CAB302 Software Development: Project GUI Design

Semester 2, 2025

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Low Fidelity Design

Wednesday, 26 March 2025
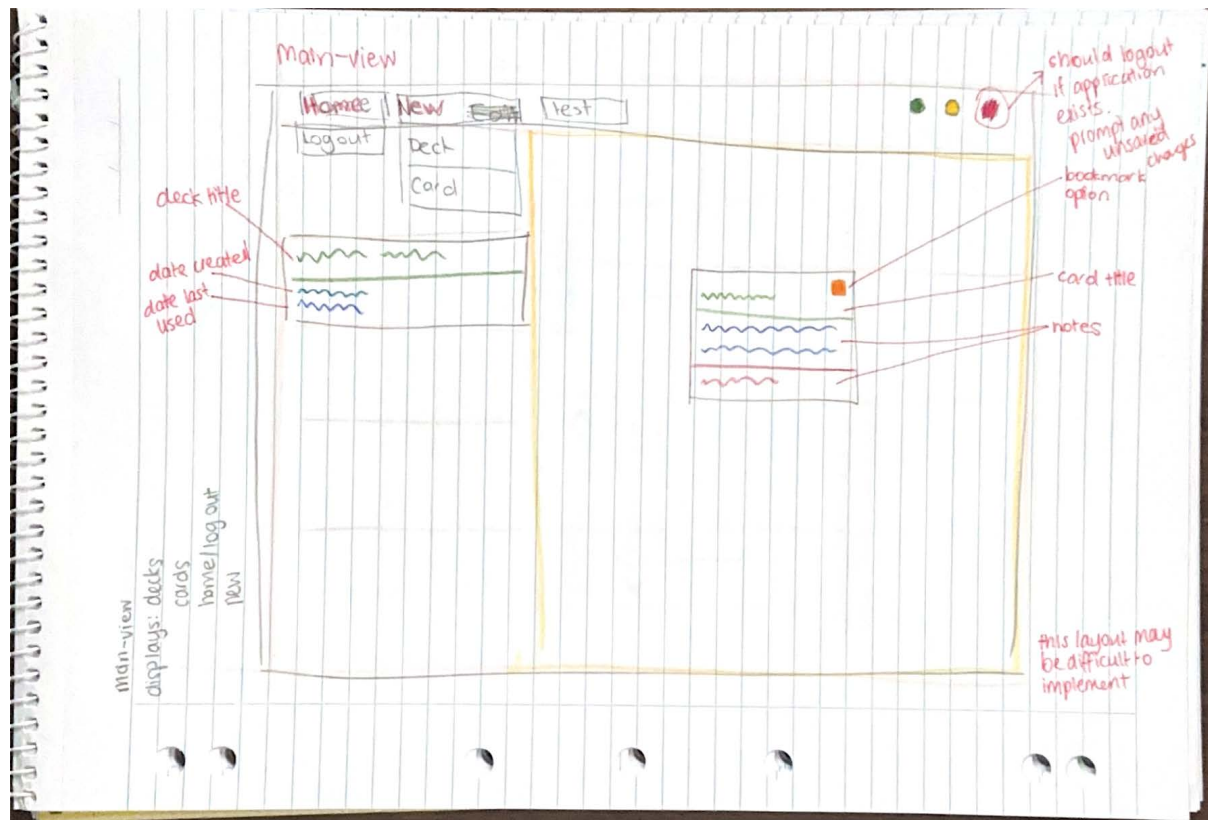
Designs by Monica

Figure 1: Main Screen Design

- Decks and cards will be displayed in a **List View** on the left side of the interface.
- The right side of the interface will show:
    - A description,
    - A list of cards, or
    - An editable window.
- Switching between viewing decks or cards will always retain a **List View** on the left.
- A **menu bar** at the top will provide options for:
    - Entering test mode,
    - Viewing, editing, or creating decks and cards,
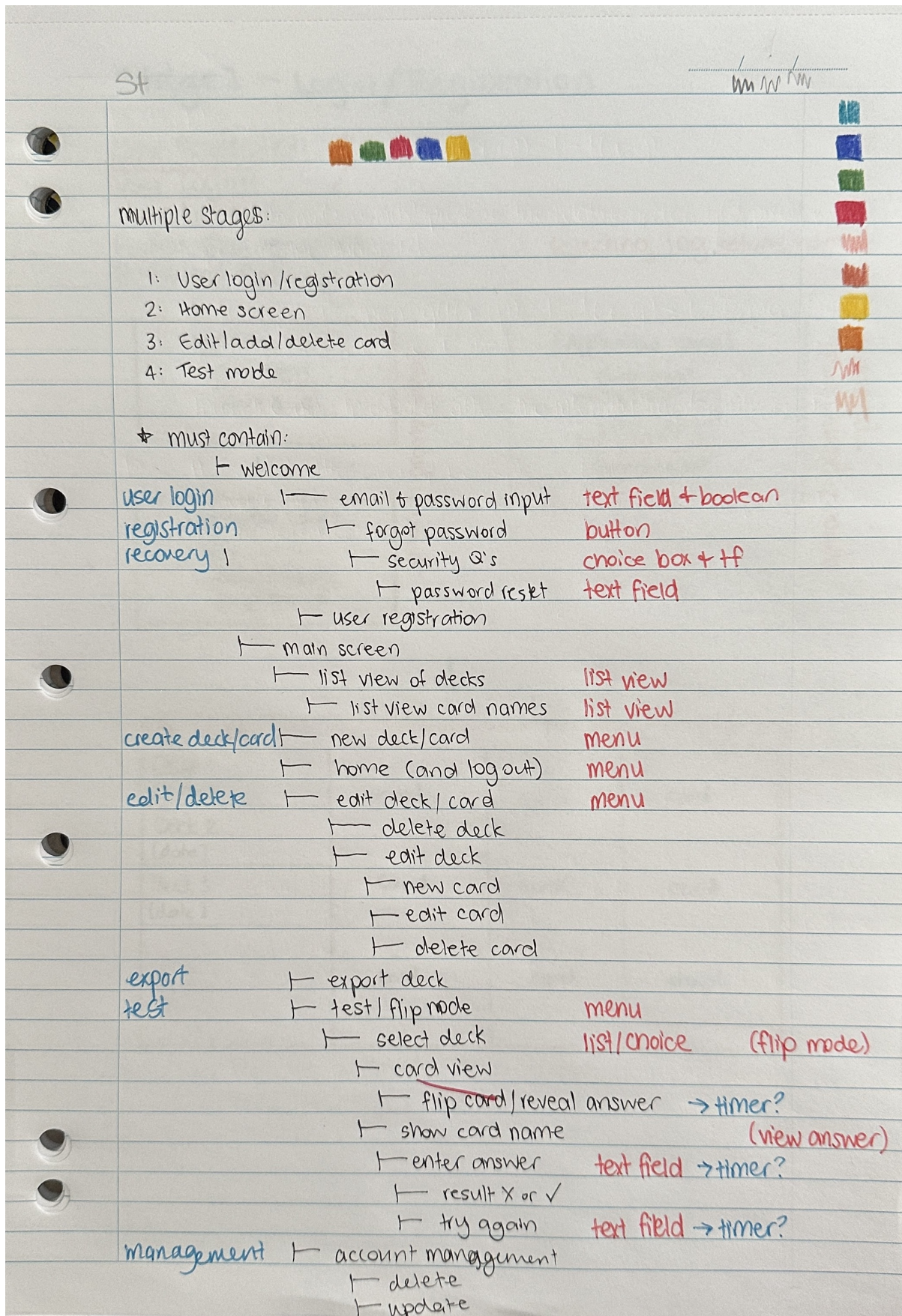   - Exiting or logging out of the application.

