CAB302 Software Development: Project GUI Design

Semester 2, 2025

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Low Fidelity Design

Wednesday, 26 March 2025
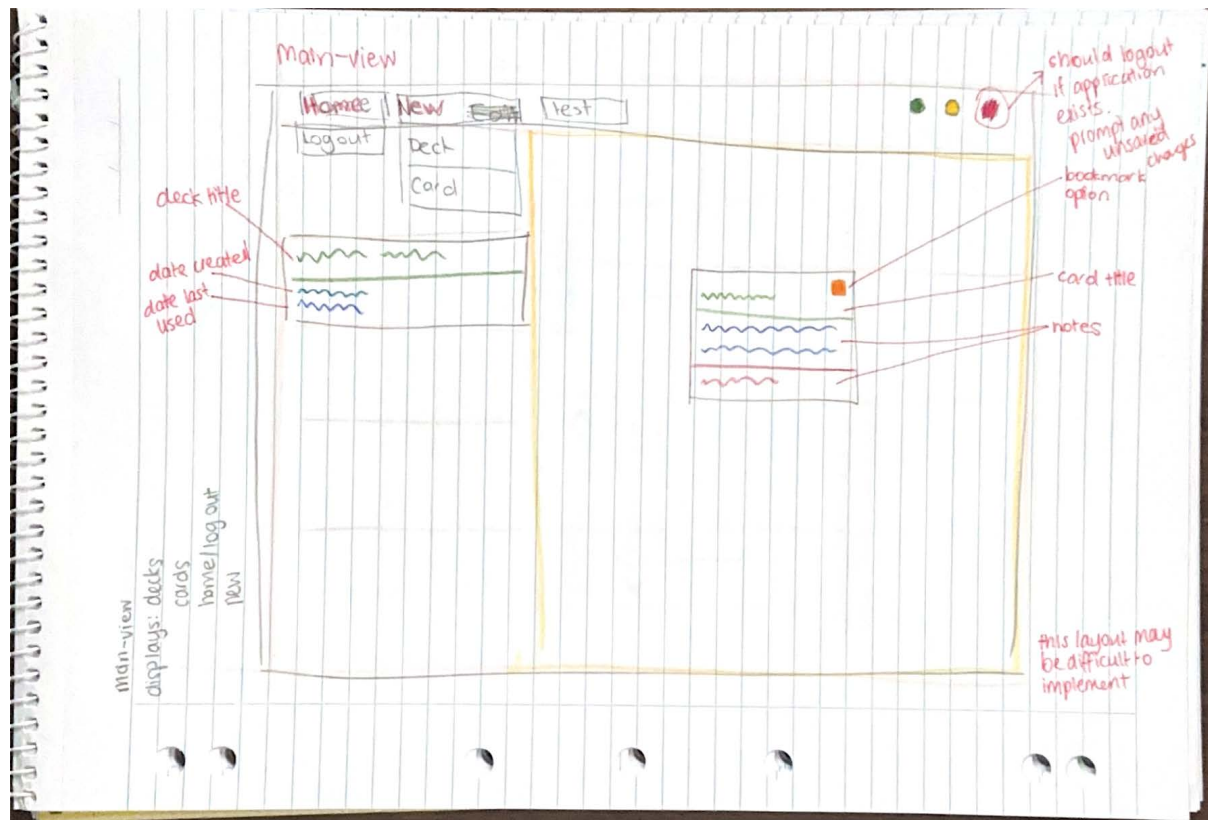
Designs by Monica

