

Notifier

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Problem

In order to identify the problem, we focused on the needs and goals of our personas.

Persona 1: Ryan Reynold

Main Goals:

- Complete coursework and graduate early.
- Manage time effectively to mitigate commute time to study more.

Needs:

- Stable and fast internet connectivity for in-person learning.
- Better communication interface for quick access to chat with students and professors.
- Efficient and stable time management system to manage time that he often loses because of commute time.
- Need better notifications about assignments, tests, or other curricular activities.
- A quick transit information interface system for a better experience in transit.

By analyzing the main goals and needs of Persona 1, Ryan Reynolds, we identified the key challenges he faces. He faces time management issues due to commuting, lack of timely notifications on academic activities, and the need for a reliable time management system. Providing an application that is easy to navigate and solve these problems will enhance his academic experience and support him in achieving his goals.

Persona 2: Rubaiz Momin

Main Goals:

- Finish university with ample experience in the field from coop programs.
- Meet more people and increase your network amongst clubs and classes to get more opportunities.
- Use all the experience and connections to land a good job soon after graduation to financially support his family and himself.

Needs:

- Easy to understand and accessible communication method.
- A clear schedule that is easy to access with notifications on the date and time the course is starting.

- Consistently prioritize morning and evening prayers by going to the mosque.
- A better form of transportation, be it a car, to avoid any more TTC complications

By analyzing the main goals and needs of Persona 2, Rubaiz Momin, we identified the key challenges he faces. He faces problems with a clear schedule that is easy to access with notification on the date and time the course is starting, and a better form of transportation.

Person 3: Jack Wu

Main Goals

- Graduate university with good grades and some job experience (Coop)
- Meet new people and make some connections to help in the future
- Get a job to help support my family and save up for the future
- Wants to own his own car in the future

Needs

- Increase accessible seats for labs that are in the afternoon compared to nights.
- Guidance or a quick and accessible interface tool that manages time effectively prioritizing important tasks.
- External support and resources that help students to transition from remote to in-person.
- A quick and accessible communication tool that is easy to use and does not use too much data.
- A personal vehicle to get to and from school more effectively.

By analyzing the main goals and needs of Persona 3, Jack Wu, we identified the key challenges he faces. These include the need for effective time management tools, external support transition between learning modes, improved communication, and transportation solutions.

Final Problem:

From the analysis of each persona, a significant issue we identified is time management. The personas lack effective time management tools, and clear schedules and face challenges with commuting and receiving timely notifications on assignments and activities.

Ideate

Solution 1:

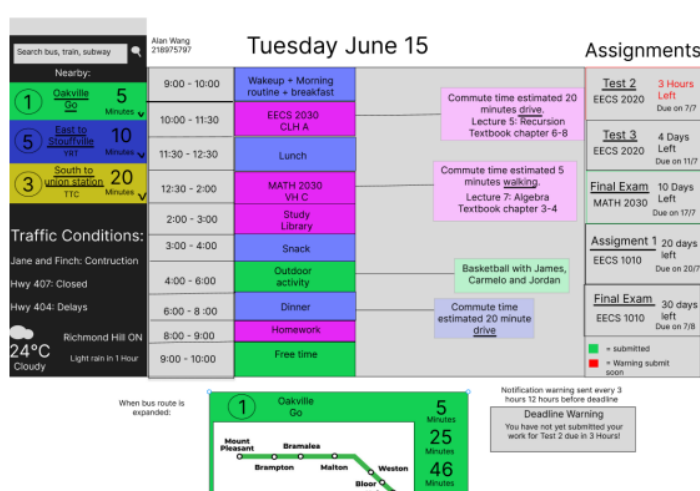
The solution is to provide an application that provides quick access to transit information and offers the most efficient routes to get to the location. Furthermore, the application will give a notification feature that displays the current class, with its information directly on the device's interface.



[Figure 1 (Ideate): Showing the applications and each page consisting of routes and schedules with their functionalities]

Solution 2:

To solve this problem, the student proposes introducing a system that provides information about road and weather conditions, subway schedules, and estimated time to reach their destination. Additionally, a task list will be provided to show upcoming due dates for assessments and their locations. Notifications will be sent through the app to alert students if they have not completed their tasks when the due date is approaching. Lastly, a time schedule will be provided to show the activities for the day and offer suggestions on how to plan and complete all their work for the day.



[Figure 2 (Ideate): Lo-fi prototype of a schedule consisting of transit information and a detailed schedule of the student]

Final Solution:

Our Group came to the conclusion that combining solutions 1 and 2 will provide the best solution. Providing a web application that provides users with quick notification of the transit and schedule information like classes and assignments. Furthermore, functionalities like adding routes, choosing efficient routes, and creating a better time management schedule.

Conceptual Model

Our group decided to develop a mobile application for our final product, and Figure 3 shows the mood graph that showcases the application's features. Our primary focus during the mood board design was on simplicity, ease of navigation, familiarity with the interface, and creating an aesthetically pleasing experience. For simplicity, we aimed to keep the application interface uncluttered and straightforward. Therefore, users will find it easy to navigate through the app, allowing them to access desired functionalities effortlessly. For ease of navigation, we incorporated popular mobile applications, using familiar interface structures from well-known brands. This decision ensures users can quickly adapt and learn to use our app without any confusion. Furthermore, we provided descriptive images to showcase functionalities, this method improved the simplicity, ease of navigation, and clutter.

For example, a button with a home icon clearly indicates it leads to the home screen, making it instinctive for the users. In terms of aesthetics, we focused on a lighter color palette that invokes a cheerful and pleasant feeling. The combination of pink lemonade and blue sky colors creates a visually appealing and inviting environment for the users. To improve these features we opted for weather icons to represent weather conditions.

[Figure 3 (CM): Mood board of our web application.]

Poppins: Page Titles



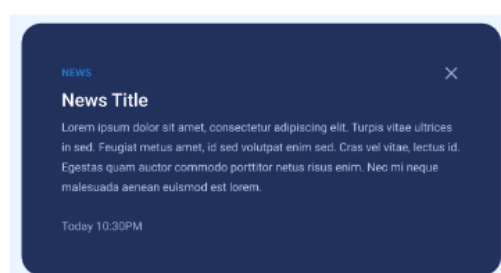
- Inter: For buttons
- Second Background
- Main Background
- Text

Inter: for small links with underline

NATS: for buttons



Notifications:Roboto



Weather Symbols



Menu Icons



Low-Fidelity Prototype

Login and sign-up page

Login Page (Figure 1): The mobile application accesses users' student accounts for their course timetable, therefore it is necessary to have a sign-in page where they access it.

Sign Up Page (Figure 2): A page where the user can create an account to access the application.

A successful registration page (Figure 3): This page shows users successfully registered and brings them to their accounts.

A wireframe of a login page. At the top is a circular logo with the word "LOGO" inside. Below the logo is the text "Sign In". Underneath are two input fields labeled "Username" and "Password". At the bottom are two buttons: "SIGN IN" and "REGISTER".

[Figure 1]

A wireframe of a sign-up page. At the top is the text "Sign Up". Below it are four input fields labeled "Univercity", "University Email", "User Name", and "Password". At the bottom is a "SIGN UP" button and a "Text" label.

[Figure 2]

A wireframe of a successful registration page. At the top is a circular icon with a checkmark. Below it is the text "Thank You For Registration!". Underneath is a "Go to Account" button and a "Text" label.

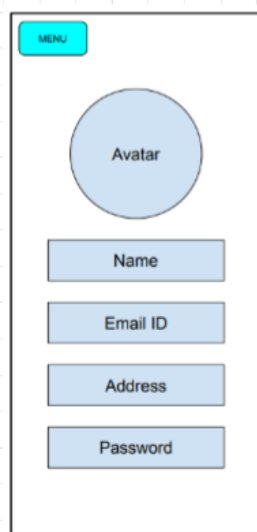
[Figure 3]

Home and profile page:

Home Page (Figure 5 THE MIDDLE PICTURE): This is the home page of the application. Therefore, the user can access the main functionalities from here. For example, the transit, recent notifications, the weather, and the schedule.

Profile Page(Figure 4): This page is the profile page of the user. The user can edit the page.

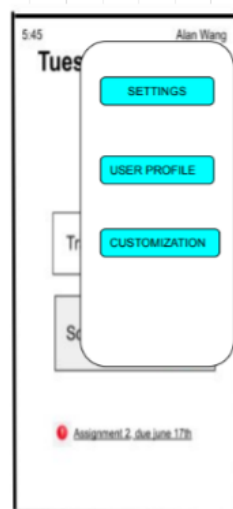
Shortcuts (Figure 6): We considered a drop-down menu for the user to access in order to go to settings, user profile, or customization.