St

multiple stages:

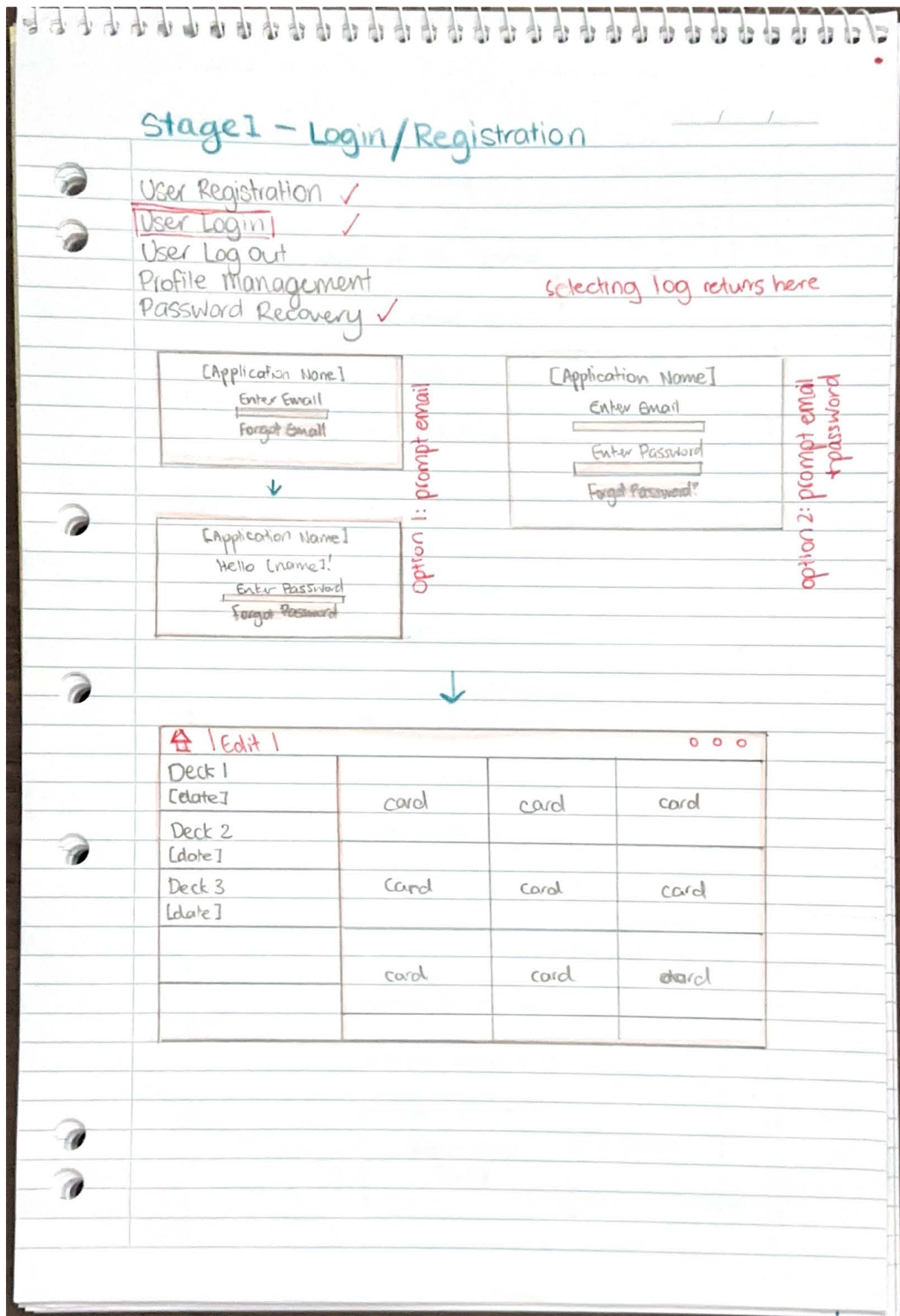   1: User login /registration
   2: Home screen
   3: Edit/add/delete card
   4: Test mode