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,
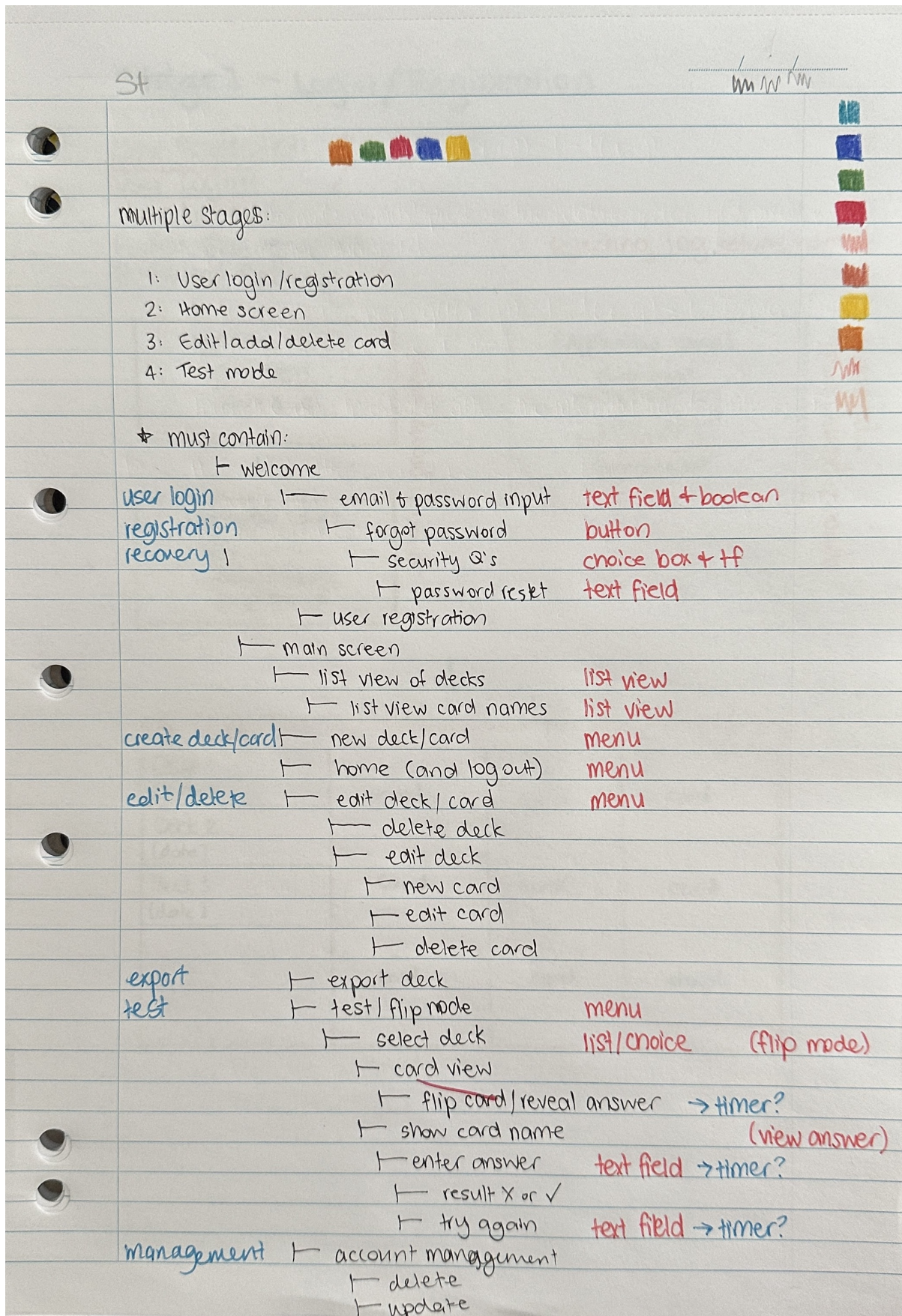   - Exiting or logging out of the application.

