# Annotated UI screenshots

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## Header / Navigation bar

The header is an important feature and should be developed with user experience in the forefront of your mind, as it appears on every page and (if it’s any good) will be the main way your users will navigate the website.

### Mobile

Graphical user interface, application

Description automatically generated

Figure - Main menu UI screenshot on mobile (iPhone SE 2nd gen - 375x667 pixels)

1. Website/Company Logo. This element can be clicked, which will take you to the home page when the user is logged in. It will take you to the login page if the user is not logged in.
2. Hamburger menu. A popular, widely-used, feature to declutter the user interface on smaller screens. Clicking on this will expand the main menu

### Desktop



Figure - Main menu UI screenshot on desktop while logged in with Edit permissions (997x667 pixels)

1. The home main menu item. Clicking on this will take you to the home page. This element does not appear unless the user is logged in.
2. The ‘add a quiz’ main menu item. Clicking on this will take you to the page which allows you to add a new quiz. This element does not appear unless the user is logged in AND has edit permissions. View and Restricted users will not see this element.
3. The logout main menu item. Clicking on this will log the user out and return them to the login page. This element does not appear unless the user (of any permission level) is logged in.

## Login page

The login page is a necessary and important feature of this website (and many others). The user cannot use the website without interacting with this page, so it must be simplistic in design, and easy to navigate and understand. Something I considered while designing this is that the user-base is likely to include many individuals who are not part of the younger generations which have grown up using technology, and therefore need to be straightforward to accommodate for less tech-savvy users.

### Graphical user interface, application Description automatically generatedMobile

Figure - Login page on mobile (iPhone SE 2nd gen - 375x667 pixels)

1. The heading level 1 (h1). This element does not have functionality when clicked, however it provides the user with large information stating what the purpose of the page is. Heading structure is also important for web accessibility, as it allows less-abled users to navigate the page easier (for example, with a screenreader).
2. Labels for form inputs. Clicking on these elements will cause your browser to automatically put the focus in the corresponding input field. This is another important feature for accessibility. Unfortunately, many websites still do not use them and simply use placeholders which act as labels but do not provide the benefits.
3. The username input field. Clicking on this element will allow you to type inside it. The intent is for a user to enter their username here. It is a required field, and the form cannot be submitted if it is empty.
4. The password input field. Clicking on this element will allow you to type inside it, however the text is not visible as normal text, but as black circles to protect your password from being revealed. The intent is for a user to enter their password here. It is a required field, and the form cannot be submitted if it is empty.
5. The submit button. Clicking on this button will submit the form and attempt to log the user in if they have filled in both fields. This element has attributes defined which tell it where to send the form data, and in which format.
6. The container for the login form. When designing this, I did not want to use bright or harsh colours as they can be distracting, or can be an eyesore to some people. I chose to make the background for the login form plain white. I added rounded corners just so that it looked a bit softer and easier on the eyes. Clicking this element does nothing.
7. The background of the website. I have decided to simply use a light grey colour for the background of this website. It does not contrast too much with the login container, nor the header. It is clear that it is a background, and not a forefront element. Clicking this element does nothing.

### Desktop

Graphical user interface, application

Description automatically generated

Figure – Login page UI screenshot on desktop (997x667 pixels)

There are no more elements on the desktop version than the mobile version. However, I have entered an incorrect password to demonstrate a hidden element (number 1 in figure 4). This element does not appear unless there is an error present in the URL. The purpose of this element is to inform the user what they have done wrong when attempting to log in. Clicking on this element does nothing.

## Home page

This page also is an important one, as every user who has successfully logged in will interact with it. Users with any permission level can see and interact with this page.

### Mobile

Graphical user interface, text, application, chat or text message

Description automatically generated

Figure - Home page on mobile (iPhone SE 2nd gen - 375x667 pixels)

1. The heading level 1 (h1). As with other pages, this element does nothing when clicked, but is important for navigation and clarity. It explains the purpose of the page to the users.
2. The section break element. This element provides aesthetic appeal by separating the heading from the list of quizzes. Though it is faint, I believe it provides visual distinction and have included it on every page except for the login page as that page has a slightly different design.
3. Quiz title containers. These containers, in line with the rest of the website containers design, have a white background with curved edges. Whilst, in terms of the HTML, you cannot click on this element directly, the element has no padding which means that the link inside (element 4) is clicked when you click on the whitespace.
4. The quiz link. Clicking on this element will take you to the quiz page, which will display the questions and answers (dependant upon permission level) for the selected quiz. This element has a lot of padding, and can be clicked on by clicking either the text itself, or the white space around it (element 3).  
   I have used the bootstrap ‘lead’ class for these so that they are larger than normal text and have a distinct appearance. In hindsight, I should have increased the font weight of these to make them appear slightly darker. Hovering on this element (on desktop) will underline the text.
5. The scrollbar. I did not add this myself, it is the default scrollbar for the browser I am using. However, the scrolling functionality will be present across all browsers as long as there are enough quizzes listed to make the page require scrolling.