  ✶ must contain:
      ⊢ welcome

user login	⊢── email & password input	text field + boolean
registration	⊢ forgot password	button
recovery |	⊢ security Q's	choice box + tf
	⊢ password reset	text field
	⊢ user registration	
	⊢ main screen	
	⊢ list view of decks	list view
	⊢ list view card names	list view
create deck/card	⊢ new deck/card	menu
	⊢ home (and log out)	menu
edit/delete	⊢ edit deck/card	menu
	⊢ delete deck	
	⊢ edit deck	
	⊢ new card	
	⊢ edit card	
	⊢ delete card	
export	⊢ export deck	
test	⊢ test/flip mode	menu
	⊢ select deck	list/choice (flip mode)
	⊢ card view	
	⊢ flip card/reveal answer	→ timer?
	⊢ show card name	(view answer)
	⊢ enter answer	text field → timer?
	⊢ result X or ✓	
	⊢ try again	text field → timer?
management	⊢ account management	
	⊢ delete	
	⊢ update	

Figure 2: Stages of the Application

Stage1 — Login/Registration   ___/___/___

User Registration ✓
[User Login] ✓
User Log out
Profile Management   selecting log returns here
Password Recovery ✓

[Application Name]

Enter Email
_____
Forgot Email

↓

[Application Name]

Hello [name]!
Enter Password
_____
Forgot Password

Option 1: prompt email

[Application Name]

Enter Email
_____
Enter Password
_____
Forgot Password?

option 2: prompt email + password

↓

⌂ | Edit | o o o

Deck 1 [date]	card	card	card	
Deck 2 [date]				
Deck 3 [date]	Card	Card	card	
	card	card	card	

Figure 3: Login windows upon starting the application
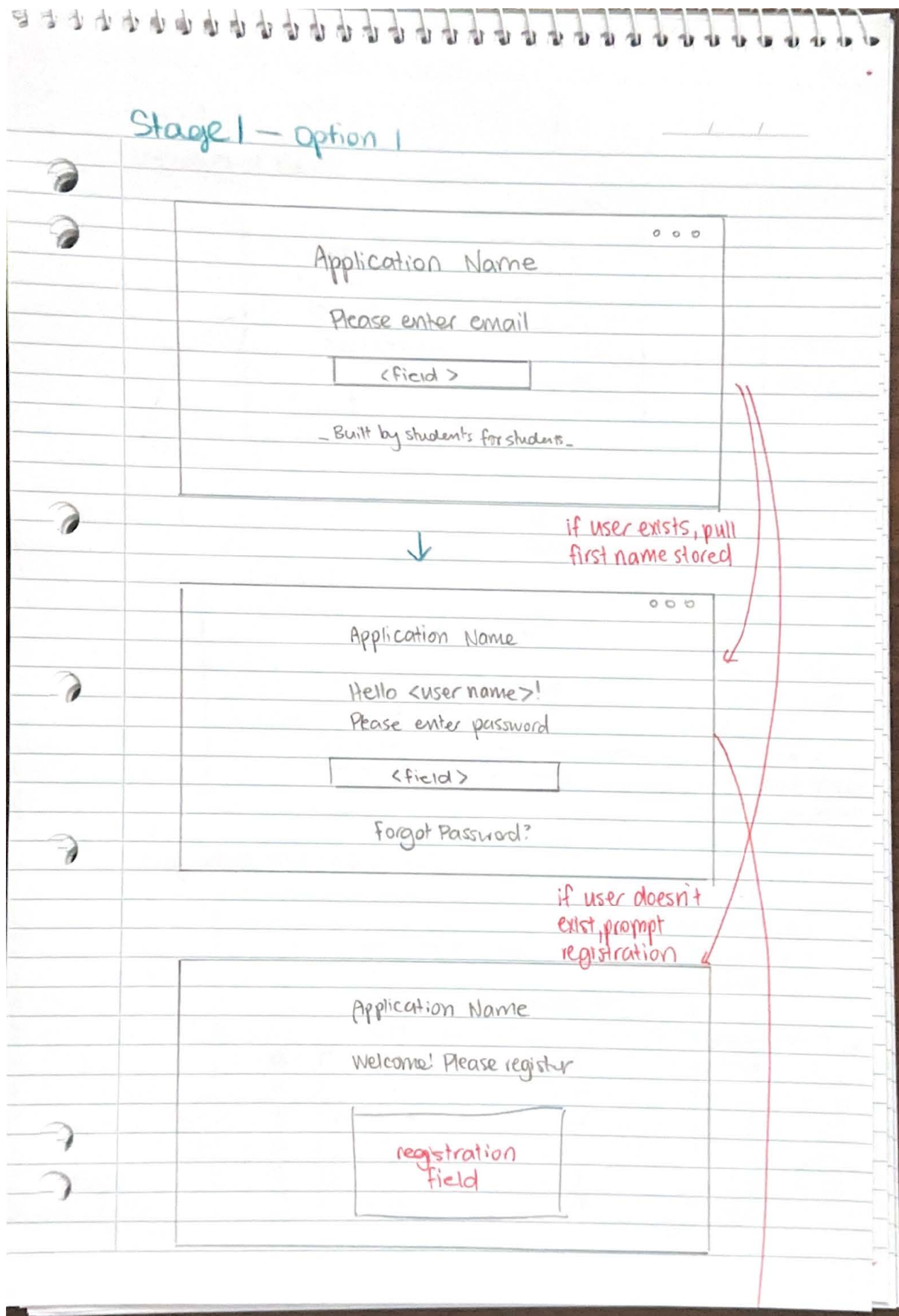
Figure 4: Details of login windows and registration steps

registration field

Email :
Name :
Password

Must contain:

1 . . . . ⌢
2 : . . . . . . ⌣
3 . . . . . . ⌣

if user exists but
forgets password

Application Name

Uh-oh! Please fill out
security question for
password reset

same choice
box as rego

field to
input answer
→ do we make
case sensitive?

input security questions

Application Name

Please complete three (3)
Security questions:

Q
A
Q
A
Q
A

Security q's
should be a
choice box

Answers should be
a field

Figure 5: Details of login windows and registration steps (cont.)