St

multiple stages:

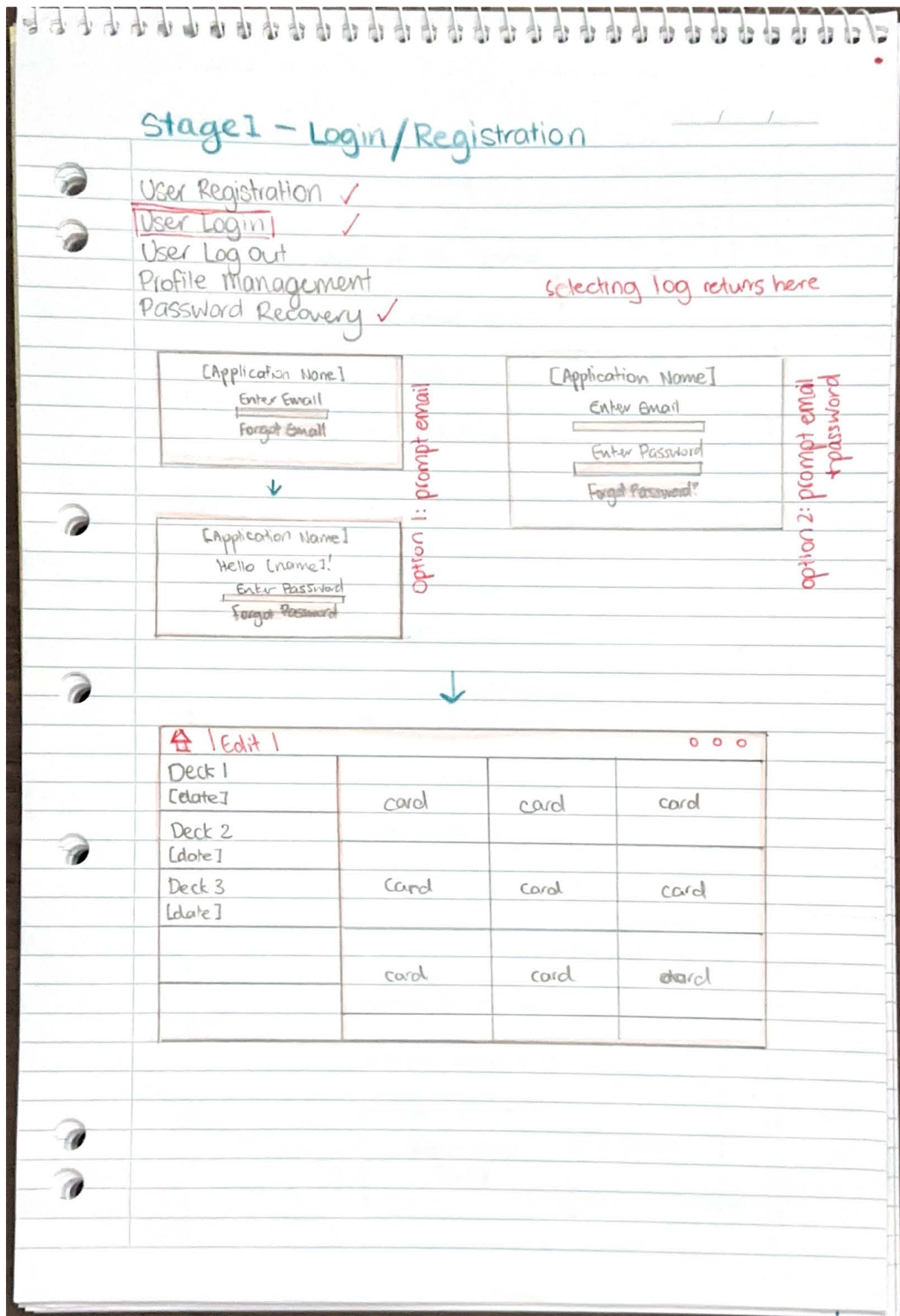1: User login/registration
2: Home screen
3: Edit/add/delete card
4: Test mode

✿ must contain:

	⊢ welcome	
user login	⊢── email & password input	text field & boolean
registration	⊢ forgot password	button
recovery I	⊢ 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
Password Recovery ✓

selecting log returns here

[Application Name]
Enter Email
Forgot Email

Option 1: prompt email

[Application Name]
Enter Email
Enter Password
Forgot Password?

