UX Design

Application UI Implementation Design

Document Control
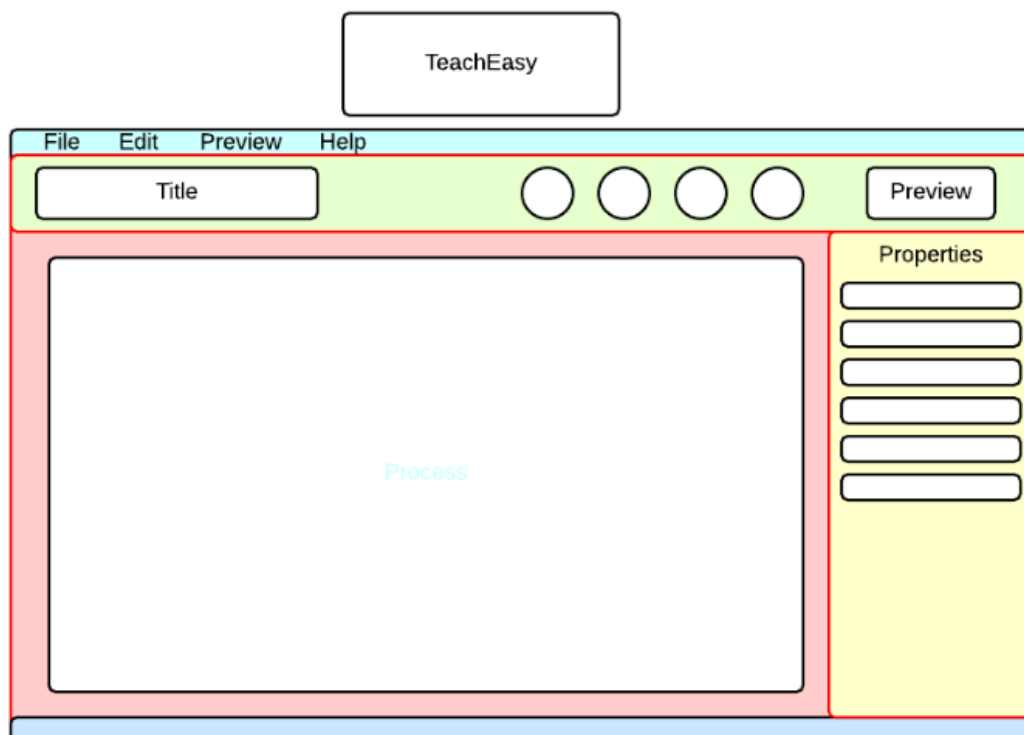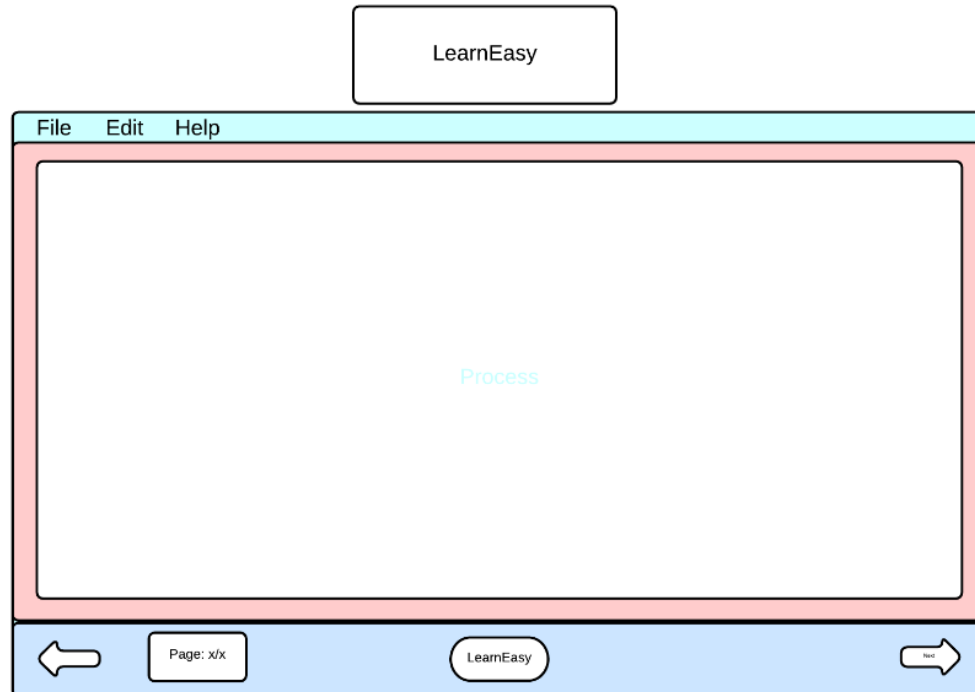
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Table of Contents

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This document contains the design breakdown structure of the LearnEasy and TeachEasy user interface including previous versions. The version names match up with the versions of the code which can be found of GitHub.