~~Editing a card.~~
new & edit card

Home   ∘ ∘ ∘   centre selected
card /new card

bookmart
save   edit   buttons
w text
delete

< new/card name >

< [field to enter
card details

clicking home once saved/deleted will return to
main-view with card in deck or eleleted
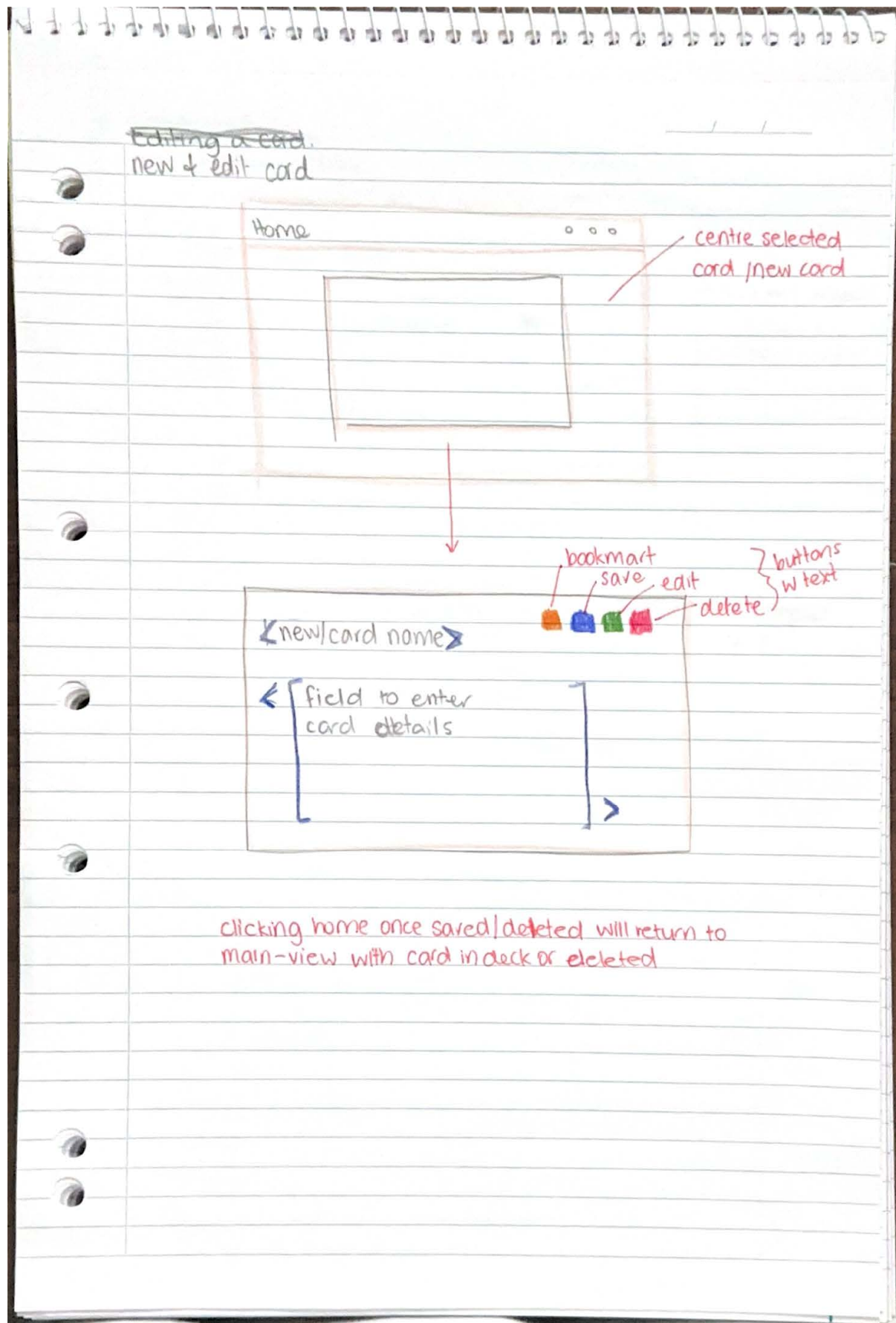
Figure 6: Card Design (applicable for new card or test mode)

test / answer mode
↳ when deck of choice is selected in main-view

Home | Exit Test   ○ ○ ○

q

submit answer

answer input

Correct!