[Figure 5]



[Figure 6]



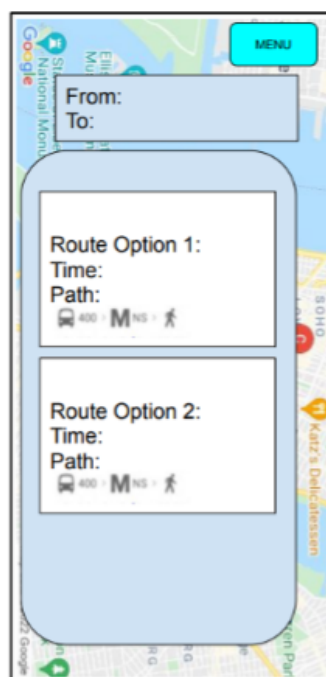
[Figure 4]

Transit Page:

Transit Page (Figure 7, Figure 8): This page provides one of our main functionalities, Transit. The user can search for any destination, and the option shows route options the user can choose from. Furthermore, the user can save these destinations in the Saved Routes.



[Figure 7]



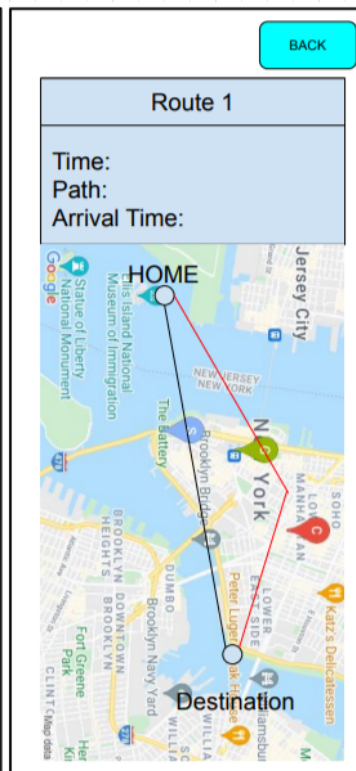
[Figure 8]

Saved routes:

Saved Route Page (Figure 9, Figure 10): Figure 8 shows the destinations the user has saved so he can access them whenever. While, Figure 10, shows one of the destinations with more information if the user clicks in need of more information. This functionality allows users to quickly access preferred destinations without searching for them every time.



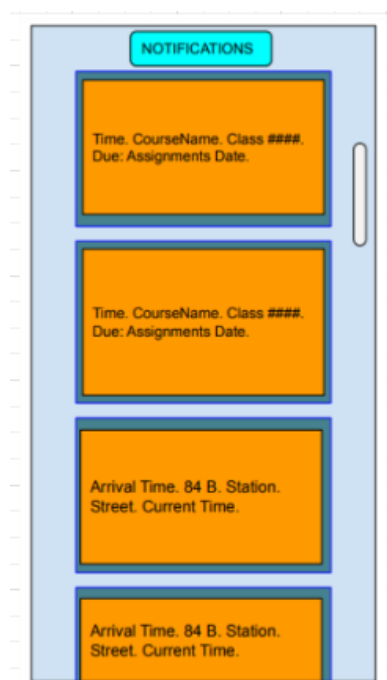
[Figure 9]



[Figure 10]

Notifications:

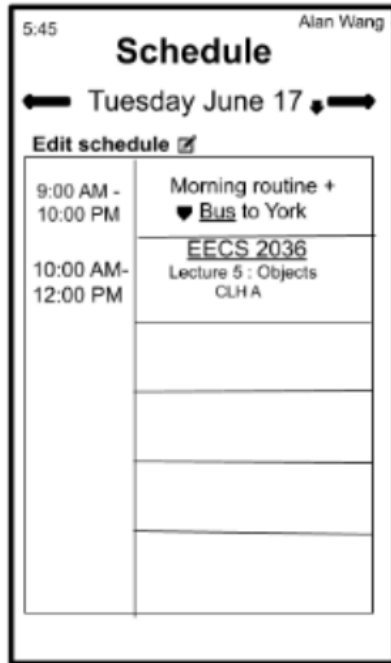
Notifications (Figure 11): This page shows the notifications history.



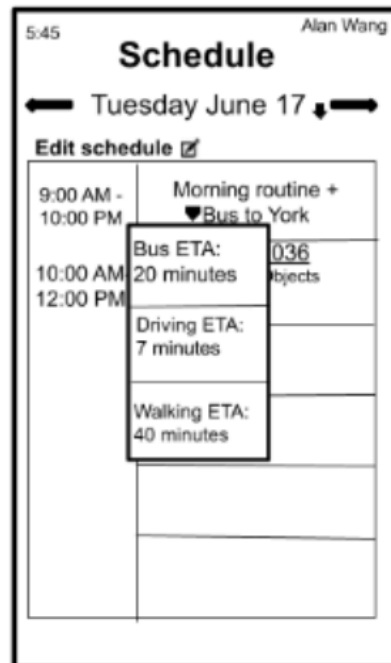
[Figure 11]

Schedule Page:

Schedule (Figure 12, Figure 13): This page shows the schedule functionality. Figure 12 shows the schedule the user has during the day. Furthermore, users can get more information by clicking on each activity.



[Figure 12]

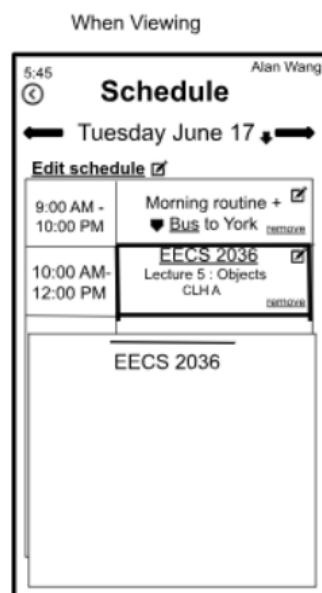


[Figure 13]

Schedule Editing (Figure 14, Figure 15): The editing functionality allows the user to edit the schedule and more activities or assignments.



[Figure 14]



[Figure 15]

Schedule Month Option (Figure 16, Figure 17): The user can change their schedule to a month from the day schedule. Furthermore, they can change to week, month, and year.

[Figure 16]

[Figure 17]

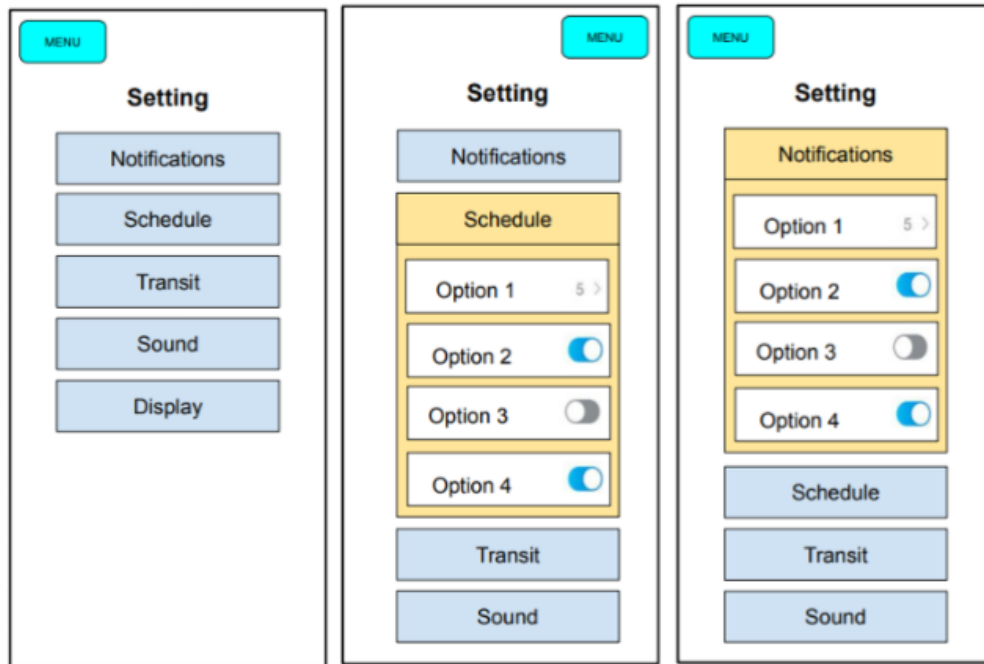
Schedule Week Option (Figure 18, Figure 19): The user can also change the schedule to the weekly schedule. Furthermore, they can view an activity that's already on the schedule and add more.

[Figure 18]

[Figure 19]

Settings and notifications

Settings Option 1 (Figures 20, Figure 21, Figure 22): Our first option for the setting was a drop-down settings menu, where the user can then change settings based on the functionality. The orange boxes from Figure 21 and Figure 22 show the expanded version of the settings, once the user clicks it to view. Furthermore, this settings page is where the user can customize their notifications, schedule, transit, and other settings. For example, if the user wants their notifications earlier than a certain time, then they can access the notification section to change it.