### Desktop

Graphical user interface, application

Description automatically generated

Figure - Home page UI screenshot on desktop (997x667 pixels)

The desktop version of this page has no new elements. The only thing to note is that the containers for the quiz titles extend to 80% of their container width. This provides adequate space between the edges of the screen and the containers, making it easier on the eyes.

## Quiz page

Though users with different permissions will see this page differently, it is another important page which every user will likely interact with. Again, I have ensured that the design is simple, usable, and consistent with the rest of the website.

### Mobile

#### User with Edit permissions

Text

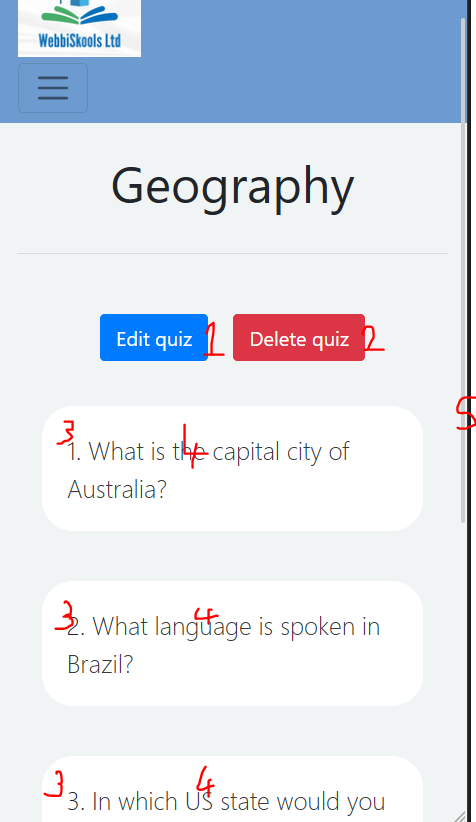
Description automatically generated

Figure - Quiz page UI screenshot on mobile (iPhone SE 2nd gen - 375x667 pixels)

Figure - Quiz page UI screenshot on mobile after clicking on a question (iPhone SE 2nd gen - 375x667 pixels)

1. The ‘edit quiz’ button. Clicking on this button will take you to the ‘edit a quiz’ page (which is analysed later in this document). I made the decision to have this button at the top of the page so that users do not have to scroll through a potentially-long quiz to find what they need. Hovering on this element makes it a darker colour visually. This element only appears for users with ‘Edit’ permissions.
2. The ‘delete quiz’ button. Clicking on this button will prompt the browser to give the user a popup asking “Are you sure you want to permanently delete this quiz?”. If the user clicks ‘OK’, the quiz will be deleted from the database and website. Hovering on this element makes it a darker colour visually. This element only appears for users with ‘Edit’ permissions.
3. The marker before each question. This was one of the requirements for the project. It provides users with a sense of order and you can also easily scroll to the last question to see how many questions are in the quiz. Clicking this element does nothing.
4. Question title (link). For users with ‘Edit’ or ‘View’ permissions, this element is clickable. Clicking on this element expands the box to show the answers to the clicked question (see figure 8 above). Hovering on this element (on desktop) underlines the text and changes the cursor to a ‘pointer’ so that users know it is a clickable element. Users with ‘Restricted’ permissions cannot click on this element, and the hover effects do not appear for them.
5. The scrollbar. As mentioned previously, this is automatically applied by the browser when a page becomes too long to fit on the screen. This was a requirement in the project specification.
6. The ‘correct answer’ element. As this is predominantly a platform for educators/training providers rather than students, I have made the correct answer visually distinctive for the users’ benefit. It is green and has more font-weight than the other answers listed. Clicking on this element does nothing. The first answer is always the correct answer (across the site) for consistency, which improves user experience.
7. The incorrect answers. These are simply listed in an ordered list element. The lettering (ie ‘A’, ‘B’, ‘C’ etc) was a requirement in the project specification. When designing this, I made sure to add some extra padding so that they were readable and not too close together. Each of these list items also has a slight indent on the left to make them visually distinct as children/asnwers of the question title.

Notes for other permission levels: Figures 7 and 8 were taken while logged in with ‘Edit’ permissions.

* Restricted users will not see the ‘edit quiz’ or ‘delete quiz’ buttons. They will also not be able to click on the question titles to reveal the answers.
* View users will not see the ‘edit quiz’ or ‘delete quiz’ buttons. They WILL be able to click on the question title to reveal the answers.

