**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 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**

Our overall colour scheme for Tasker was desaturated dark cyan, light grayish blue, white and black. We used these colours in a mixture of high contrast and high contrast inversed combinations

**Grouping, borders and backgrounds**