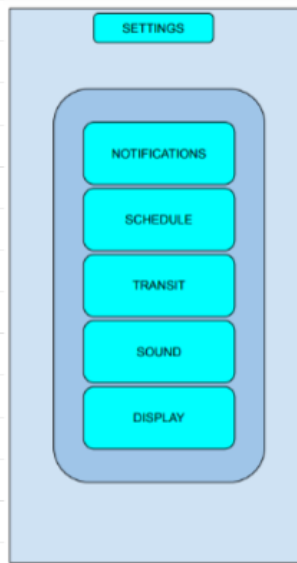


[Figure 20]

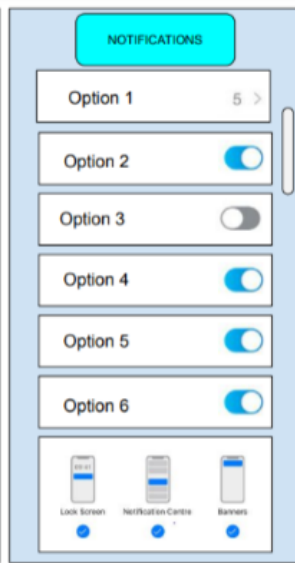
[Figure 21]

[Figure 22]

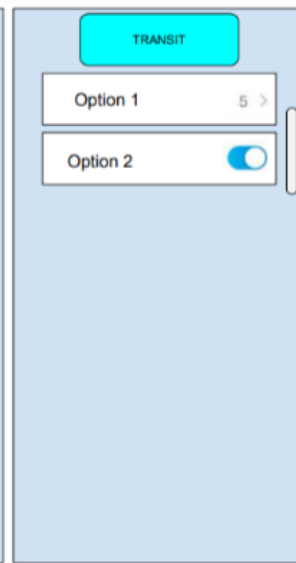
Settings Option 2 (Figure 23, Figure 24, Figure 25): Our second option was settings with more pages that show the settings in more detail. For example, if the user clicks Notifications, the system will navigate to the notification settings section in Figure 24.



[Figure 23]

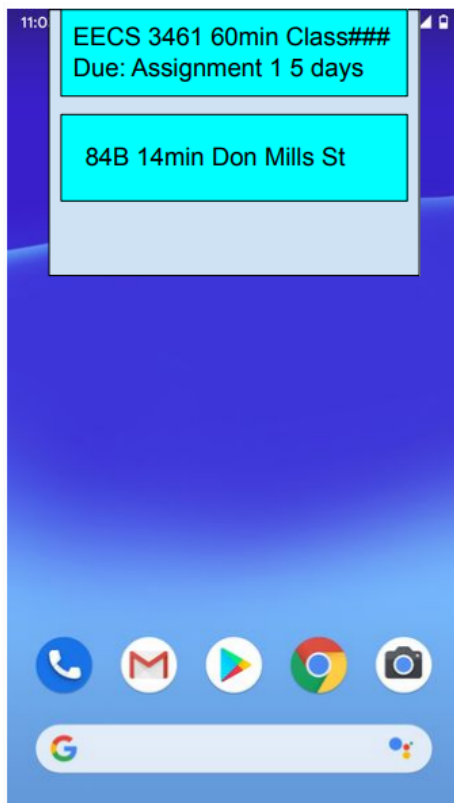


[Figure 24]



[Figure 25]

Final Notification (Figure 26): This home page of the mobile application shows the user receiving notifications of the course schedule if the user is in class time. If the user is using the transit then the notifications will be the second option.



[Figure 26]

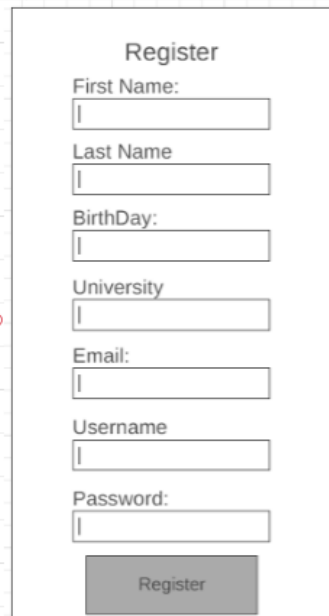
WireFrames

Login Page:



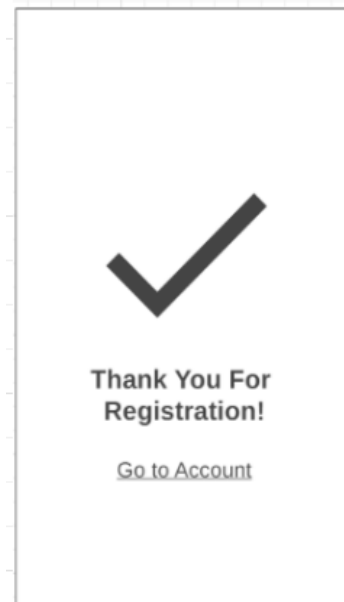
Wireframe for the Login Page. It features a placeholder image at the top, followed by the title "Sign In". Below the title are input fields for "Username:" and "Password:". At the bottom, there are two buttons: "Log In" and "Register". Links for "Forgot Password" and "Forgot Username" are located at the very bottom.

[Figure 1]



Wireframe for the Register Page. It features the title "Register" at the top. Below the title are input fields for "First Name:", "Last Name", "BirthDay:", "University", "Email:", "Username", and "Password:". A "Register" button is located at the bottom.

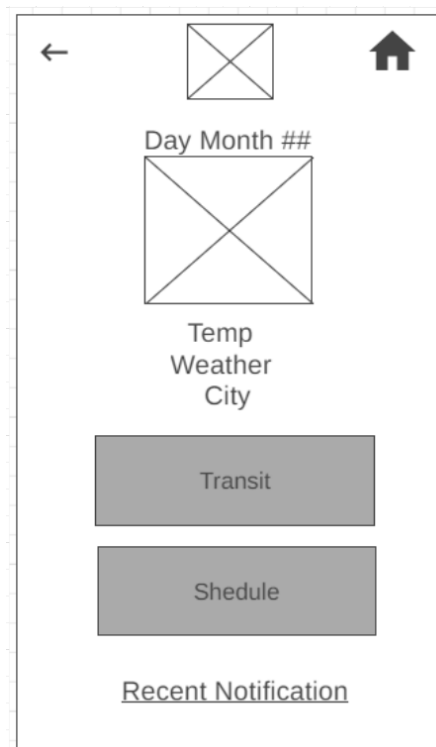
[Figure 2]



Wireframe for the Thank You For Registration! page. It features a large checkmark icon at the top, followed by the text "Thank You For Registration!". Below the text is a link that says "Go to Account".

[Figure 3]

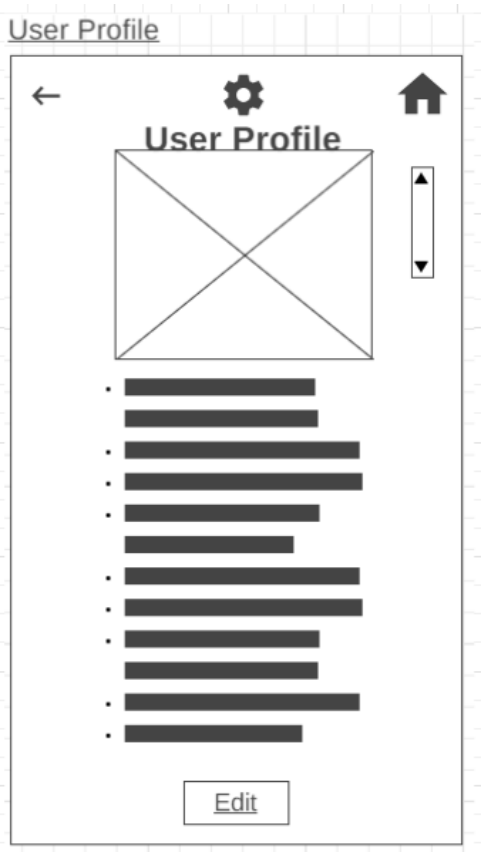
Home Page:



Wireframe for the Home Page. It features a navigation bar at the top with a back arrow, a placeholder image, and a home icon. Below the navigation bar are labels for "Day Month ##", "Temp", "Weather", and "City". There are two buttons: "Transit" and "Shedule". At the bottom, there is a link that says "Recent Notification".