### Desktop

Graphical user interface, text, application, chat or text message

Description automatically generated

Figure - Quiz page UI screenshot on desktop after clicking on a question title (997x667 pixels)

As shown, there are no extra elements on the desktop version of this page. The page and its elements act exactly as it does on mobile.

## Add a quiz page

### Mobile

Graphical user interface, application

Description automatically generated Graphical user interface, text, application

Description automatically generated

Figure – Add Quiz UI screenshot on mobile (custom – 375x1000 pixels)

Figure – Add Quiz UI screenshot (continued) on mobile (custom – 375x1000 pixels)

Graphical user interface, text, application, chat or text message

Description automatically generated

Figure - Add Quiz UI screenshot (continued) on mobile, after clicking on ‘add another question’ button (custom – 375x1000 pixels)

1. Quiz title container. This element contains the label and input for the quiz title. The container is intentionally longer than the question container (element 4), as it is the only quiz title, whereas there are several question containers after it. This makes the element visually distinctive, the intent of which is to reduce user error (ie inputting a question title in the quiz title field).
2. Quiz title label. As with other labels, I have included the accessibility considerations, so clicking on this element will put your browser’s focus into the input field (element 3), ready for the user to type.
3. Quiz title input field. As with other inputs, you can click on this directly or via its label and input text into it. The intent is to enter the quiz title in this one.
4. Question container. This container is present (by default) 3 times on the page, with all its children. This is because of a requirement that I assumed in the planning stages; that a quiz should have a minimum of 3 questions.
5. Question title label. Clicking on this makes your browser focus on its associated input (element 6).
6. Question title input field. The user inputs the question title here, and it acts the same way as the other inputs.
7. Question answer labels. These labels act as other labels do. Their purpose is to instruct the user on what to enter into its associated input.
8. Question answer input fields. These input work as other inputs do, allowing users to enter text into them. Because of one of the main requirements of the project (Questions must have between 3 and 5 answers), these 3 inputs have an attribute called ‘required’ which does not allow the user to submit the form unless it is populated.
9. Question answer input fields (optional). These inputs work as the others, except that they are optional. The user does not need to fill in these fields to submit the form. This allows the user to input as many as 5 answers, but enforces that at least 3 must be populated.
10. The ‘add question’ button. Clicking on this element adds another question container (element 4) to the form. However, the additional question containers also come with an additional element – a ‘delete question’ button (element 13). This is only on additional questions so that the minimum of 3 is still enforced. This button is yellow to make it distinctive from the ‘submit’ and ‘delete’ buttons.
11. Question amount counter. This is a number input which has the attribute ‘readonly=”true”’ so that users cannot change the value manually. This is an aesthetic-only element, informing the user of how many questions their quiz has. This counter changes automatically when a question is added or deleted. It was originally a hidden field, used only for internal purposes. However, I determined that it would be good user experience to show it.
12. Form submit button. Clicking on this element will submit the entire form, assuming that all required fields are populated.
13. Delete question button. Clicking on this element will delete the question in which the button is contained. This button only appears (on this page, at least) for questions which have been created using the ‘add a question’ button (element 10).

### Desktop

Graphical user interface, text, application, email

Description automatically generated

Figure – Add Quiz page UI screenshot on desktop (997x1000 pixels)

Graphical user interface

Description automatically generated

Figure - Add Quiz page UI screenshot (continued) on desktop (997x1000 pixels)

As shown in the screenshots, this page does not act or look differently on desktop compared to mobile.

## Edit a quiz page

Though not as many users will interact with this page (only users with Edit permissions can), it is still a very important page. It must be clear and easy to use to reduce user error and improve user experience.

### Mobile

Graphical user interface, application

Description automatically generated

Figure - Edit Quiz UI screenshot on mobile (custom – 375x1000 pixels)

As shown in figure 15 above, the ‘edit quiz’ page is almost exactly the same as the ‘add quiz’ page, except that the input fields are pre-populated with the quiz’s current details. If a user only added 3 answers to a question, the other 2 inputs will still appear but they will be empty. These inputs are all editable so that the user can edit the quiz.

1. A warning message to save any edits before clicking on element 2. This element is not clickable, but instead provides warning to the user that they may lose unsaved changes if they click the button under it.
2. A ‘delete question’ button. Unlike the ‘add quiz’ page, every question on the ‘edit quiz’ page has a delete button. Clicking on this element will delete the question it relates to, and refresh the page. Upon refresh, if there are less than 3 questions left in the quiz, a new question container will be added, with empty inputs, to enforce that quizzes should have at least 3 questions.

### Desktop

Graphical user interface, text, application, email

Description automatically generated

Figure - Edit Quiz page UI screenshot on desktop (997x1000 pixels)

As shown in figure 16, there are no additional features or differing functionality on the desktop version of this page.