option 2: prompt email + password

[Application Name]
Hello [name]!
Enter Password
Forgot 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
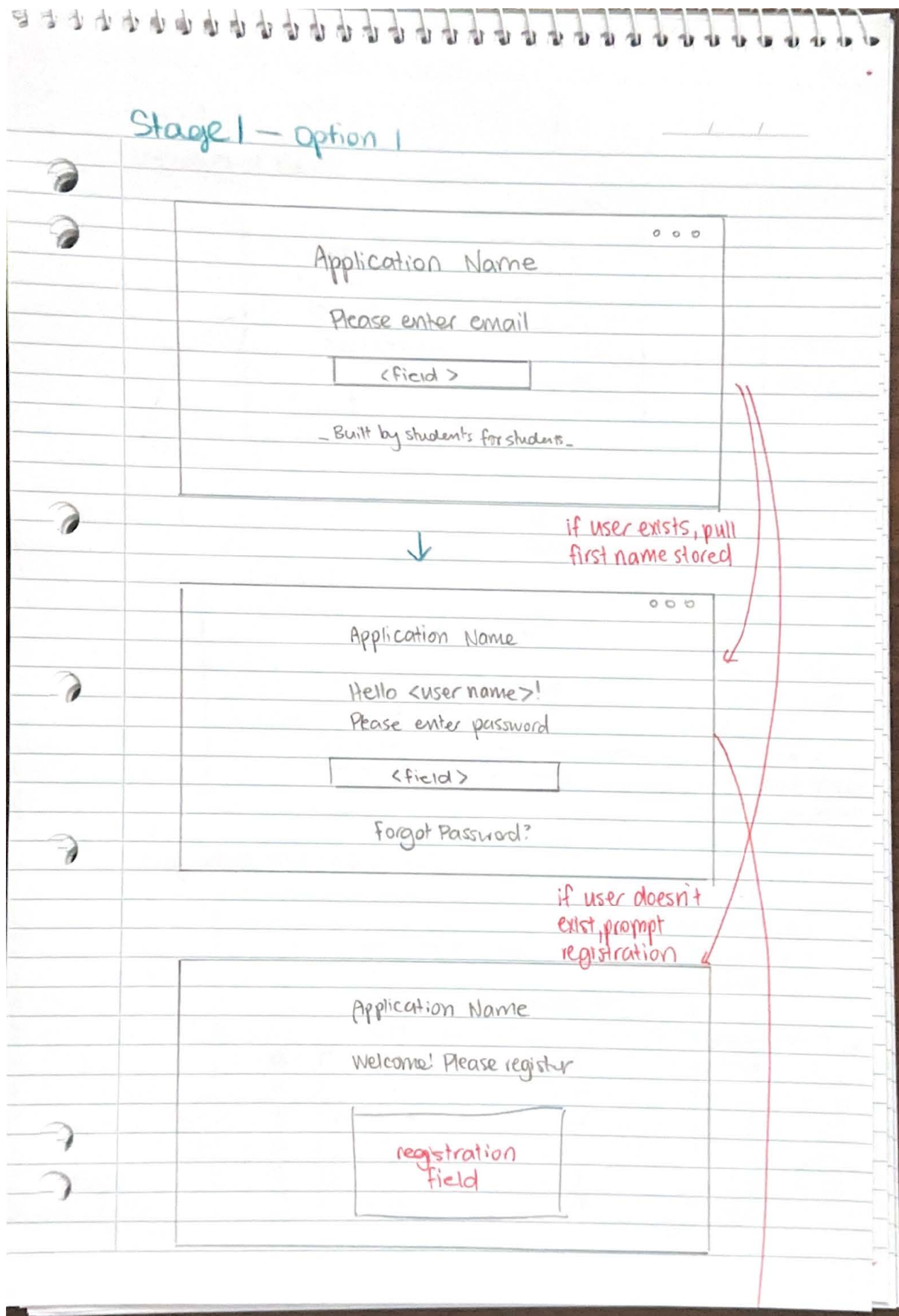
Figure 4: Details of login windows and registration steps