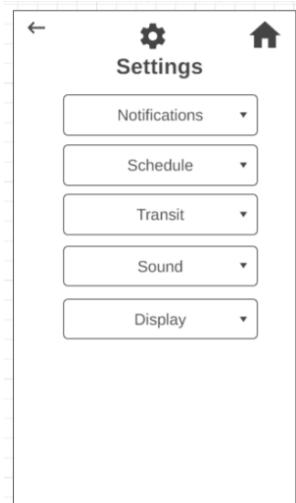
[Figure 4]

User Profile:

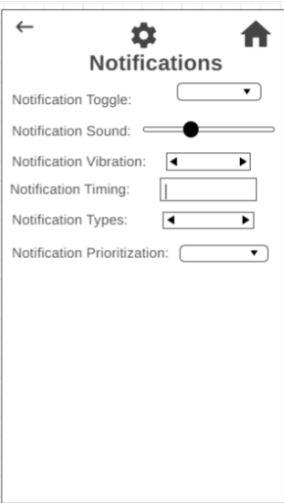


[Figure 5]

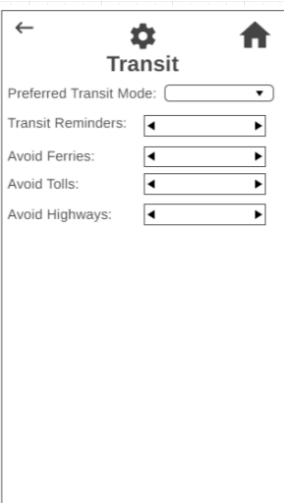
Settings



[Figure 6]



[Figure 7]

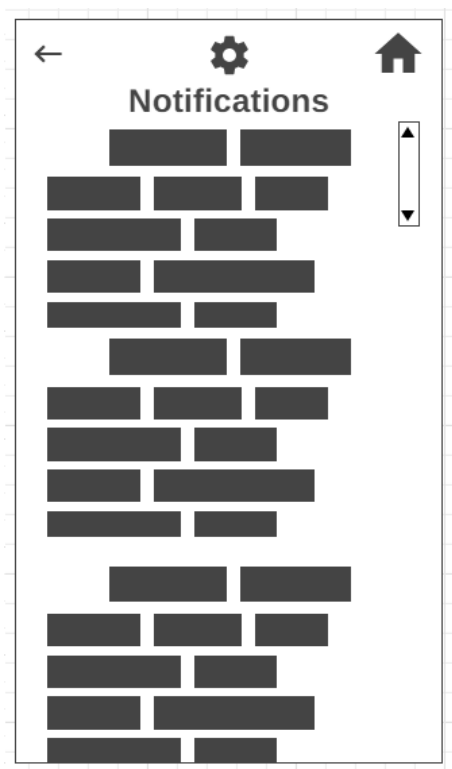


[Figure 8]



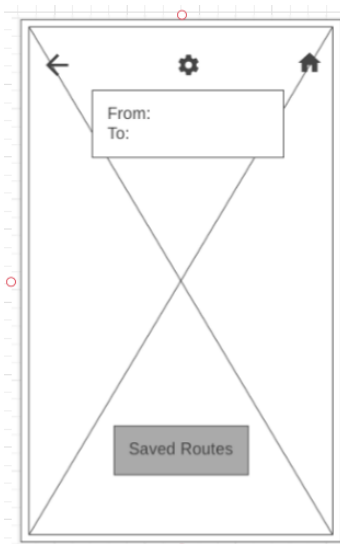
[Figure 9]

Notifications

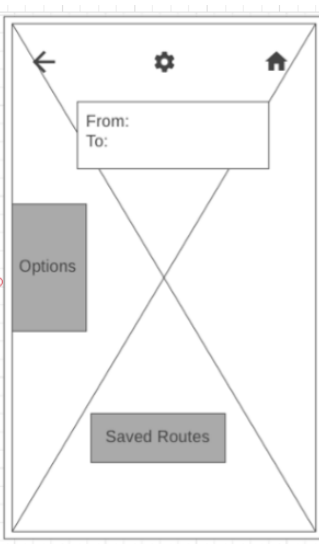


[Figure 10]

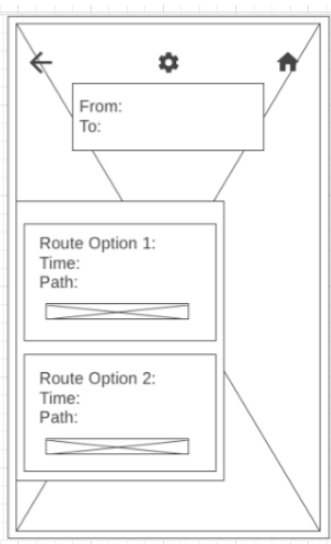
Transit page



[Figure 11]

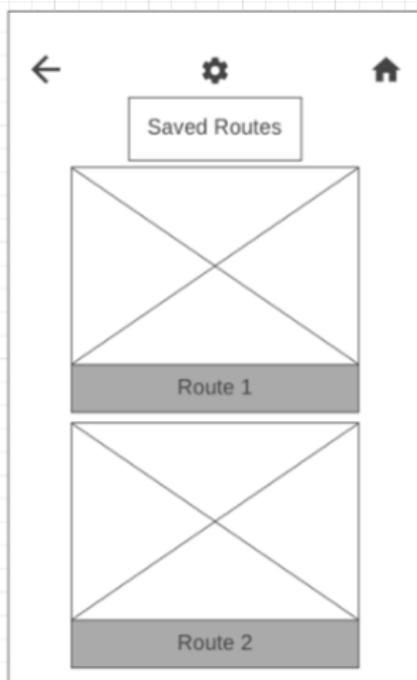


[Figure 12]

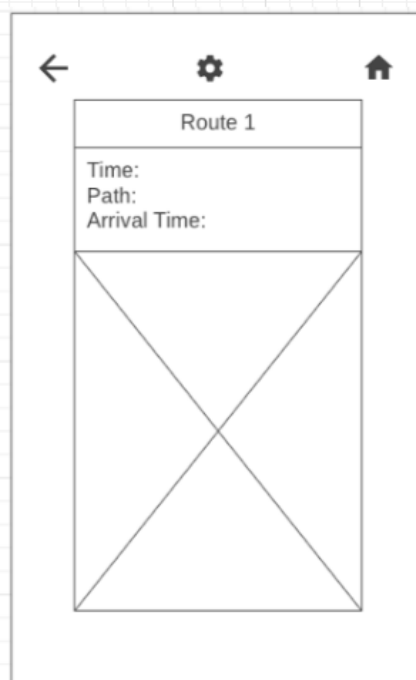


[Figure 13]

Saved Route Section

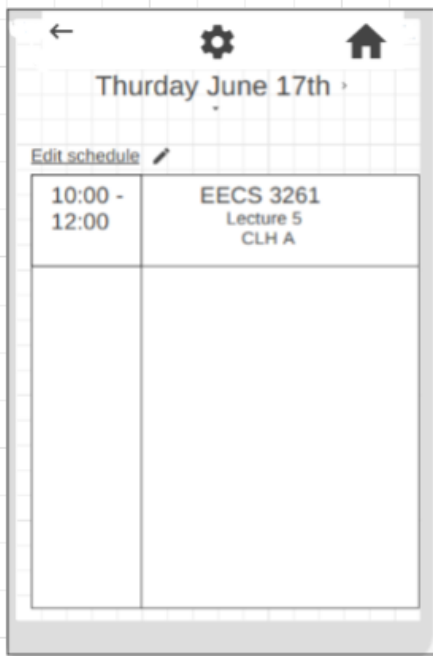


[Figure 14]

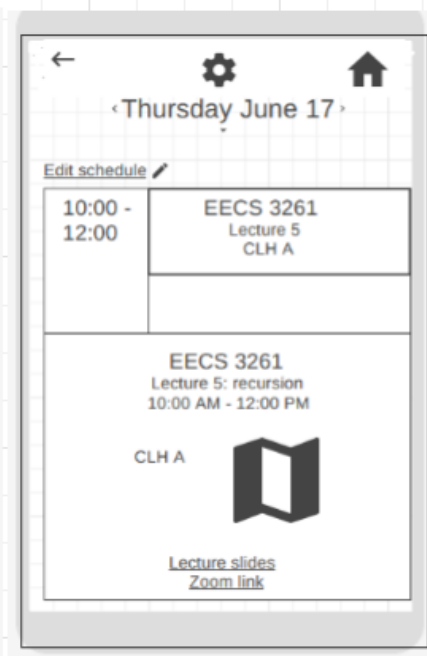


[Figure 15]

Schedule

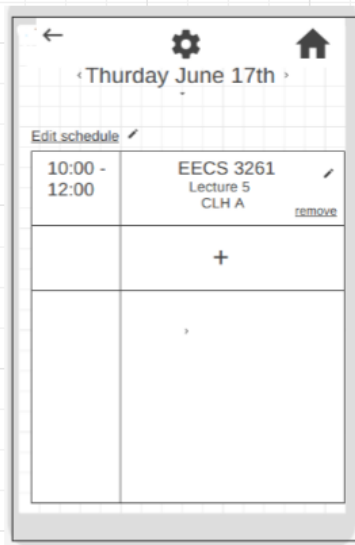


[Figure 16]

