**Tasker**

Low Fidelity Prototype

a)

b)

**High fidelity prototype**

**Font**

We decided to use the same font throughout all four screens to give the application a sense of unity and to make the design simple for the user to look at. This also includes our decision to not use a decorative font for titles such as ‘303 Project’ in the second screen as we believed it would distract the user from the main part of the application. We want the user’s eye to be focused mainly on the centre of the screen where the task management and editing systems are so felt no need to pull their focus somewhere else unnecessarily.

The font we settled on was (arial/Helvetica?) which is a sans serif font with proportional width. This decision was made to make our application easier to read for all users as this is a very neutral font. Through using this font we were able to keep our design as simplistic as possible.

The font size was kept relatively large throughout the design to keep words clear and easy to read. The headers of the page had the largest font size and a larger weighting so the user could easily tell what screen they were in. We also used a larger weighted font for the deadlines in the main screen by making the words bold so the user’s eye would be drawn. This allows the user to easily see if a deadline is coming up, so they know when they need to complete their tasks by.

**Colour**

**Grouping, borders and backgrounds**

When considering the grouping of the elements on our page we decided to incorporate a few of Gestalt’s principles of perception to ensure we were going ahead with a successful technique. One principle we considered was proximity which was used predominantly in the main screen. You can see that we have given the impression of grouping the project boxes together by leaving whitespace at the top and bottom of the boxes to show the user that they all represent the same thing. We have also given each of these project boxes a physical border to show that although they all represent a project, they are also separate entities themselves as each one is a separate project. We also used the similarity principle here as all the project boxes having the same size, colour scheme and spacing.

We also used grouping for the task and member box on the second page by making them the same height and using only a small amount of whitespace between the two. This shows the members box is a list of the people assigned to the project.

On all four of our screens we used the surrounding principle to make it clear to the user what part of the screen were the figure and what parts where the ground. The task page and task editing page have a large blue box in the centre of the screen that ensures the user’s eye is drawn to it and in turn easily identifies it as the main figure. The area surrounding the blue box is whitespace, the starkness of which highlights that it is the ground. We use the surrounding whitespace in the first two screens as well where it surrounds the tasks, members and project boxes and leaves the user’s eye drawn these areas.

A significant border choice we made for Tasker was the corner treatment. You can see that all boxes have rounded corners which is consistent on every page.