1.0 <u>Panes Diagram</u>

The following diagram shows the UI's split into sections which relate to individual panes which will be further described below.
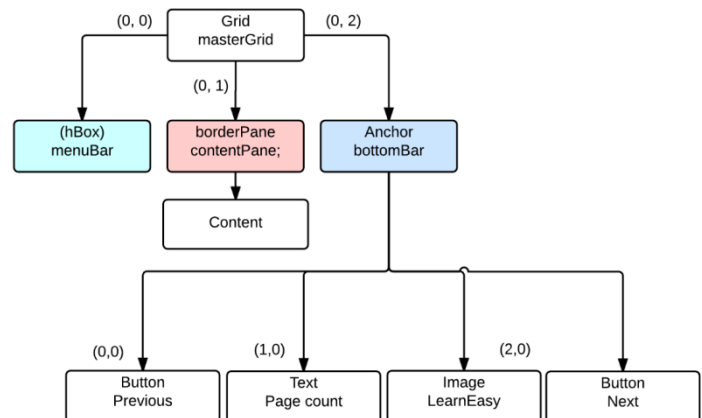
2.0 <u>Requirements</u>

LearnEasy: The content screen (centre white) must stay in the centre of the application as it is resized. The bottom bar must stay at the bottom of the page when resized. If the screen is resized to smaller than the content page, the buttons must always be present, therefore over lapping the content page. This is to ensure the user always has control of the page.

TeachEasy: The content screen (centre white) must stay in the centre of the application as it is resized. The properties pane and bottom bar must stay in their position as the screen is resized (they must follow the screen borders). If the screen is resized to smaller than the content page, the buttons must always be present, therefore over lapping the content page. This is to ensure the user always has control of the page.
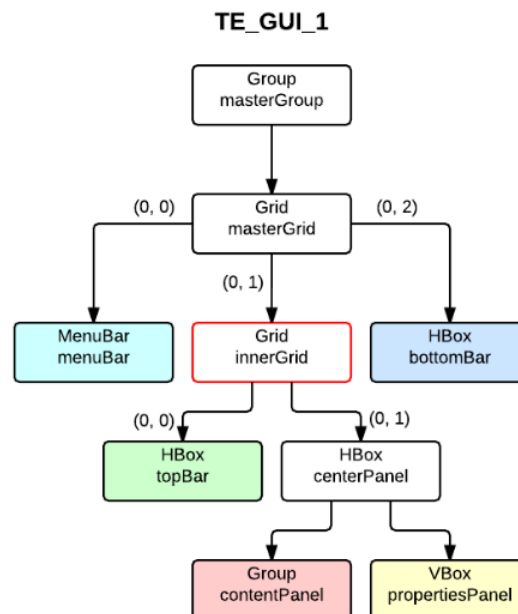
3.0 Versions

3.1 DummyGUILayout

This design was constructed and edited slightly as the LE GUI was developed. The simple layout provides the required functionality of the GUI. The borderPane ensures the content box stays centre as the window is resized and the anchor layout in the bottom bar ensures the arrows stay in place.
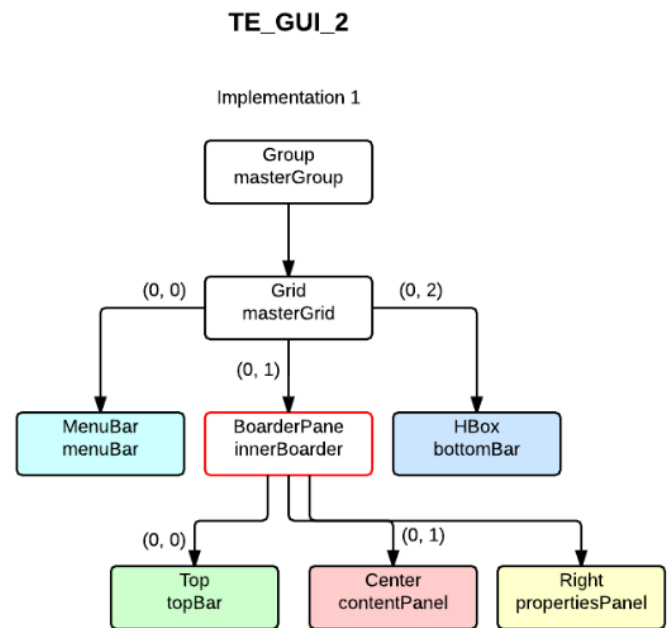
3.1 TE_GUI_1

This diagram shows the first design of the TE GUI. This was implemented and tested against requirements and failed. Reason for failing is due to the properties bar not sticking to the right hand side of the screen while it is being resized
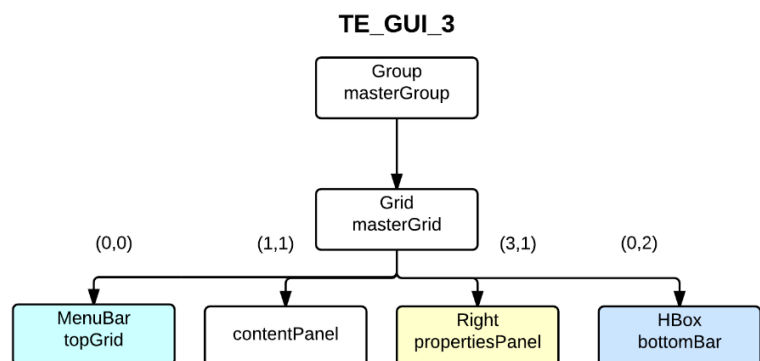
3.2 TE_GUI_2

This diagram shows the second version of the TE GUI layout. A border pane was used in place of the innerGrid pane to attempt to make the three borders stay in place while the screen is resized (topBar, contentPanel, propertiesPanel). The boarderPane did not treat the children in their place as expected.

3.3 TE_GUI_3

This is the final version of the TE GUI layout. Though this layout is simpler, it functions as required. Over complicating the previous versions caused conflicts between the panes meaning that when the panes were expected to resize, something caused it to stay static.

This looks simpler than the LE layout, however this diagram does not include all the buttons that will be added as well as text boxes and other objects that will appear in the properties pane, as this will make the diagram far more complicated than need be. This diagram is to simply show the layout of the GUI panes.