Incorrect X

replace answer input
box with X or ✓
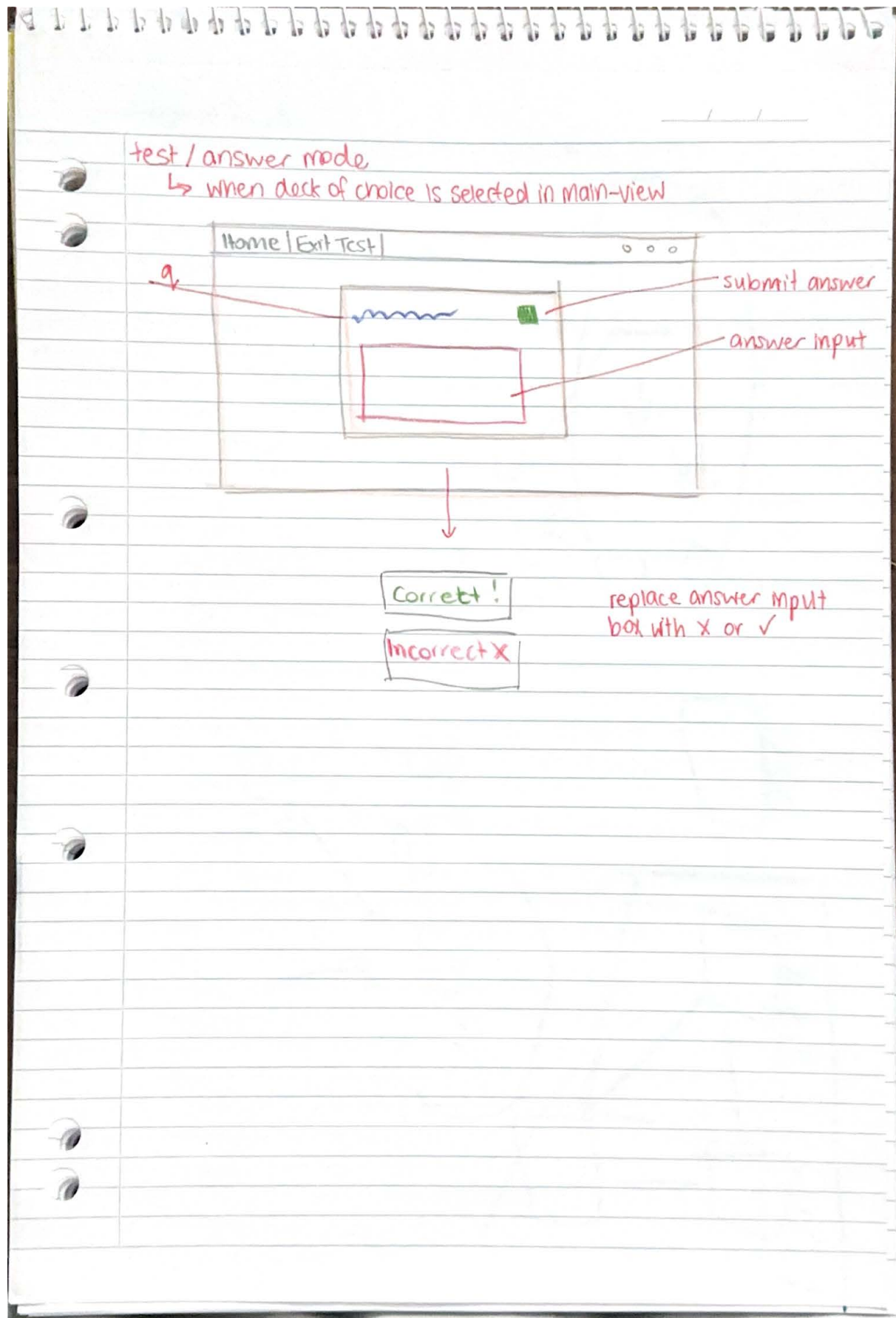
Figure 7: Test mode design
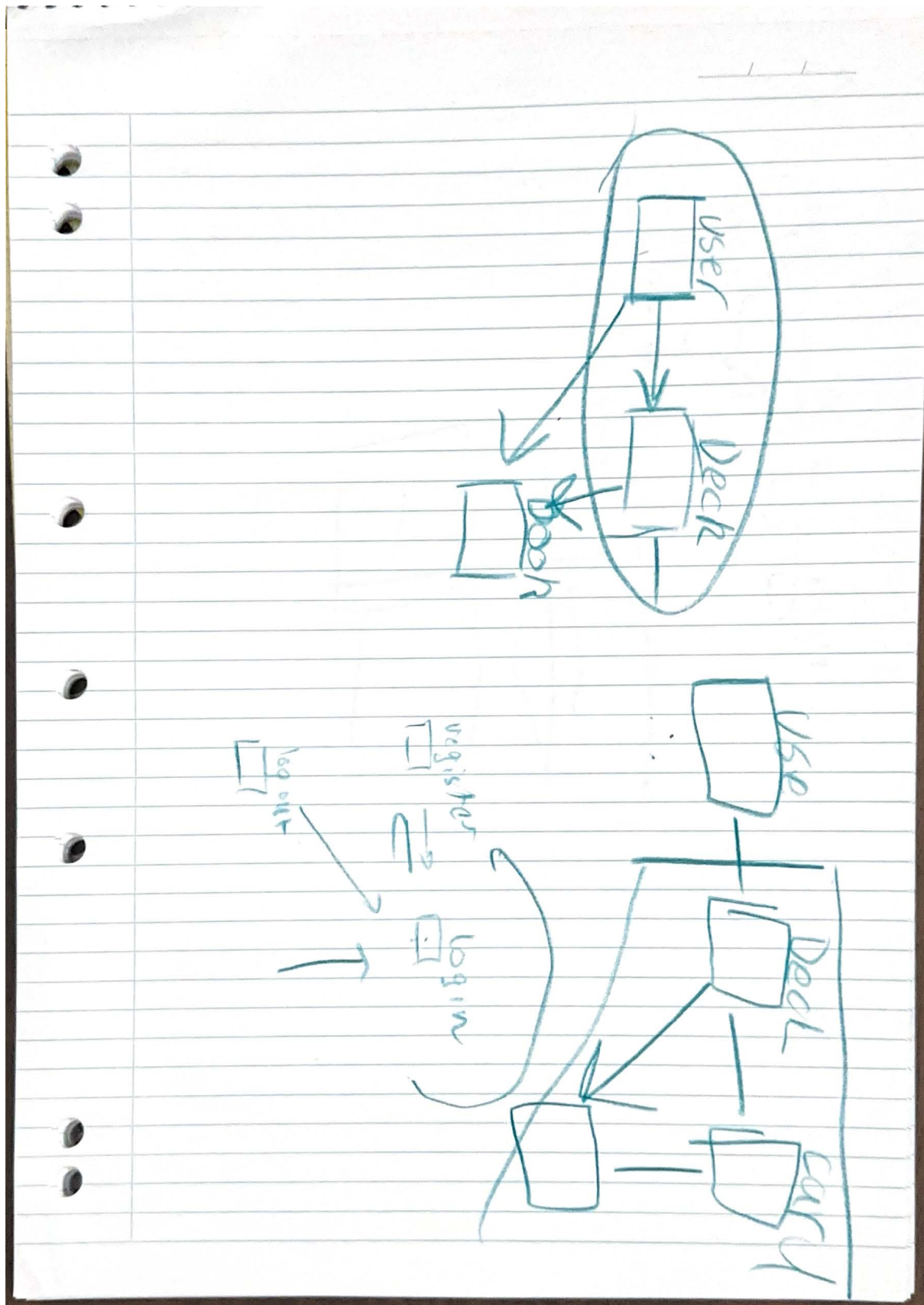
