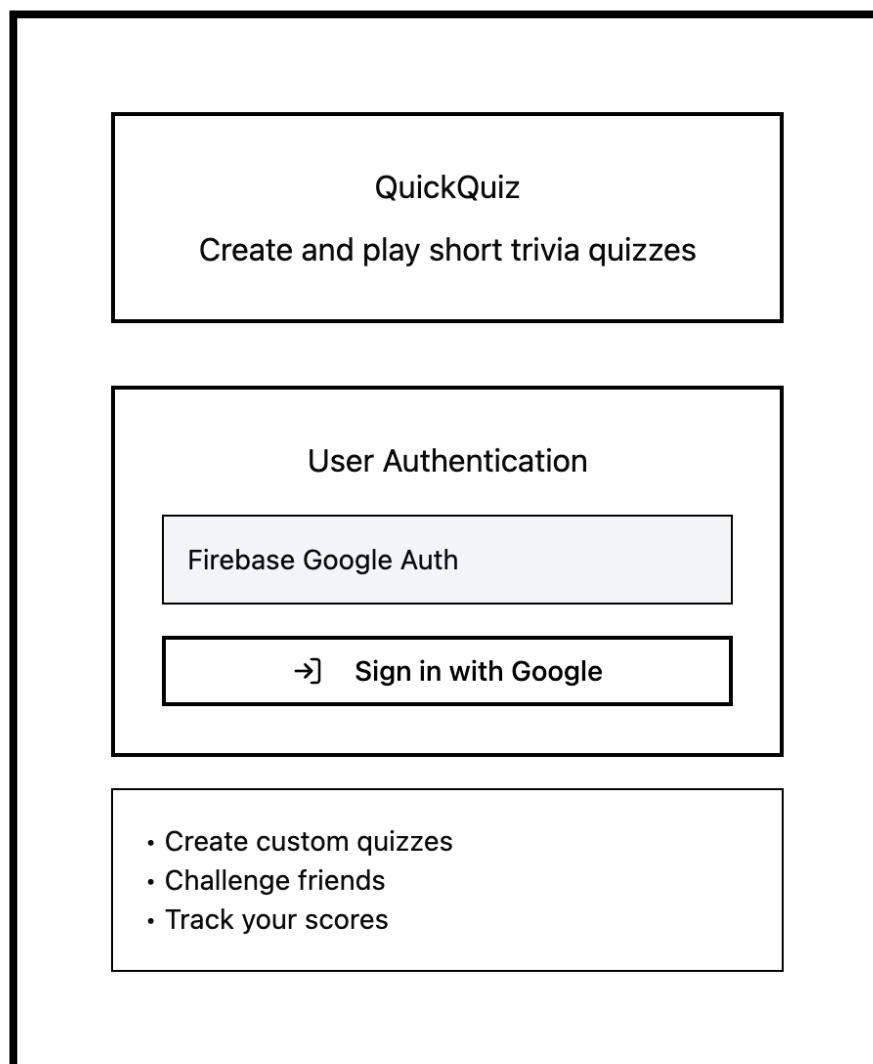
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1. UI Wireframes (MVP Only)

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 [→]

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] [→]

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 user interface for a quiz. At the top left is a square button with a circled 'X'. To its right is a box labeled "Question 3". Below these is a question: "What is the capital of Brazil?". Underneath the question is a box labeled "Your Answer:" containing "Rio De Janiero". Below this is a box labeled "Correct Answer:" containing "Brasilia". At the bottom of the screen is a black bar with the text "Back to Home".

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.

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).