

COS397: Computer Science Capstone I

User Interface Design Document Template

(Adapted from Susan Mitchell and Karuna Joshi)

General Instructions

1. Provide a cover page that includes the document name, product name, customer name, team name, team member names, and the current date.
2. Number the pages of the document. Include page numbers in the table of contents.
3. Number and label all figures. Each figure or table should have a number, title (brief descriptive name of the figure), and a caption (a longer description of what the reader is supposed to understand from the figure or table). Refer to the figures and tables by number in the text.
4. All sections should have an introductory sentence or two.
5. Do not use vague words and phrases such as may, might, could, possibly, assumed to be, some, a little, and a lot. Use strong, definite words and phrases such as shall, will, will not, can, and cannot. Words such as “should” can be used to show suggestions, but use it sparingly.
6. Watch your spelling, punctuation, and grammar. It is a reflection on your professionalism.

Be sure that your document is

- Complete - No information is missing
- Clear - Every sentence's meaning must be clear to all parties
- Consistent – The writing style and notation is consistent throughout the document and the document does not contradict itself
- Verifiable - All facts stated are verifiable

Remember that you are required to do a peer review of this document.

When you think you are done with the UIDDD, ask yourself, "Could someone who was not part of the development of this UIDDD create the GUI for this project?"

[Put product name here]
User Interface Design Document

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1. Introduction

1.1 Purpose of This Document

State the purpose of the document and specify the intended readership. Briefly summarize the content. [One paragraph]

1.2 References

Provide a list of all applicable and referenced documents and other media that were used in the creation of this document (e.g., user interface design textbooks or websites, class lecture notes). See the Writing Resources on Blackboard for the appropriate formats for references.

2. User Interface Standards

Give the reader an overview of the design standards that you will use to maintain consistency in the user interface throughout your system. Use illustrations as necessary. Discuss general screen layouts, common components (e.g., buttons, menus), general error handling, and navigation. You do not need to go into details such as colors and fonts. [Length will vary, but I would expect at least one overall screen layout illustration with explanations of the different screen areas, common components that will be used, and how the user will generally navigate through the system.]

3. User Interface Walkthrough

Provide a diagram that illustrates how the user will navigate from one screen to another (I call this a “navigation diagram”). Label each symbol that represents a screen so that you can reference the screens, if necessary, later in the document. Give a brief description of what the diagram as a whole represents.

Next, guide the reader through a series of screen shots of all system screens. (You do not need to include error and confirmation messages/pop-ups.) Give the screen shots figure numbers and labels that match those in the navigation diagram. Refer to the figure numbers in the text of the walkthrough. Explain what the reader is seeing in each screen shot: the major screen areas, menus, what each button does, how to navigate to the next screen or return to the previous, etc. Note that if a feature has been standardized (e.g., how to return to the previous screen) and explained in Section 2, you do not need to repeat it here.

Screen shots should not be hand written, but may be drawn using any tool you wish (e.g., Visual Basic, PowerPoint, a drawing program, etc.). At this point in the process, they are a best approximation as to what the user interface will look like in both layout and annotation.

4. Data Validation

Include a full description of all data items that can be entered into the system by the user. The description should include the item's basic data type (e.g., integer, string), its limits, and its allowable format(s). Be sure to uniquely identify each data item. For example, if you are using a GUI, a data item can be identified by screen name and data item label. A tabular format works well for the data validation information.

5. Report Formats

If your product generates any hard copy reports that cannot be previewed on screen (*i.e.*, are not described in Section 3), show their formats here. Otherwise, omit this section.

2 Appendix A – Agreement Between Customer and Contractor

Place on a separate page. Describe what the customer and your team are agreeing to when all sign off on this document. [One paragraph] Include a statement that explains the procedure to be used in case there are future changes to the document. [One paragraph] Provide lines for typed names, signatures, and dates for each team member and the customer. Provide space for customer comments.

3 Appendix B – Team Review Sign-off

Place on a separate page. Provide a brief paragraph stating that all members of the team have reviewed the document and agree on its content and format. Provide lines for typed names, signatures, dates, and comments for each team member. The comment areas are to be used to state any minor points regarding the document that members may not agree with. Note that there cannot be any major points of contention.

4 Appendix C – Document Contributions

Identify how each member contributed to the creation of this document. Include what sections each member worked on and an estimate of the percentage of work they contributed. Remember that each team member must contribute to the writing (includes diagrams) for each document produced.