Figure 8: Miscellaneous design notes from Meeting 3
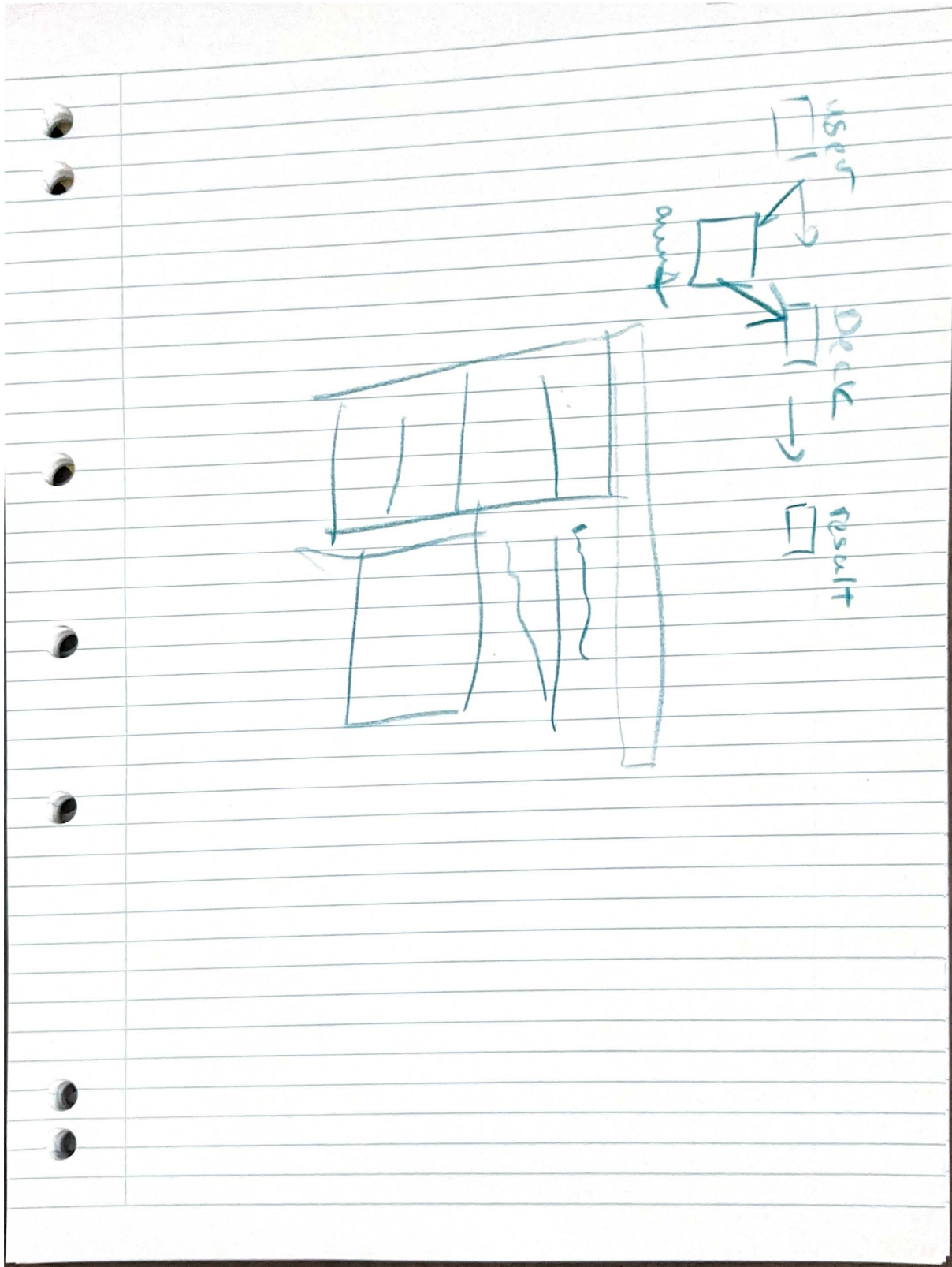
Figure 9: Miscellaneous design notes from Meeting 3 (cont.)