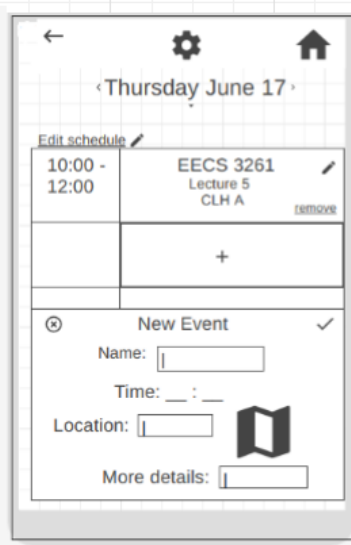


[Figure 17]

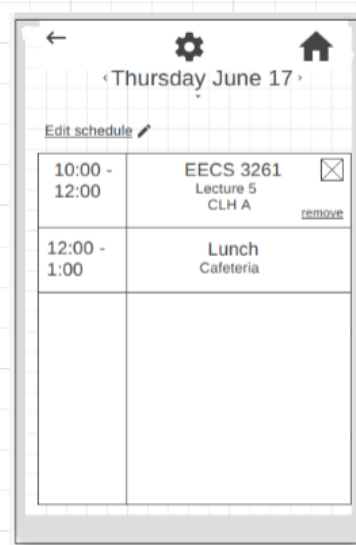
Schedule editing



[Figure 18]

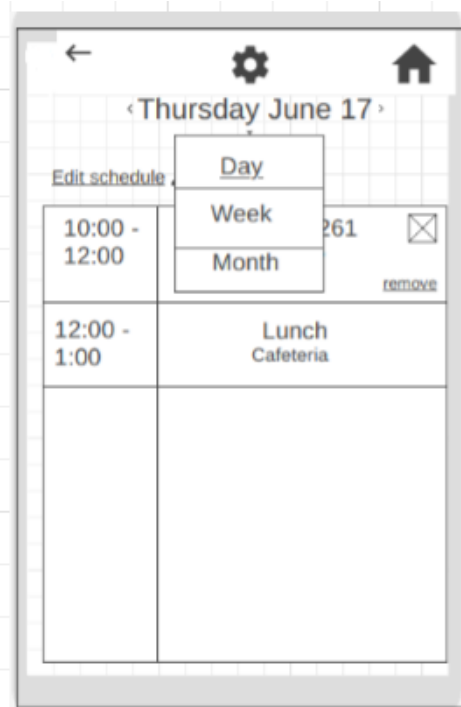


[Figure 19]

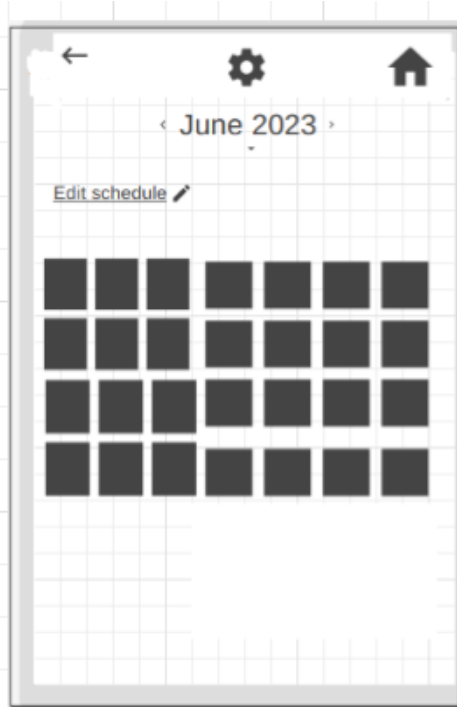


[Figure 20]

Schedule customization



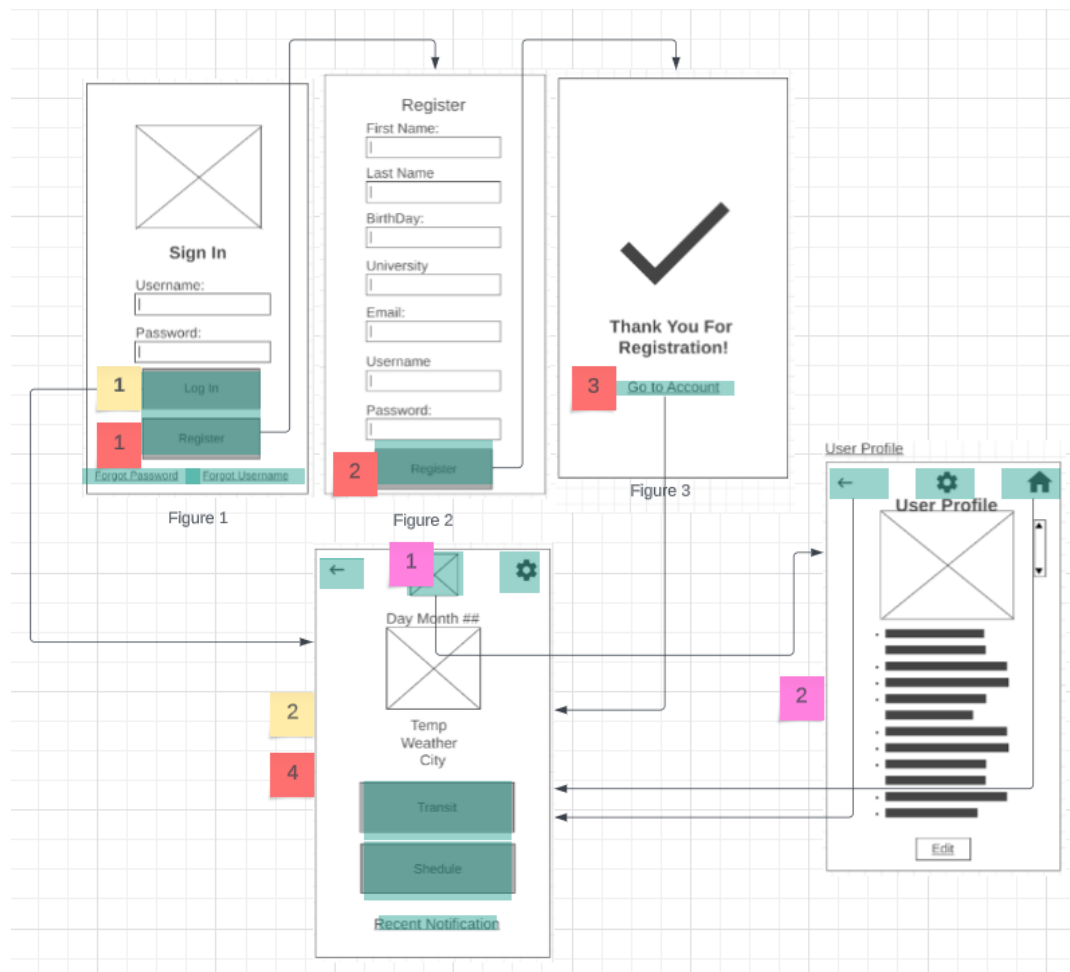
[Figure 21]



[Figure 22]