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 / delete — buttons w text

< new/card name >

< [field to enter card details] >

clicking home once saved/deleted will return to main-view with card in deck or eleleted
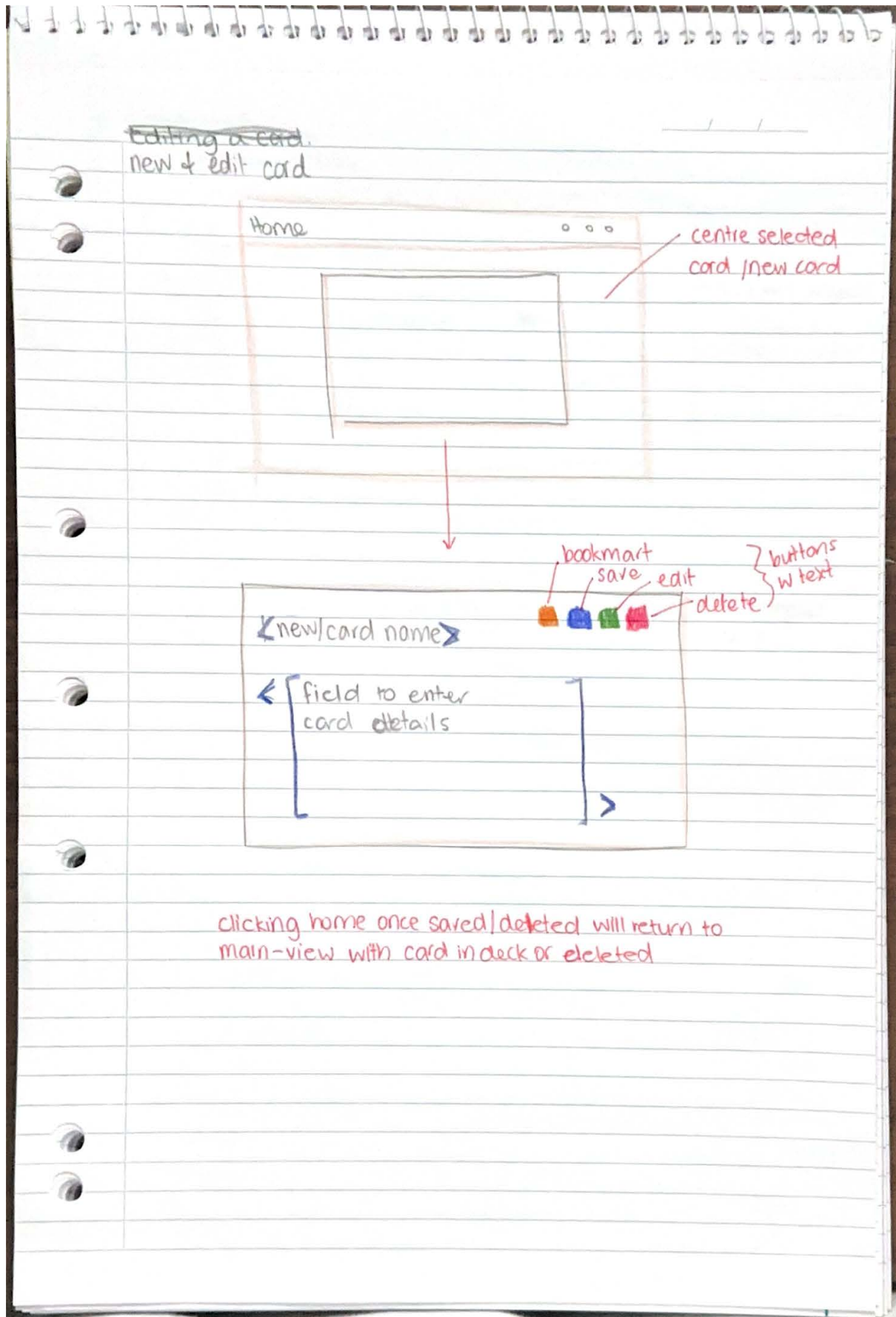
Figure 6: Card Design (applicable for new card or test mode)