Mid Fidelity Design

Tuesday, 8 April 2025

Designs by Monica
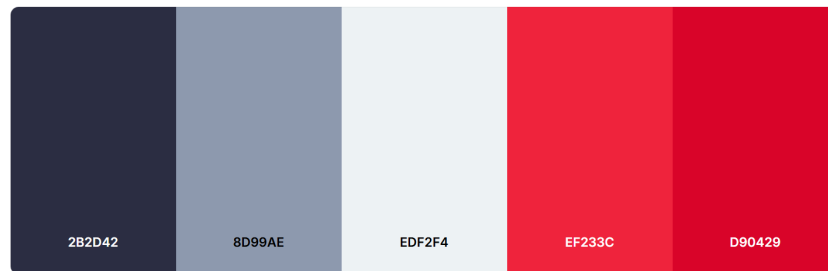
Figure 10: Graphical colour scheme for the application

Colour Palette Notes

- A defined colour palette supports visual clarity, accessibility, and mode distinction within the application interface.
- The base design uses cool grey tones:
  - **Background:** #edf2f4 – a clean, neutral backdrop.
  - **Primary text:** #2b2d42 – dark slate, strong contrast.
  - **Accents:** #8d99ae – a balanced grey-blue for highlights and UI elements.
- Red tones are reserved for test mode and incorrect answers:
  - #ef233c and #d90429 – bold reds used sparingly for emphasis and error states.
- A complementary green is required to indicate correct responses with similar visual weight.
- Recommended green: #4caf87
  - Contrasts clearly with the background.
  - Tonally balanced with existing greys and reds.
  - Suggests calm correctness without being overly saturated.
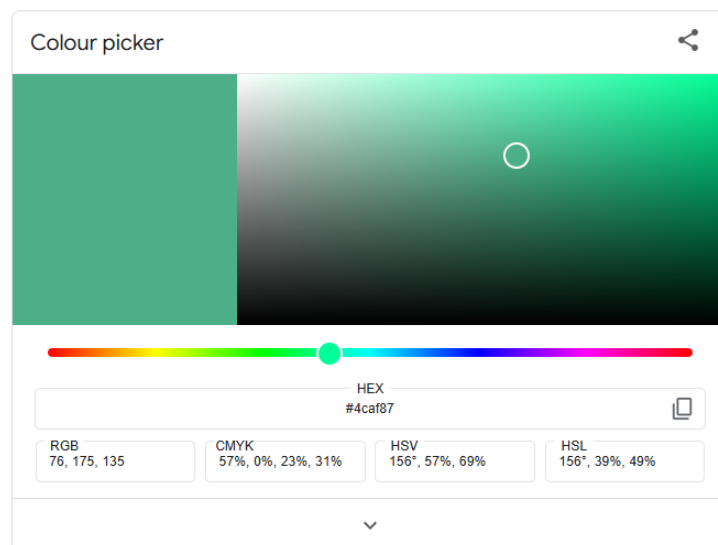
Figure 11: Proposed green accent colour: #4caf87

Some existing designs in JavaFX have already been created, excluding any colours or final design tweaks.
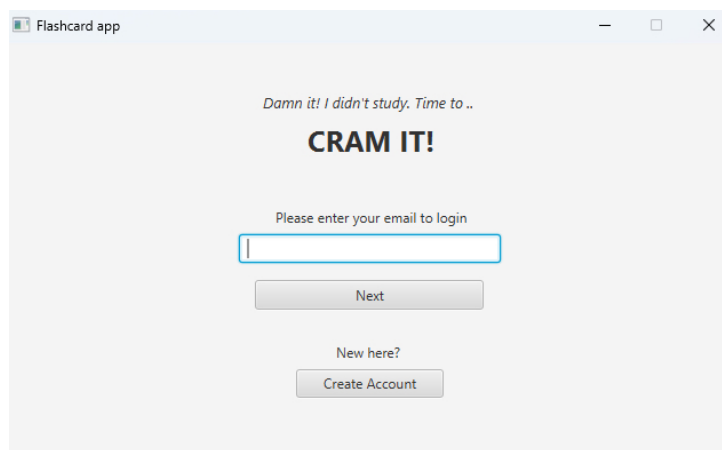
Figure 12: Initial welcome/opening screen for email or new account
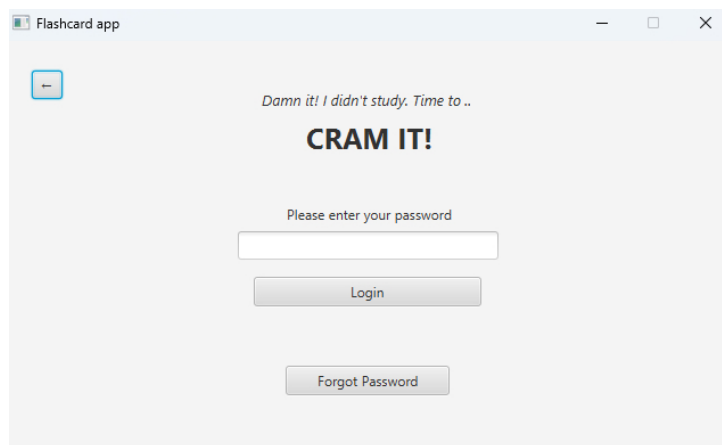

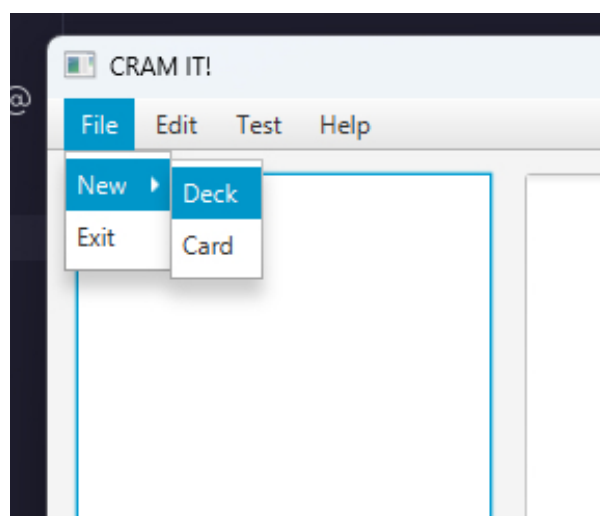Figure 13: Second welcome/opening screen for password
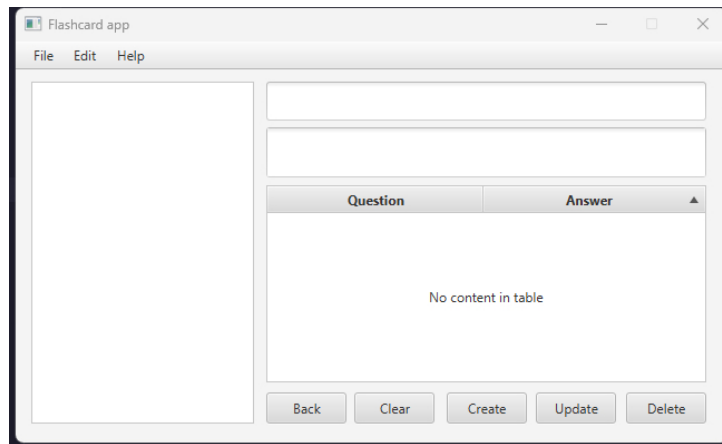

Figure 14: Menu bar design with nested options

Figure 15: Test deck view design with List View on the left and deck title, description, and card list on the right