Navigation of the system

Navigation to the Home Page



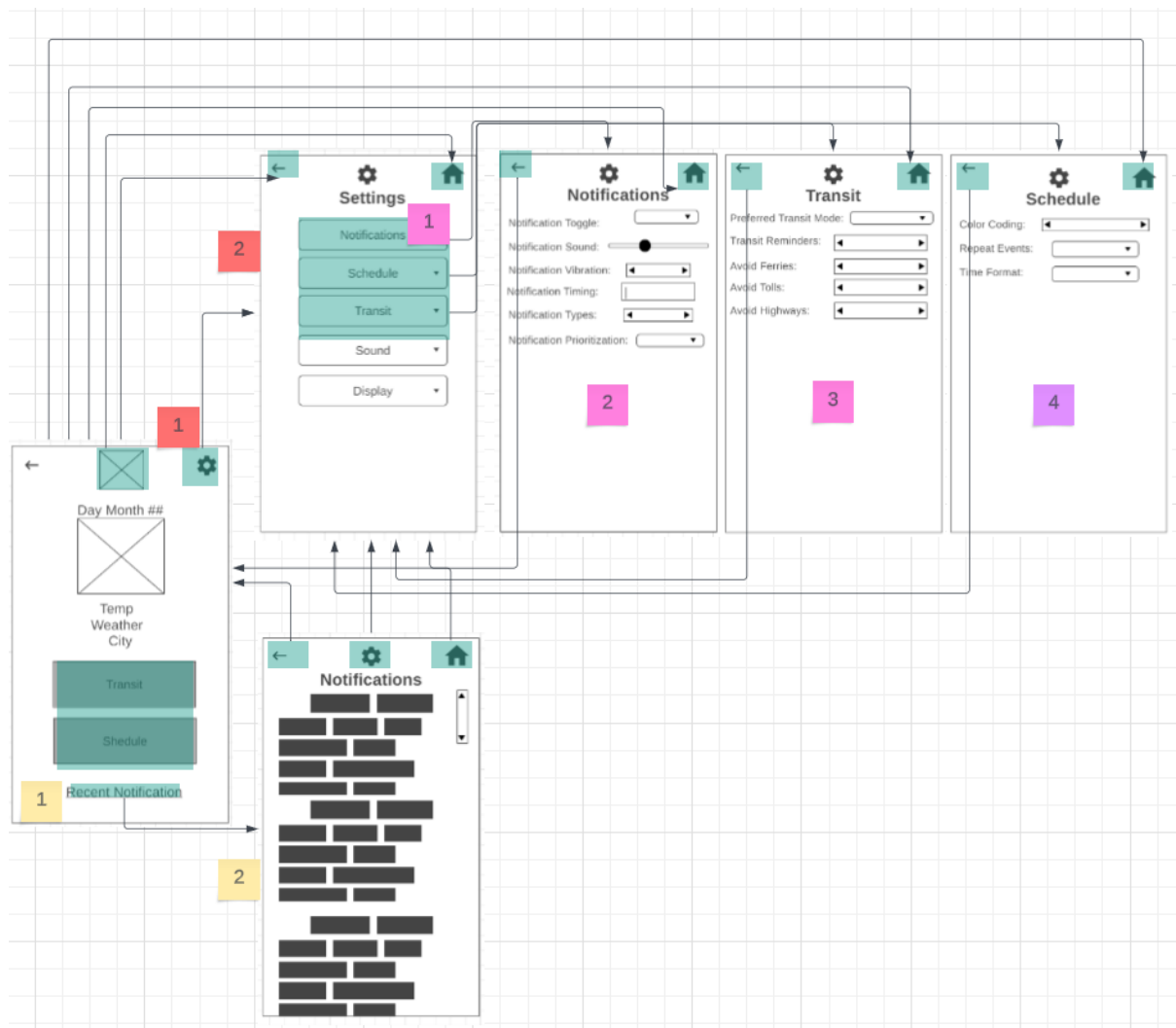
[Figure 1: Shows how the wireframes are connected to each other through navigation buttons. Also, it shows the navigation of the user from the sign-in to the home page and also the user profile]

Yellow: The user enters the credential if the user already has an account. Then they can navigate to the home page by pressing the login button.

Red: If the user doesn't have an account, then they can press the register button and navigate to the register page. Here, the user can enter their credential and press the register button. This will navigate the user to a congratulation page showing that the user successfully registered. Then the user can navigate to the home page by pressing the account button.

Purple: The user can navigate to their user profile by pressing their profile button on the home page.

Navigation to Settings and Notifications



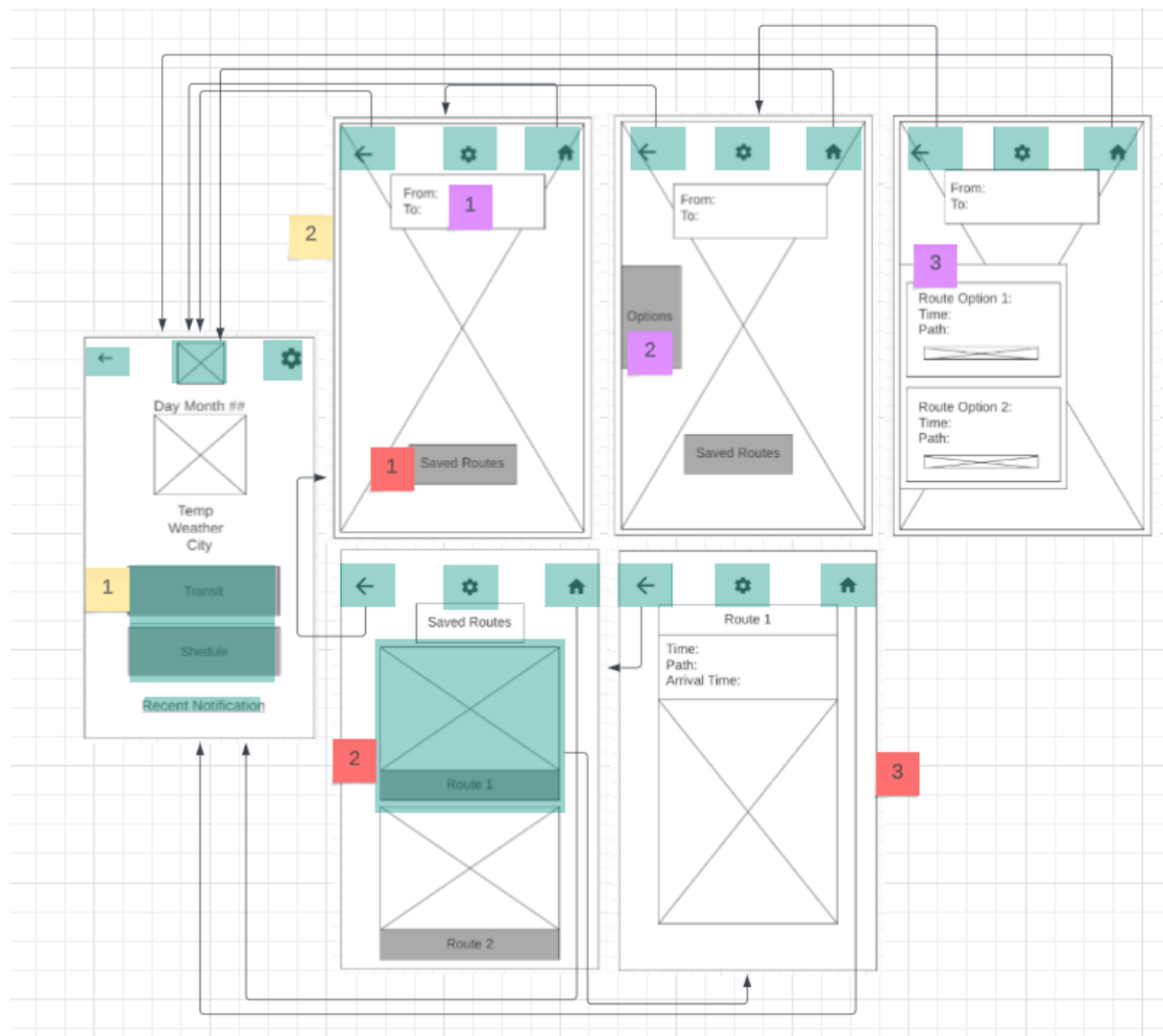
[Figure 2: Shows the navigation of the user profile from the home page to notifications and settings.]

Yellow: The user can navigate to all the notifications by pressing the recent notification that shows on the home page.

Red: The user can navigate to the settings page by pressing the cog button. We did not name the setting button because users have familiarity with other web applications to instantly know that a cog represents settings.

Purple: The user can navigate to specific settings of the web application on the settings page. For example, the notification settings page to customize their notifications.

Navigation to Transit and its functionalities



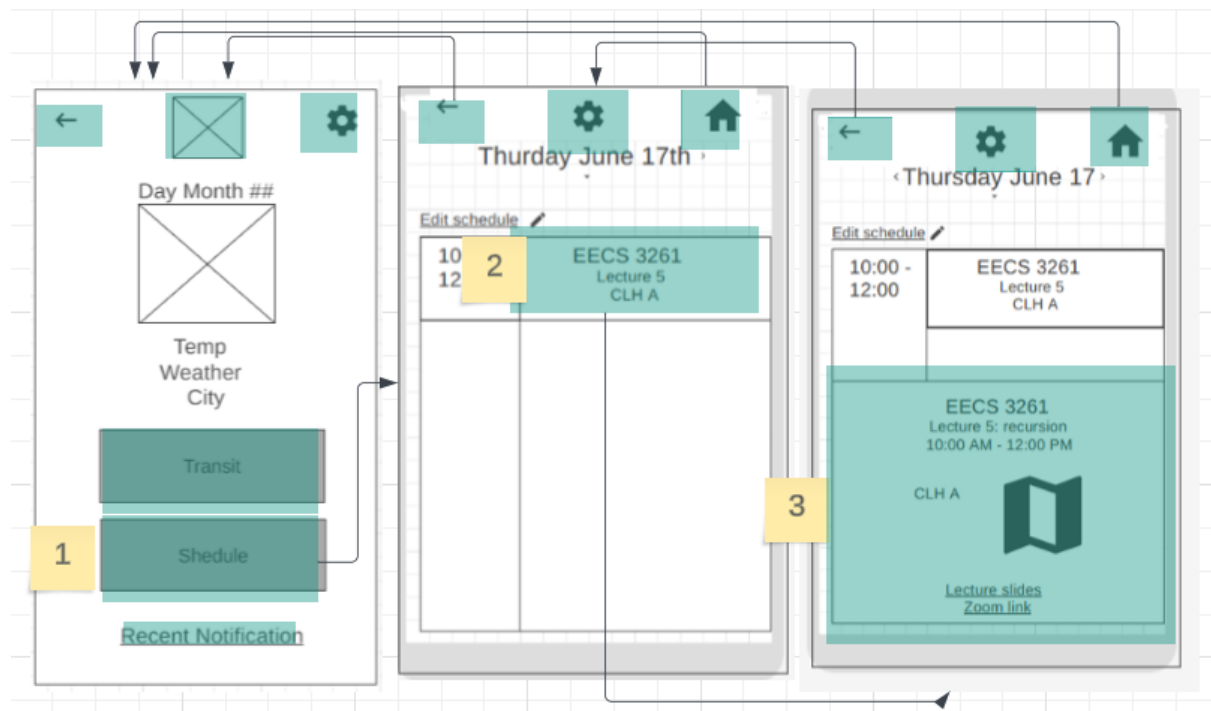
[Figure 3: Shows the navigation to the transit front the homepage, and the functionalities that are on the transit page.]

