

## ASSIGNMENT 3: UI DESIGN- GROUP ASSIGNMENT – INFO8980

### INTRODUCTION

This group assignment asks you to envision a solution for an interesting mobile application. Our application has some unique goals, and our first goal is to apply UI design principles. Your deliverables will be to document your design and to provide a working prototype of the UI that can be assessed.

### REQUIRED

Our concept application for this exercise is a banking application.

**The specific requirements are as follows:**

- 1) Determine the UX strategy of your project and UX objectives.
- 2) Research. You will conduct research to find 2 competitor mobile applications and you will write 200 words critique supported by screenshots.
- 3) Design digital prototypes (Sketch, wireframe, high-fidelity prototypes) showing all the pages of your application. No need to submit individual sketches for this assignment.
- 4) Build and publish a working responsive prototype of the application UI. This prototype UI could be created as a mobile application prototype using advanced prototyping tools such as Figma or Adobe XD. The digital solution should be interactive.
- 5) Both the wireframes and the prototype should be designed with design patterns, metaphors and usability principles in mind. You will document these.
- 6) The goal of the assignment is to support the workflow goals outlined below while using good UI design methods.
- 7) Once the prototype is ready, run a quick usability test in class with students from other groups. Collect the feedback and document the results.
  
- 8) Make changes based on the feedback you get. (Update the published site)
- 9) When done, document the web patterns and UI principles you used. (Report formatting: PDF)

### Application Goals

- 1) The vision for this application is that it will be deployed as a mobile application not a desktop environment.
- 2) The bank application functionality is as follows:
- 3) User signs into their account as easily and as effectively as possible.
  - o Dashboard
    - List of accounts, account types, balances and any other relevant details

- Any other elements you think should be on a dashboard based on your experience with banking.
  - Transactions
- List of transactions for a selected account.
- At least 10 transactions with their relevant details
- Investments
  - Investment accounts, with their balances. One of the accounts should be a crypto account
- Interact money transfer
  - Send from your checking account, to:
    - Person's name, email and other relevant details

The user must have a satisfactory experience, which adheres to all design principles and usability concepts. Please consider security issues for the mobile banking.

## OUTCOME OF ASSIGNMENT PLATFORM

This prototype UI could be created as a mobile app prototype. The deliverable is a semi-functional mobile application.

## WHAT TO UPLOAD FOR ASSESSMENT

You must submit the following:

1- : One PDF file with:

- a. The description of the application
- b. Tools used
- c. The UX strategy of your project.
- d. Competitive research
- e. Your prototypes (wireframes, high-fidelity prototypes).
- f. Table or list showing where you implemented the
  - i. 5 metaphors,
  - ii. 5 design patterns
  - iii. and 10 Usability principles.
  - iv. For each of them include a screenshot or partial screenshot showing where it was implemented.
  - v. Be sure to reference resources like course notes, texts and other information (e.g. websites, books, etc) properly.
- g. A section showing how the prototype matches the wireframe.
- h. The usability tests results

- i. The changes you made based on the usability tests
2. Submit your design file to the Assignment 3 Folder in E-Conestoga

I reserve the right to assign different marks to different team members if there is evidence of differential contributions. Each group member will be asked to meet with me and show evidence of attendance at group meetings, contributions of track changes to documents, emails or group discussion posts making suggestions and file creation dates, etc as appropriate to this assignment. It would be unacceptable to say that others volunteered to do all the researching, summarizing or writing. You must maintain evidence of your contribution.