

## Design methodology

The purpose of this section is to document the design procedures and approach taken to achieve the outcomes. Establishing the fundamental functionality of application early on in the project became vital, to do this we created visual mock ups of the user interface and functionality design.

First, we brainstormed the requirements and sketched them into an application on paper, once all the gathered requirements had been integrated into the design, wireframes were mocked up using Adobe XD.

## Application objective

The applications main function is to assist the user in tracking and booking time worked on a project.

The application will aid in tracking tasks for project members, plan sprints, create workflows and customize the processes to your needs.

## Target audience

The application will be built initially for users looking to implement a tracking system into project management. A project management tool that can be adapted to agile and scrum development processes to help deliver time efficient products.

## Visual design

This section aims to explore and establish the current design trends with similar applications and contemporary design.

Building mood boards based on similar application functionality aided the final prototypes. It was important to distinguish the good from the bad and expand creatively with on paper before moving to Adobe XD.

In order to design an appealing yet simple and engaging prototype we spent some time researching and obtaining an understanding behind the idea of stimulation without over complicating.

## Design interface

Sketching out the mock ups as team on paper helped creatively direct the applications end look and feel. Mind maps, mood boards and initial sketches mapped out the solutions we needed to develop and build early on in the design process.

## Functionality design

Wireframe mock ups helped us constructively criticize simplicity, which in turn promoted further refinements. Unnecessary functionality was discarded, and the design became distinguished.



Individual pages were created to adhere to the following requirements

- User login screen
- User 'homepage'
- User logs time
- Task completed certification
- Admin creates a new user
- Admin home screen grid view offers, create task, create project, assign users, create new user, view schedule, reset user password
- Create new user
- Reset user password
- Create project
- Create task
- Assign user
- View project schedule (including a project summary)
- Assign user to a task
- Project grid view of all current, appending and completed projects.

### Accessibility issues

In terms of portability, on and offline accessibility of the application must work under both conditions, it is vital that a user can input hours tracked into the application at any given time. The application should not rely on user memory to ensure all data is correct, for example a user may want to input time spent on a project at the end of a task, if the application is offline or the user does not have access to 4G the application should still accept the data and sync when possible, otherwise users may forget to input hours, or input them incorrectly.