Yellow: The user can navigate to the transit section by clicking on the Transit button.

Red: By pressing the saved routes, the user can view the page where all the saved routes at. If the user wants a more in-depth video of it, the user can press each saved route to see more options.

Purple: The user can find a destination by providing information on from and to. Then the user can press the Options button, to see more options on the route. Furthermore, they can also save this route.

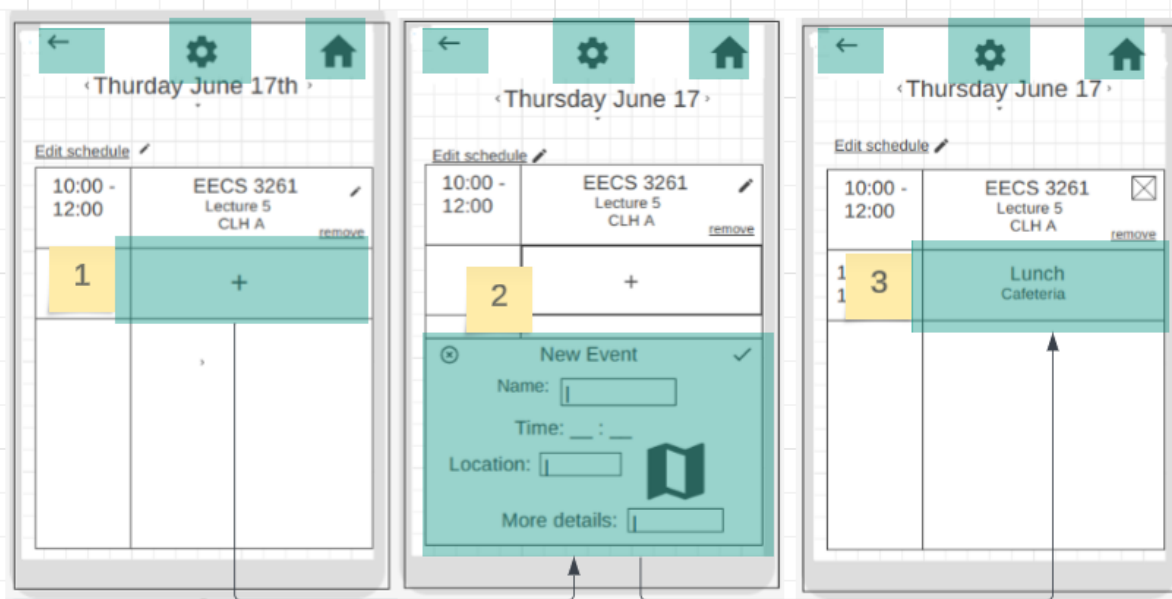
Navigation to Schedule



[Figure 4: Shows the navigation to the Schedule from the front of the homepage, and the functionalities that are on the Schedule Page.]

Yellow: The user can navigate to the schedule by pressing the Schedule button. The user is shown their day schedule. If the user wants more information about the activity they have in the schedule, then can press the activity to see more options.

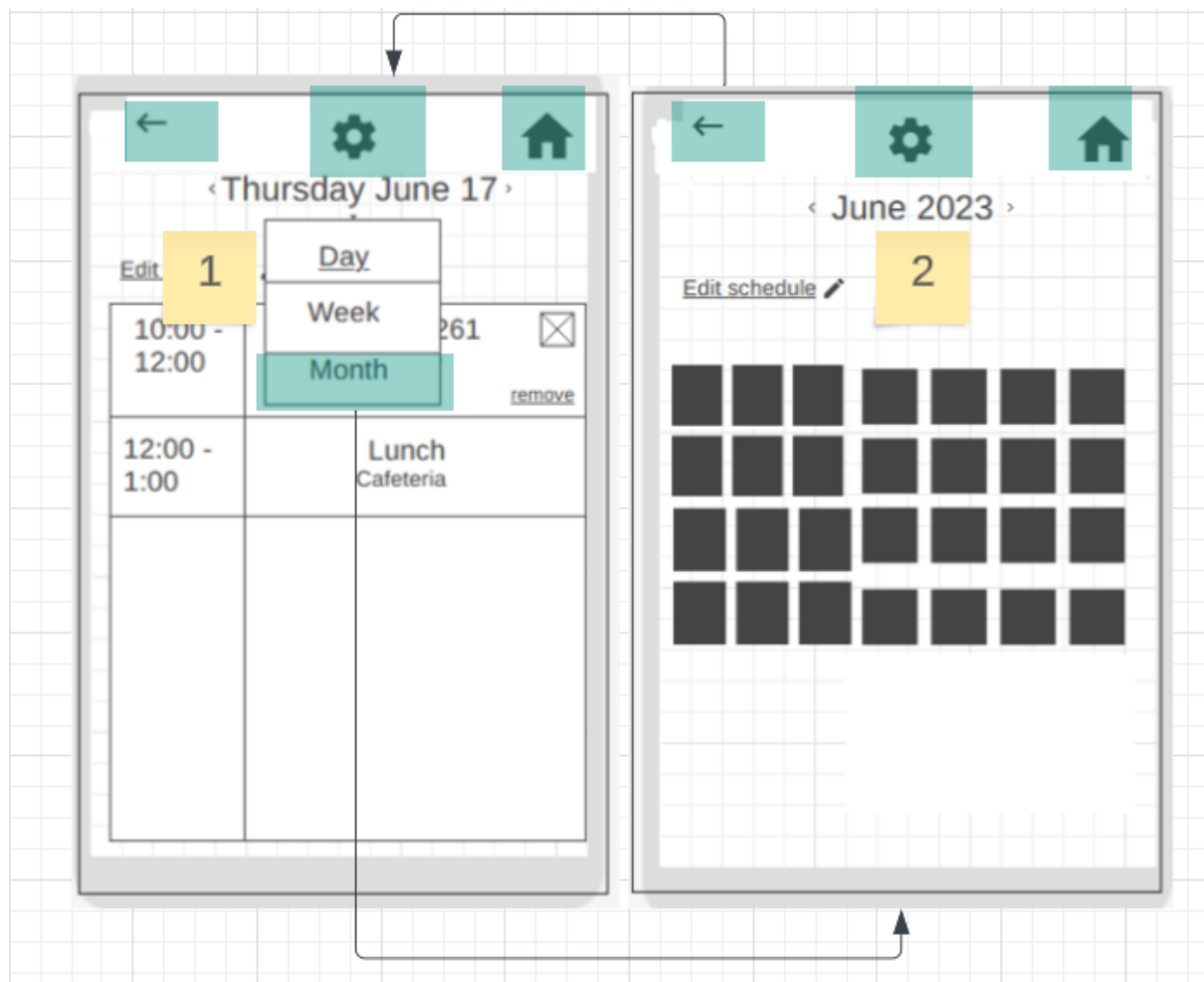
Schedule Editing Functionality



[Figure 5: Shows the adding functionality implemented in the schedule page.]

Yellow: The user can add more functionalities by clicking on a space in the schedule. Then the user is given the option to enter information about the activity which then will be shown in the schedule.