- **Potential applications of the colour palette include:**
  - Differentiating between test and regular modes.
  - Visually grouping UI components (e.g., deck lists, card details).
  - Indicating status feedback (e.g., correct vs incorrect).
  - Enhancing user engagement through aesthetic consistency.
- The palette has been applied in the preliminary deck view design.
- Colour design will extend to other areas such as the card view and main dashboard.
- Implementation of colour styling may be limited by the capabilities of JavaFX CSS support.
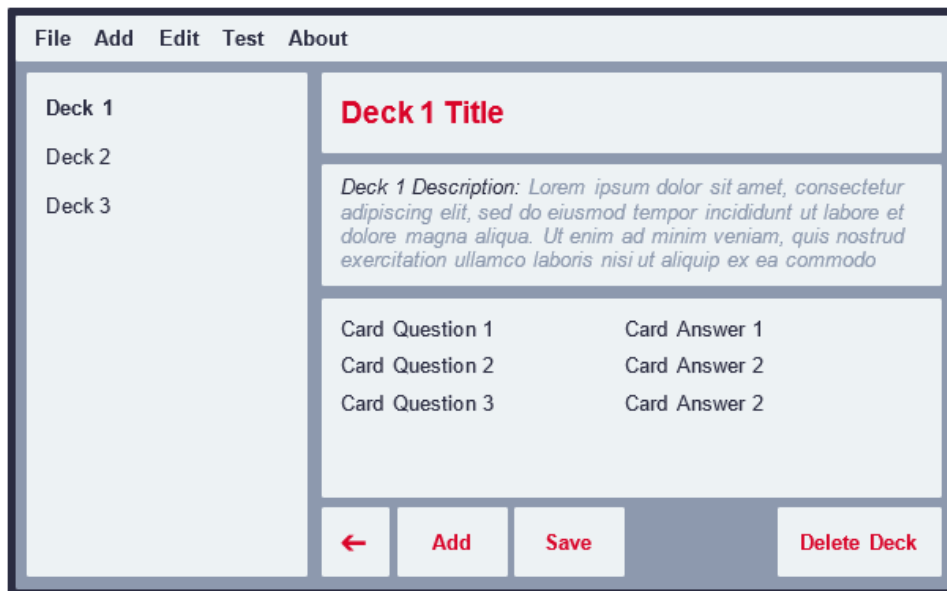

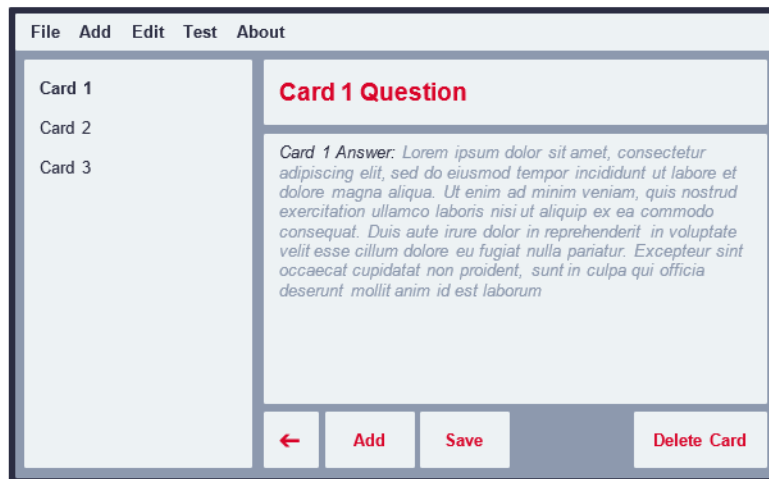Figure 16: Deck view/edit/add design

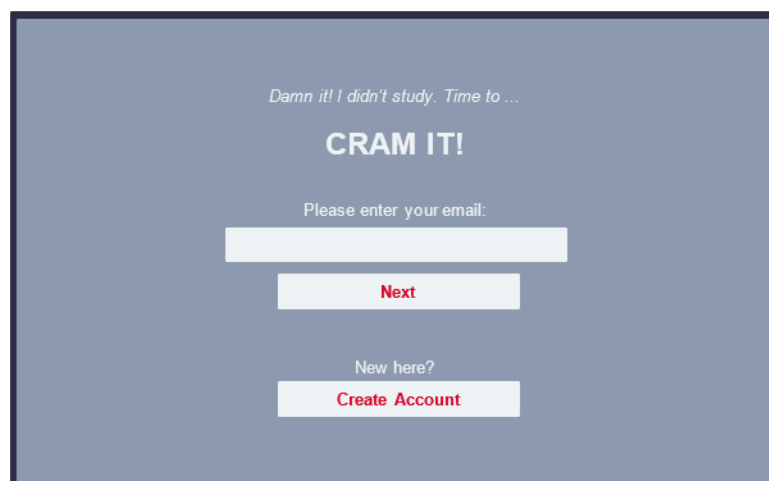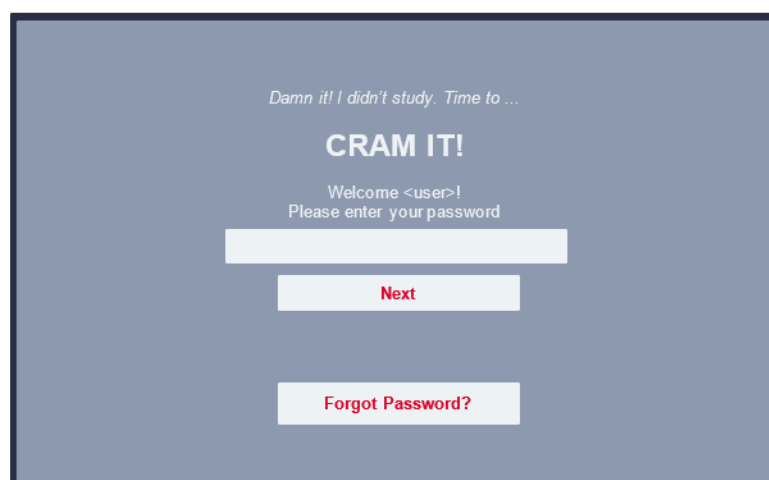Figure 17: Card view/edit/add design

Figure 18: Welcome screen/enter email design

Figure 19: Password screen design