Schedule Customization



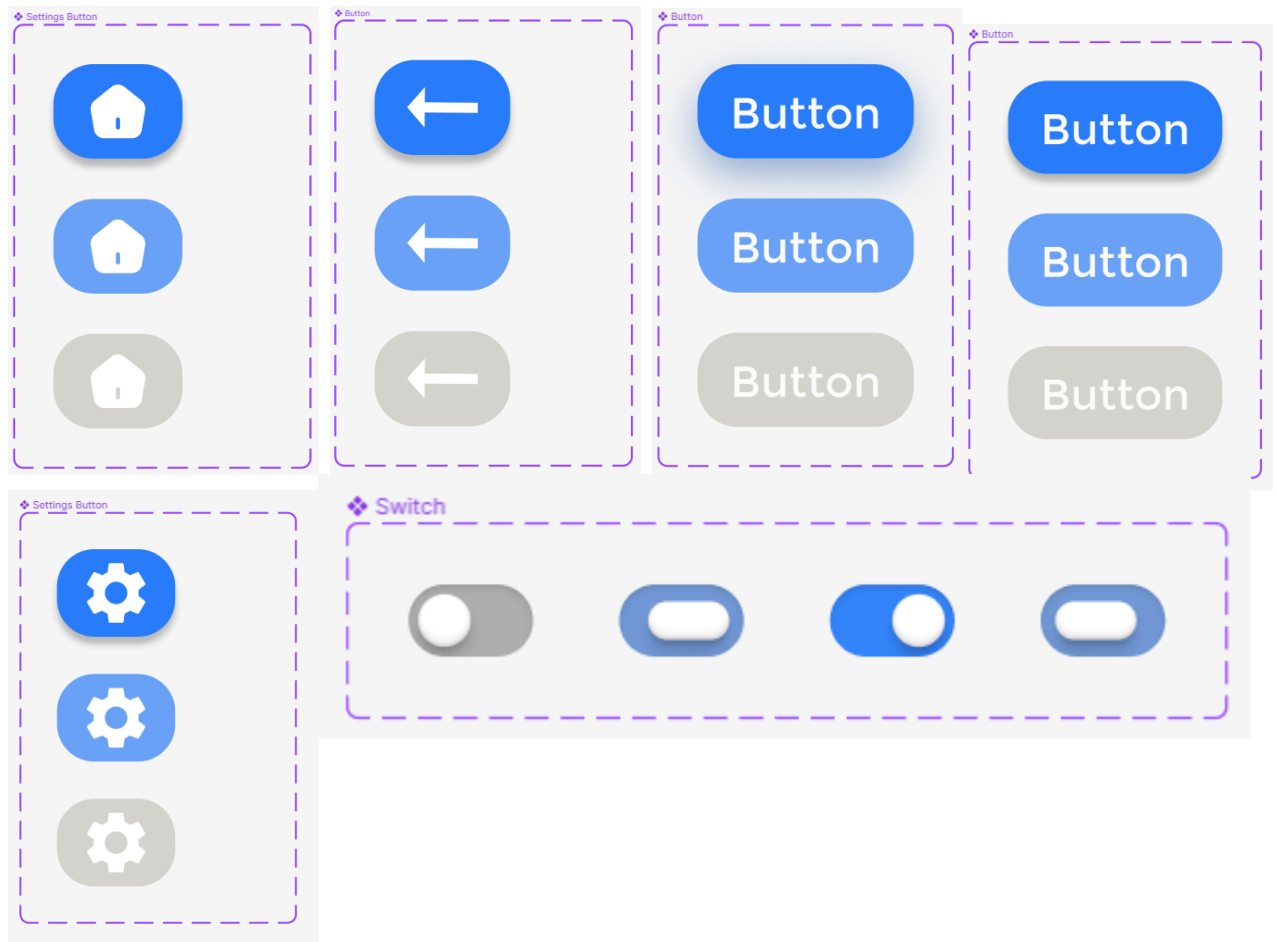
[Figure 6: Shows how the day schedule can be changed to a week or month schedule..]

Yellow: The user can change their schedule from the day schedule by pressing the down button under the date. Then they can select their option. Here, the user selects the month and it changes to the month page. Furthermore, even on the month page, the user can edit.

Interactive Prototype

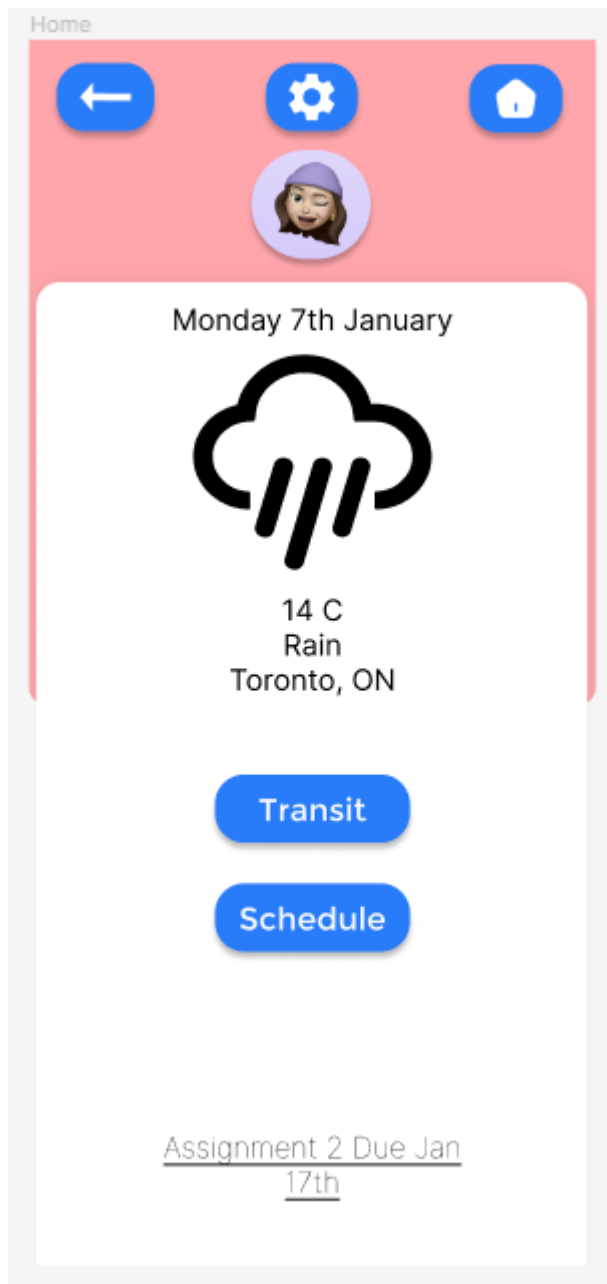
[Link To Prototype](#)

Buttons:



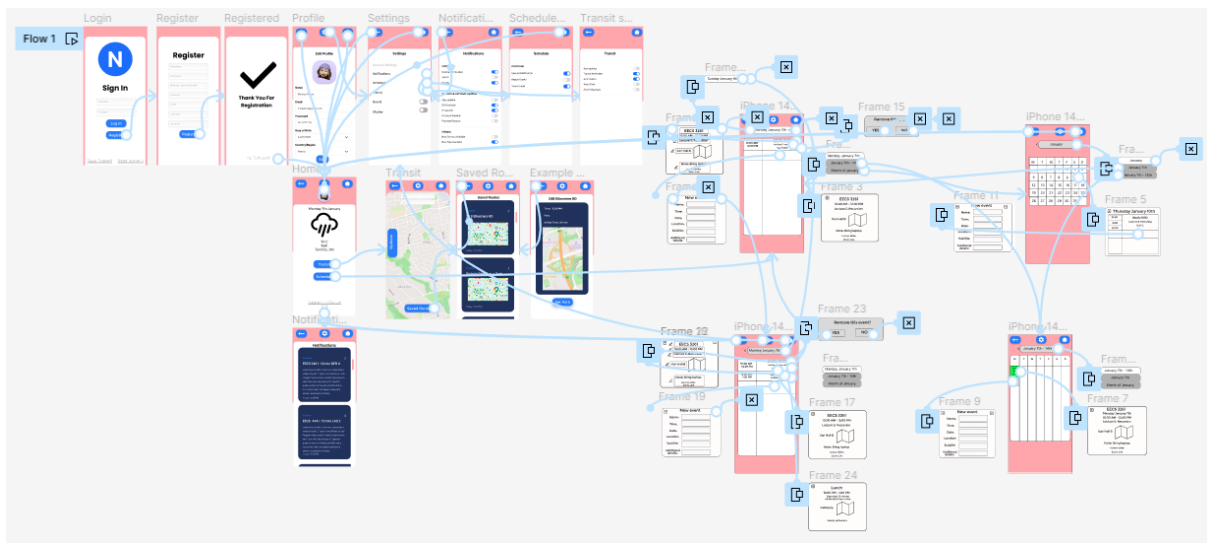
We designed our Buttons based on our mood board. According to our color pallet, the buttons are blue.

Page Structure:



This home page visually represents the mood board we designed during the conceptual phase. The selected color palette of the home page mirrors the mood board's design and instructions. Furthermore, it emphasizes the mood board's core principles, intuitive navigation, familiar elements, and an aesthetically pleasing experience.

Navigation Structure:



[Figure 7: Shows the connection between each page.]

Figure 7 shows the interlocks between each page with the homepage. This part was the most challenging part of the design since one missing link can make the prototype lose functionality.