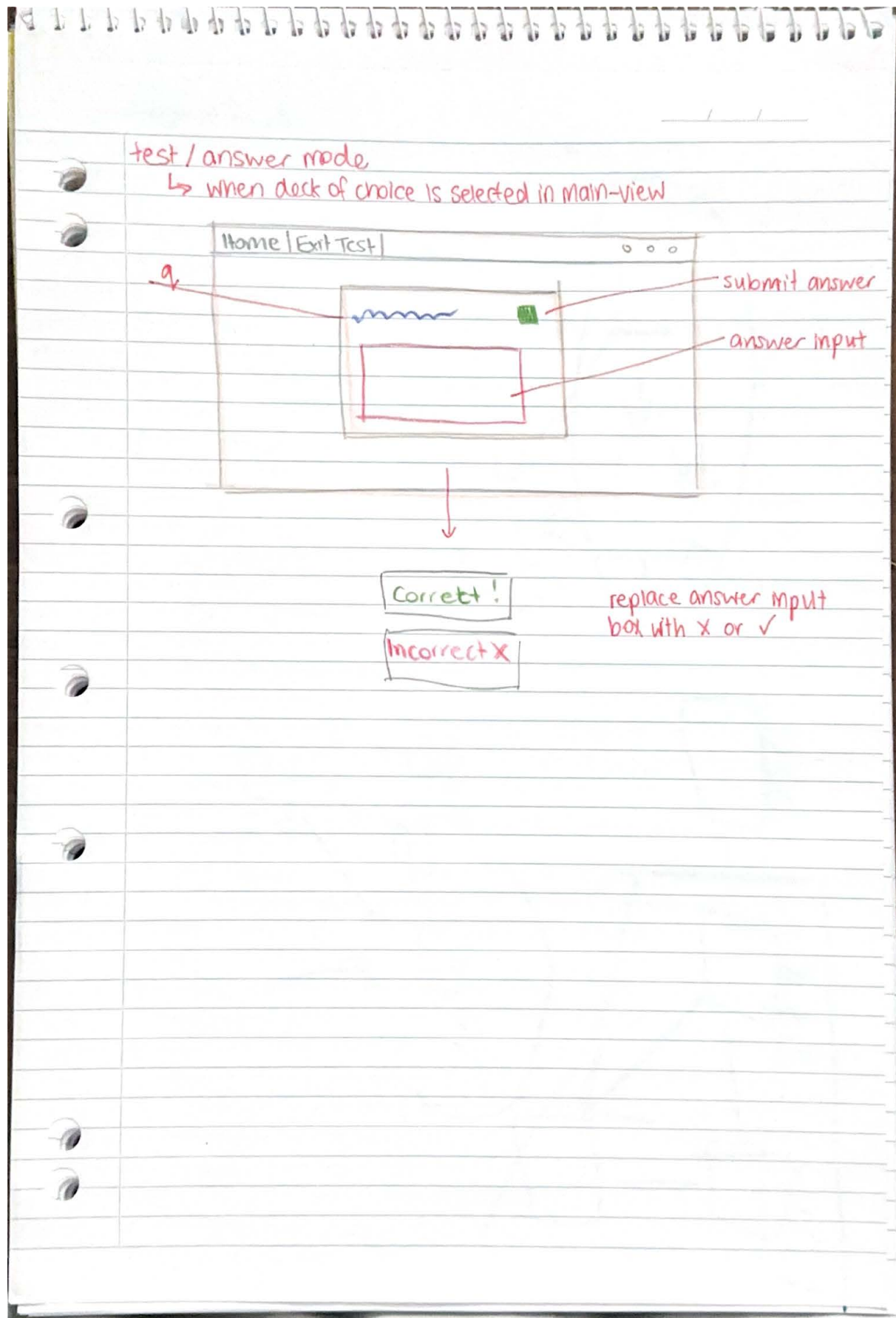
Figure 7: Test mode design
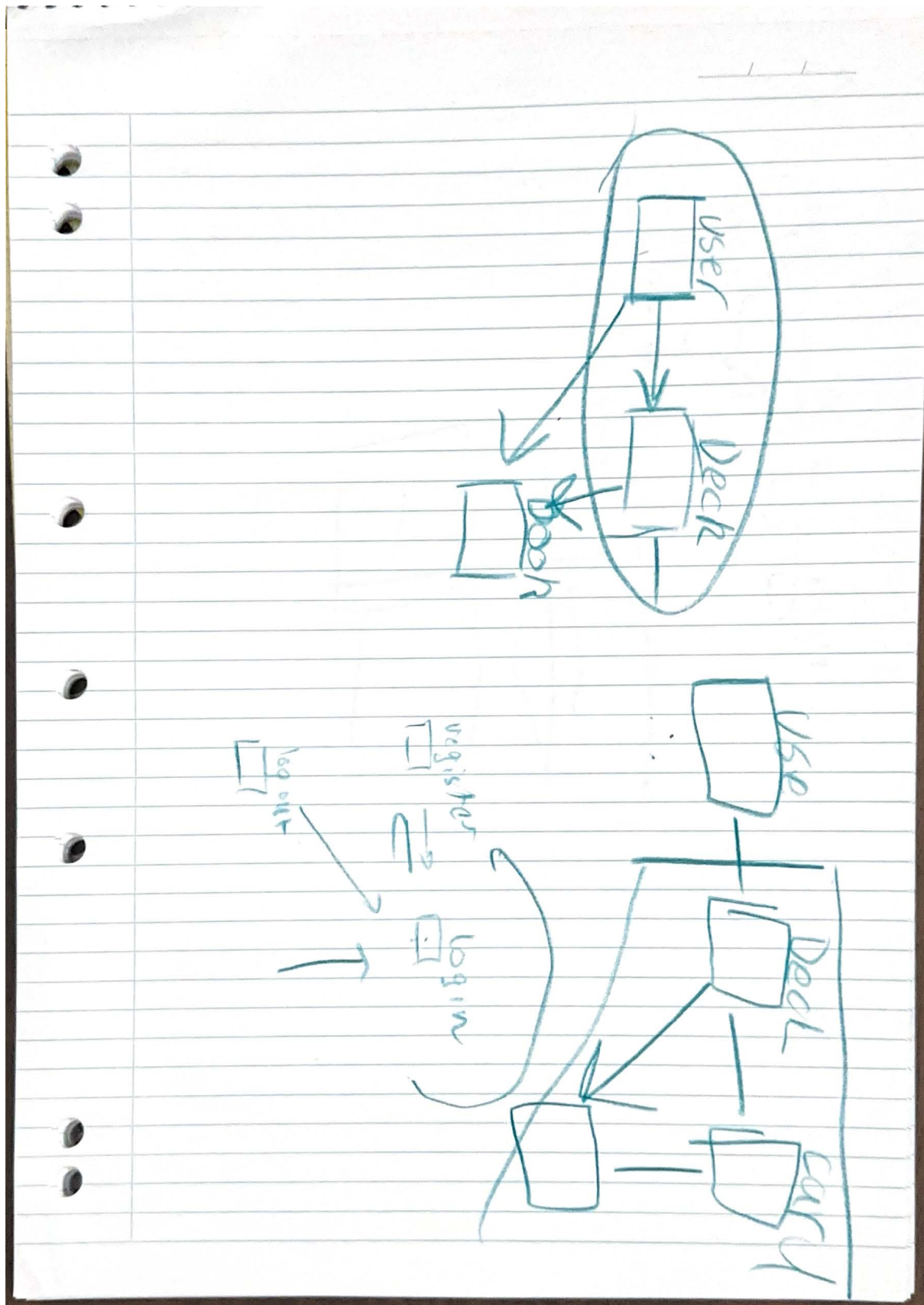
Figure 8: Miscellaneous design notes from Meeting 3
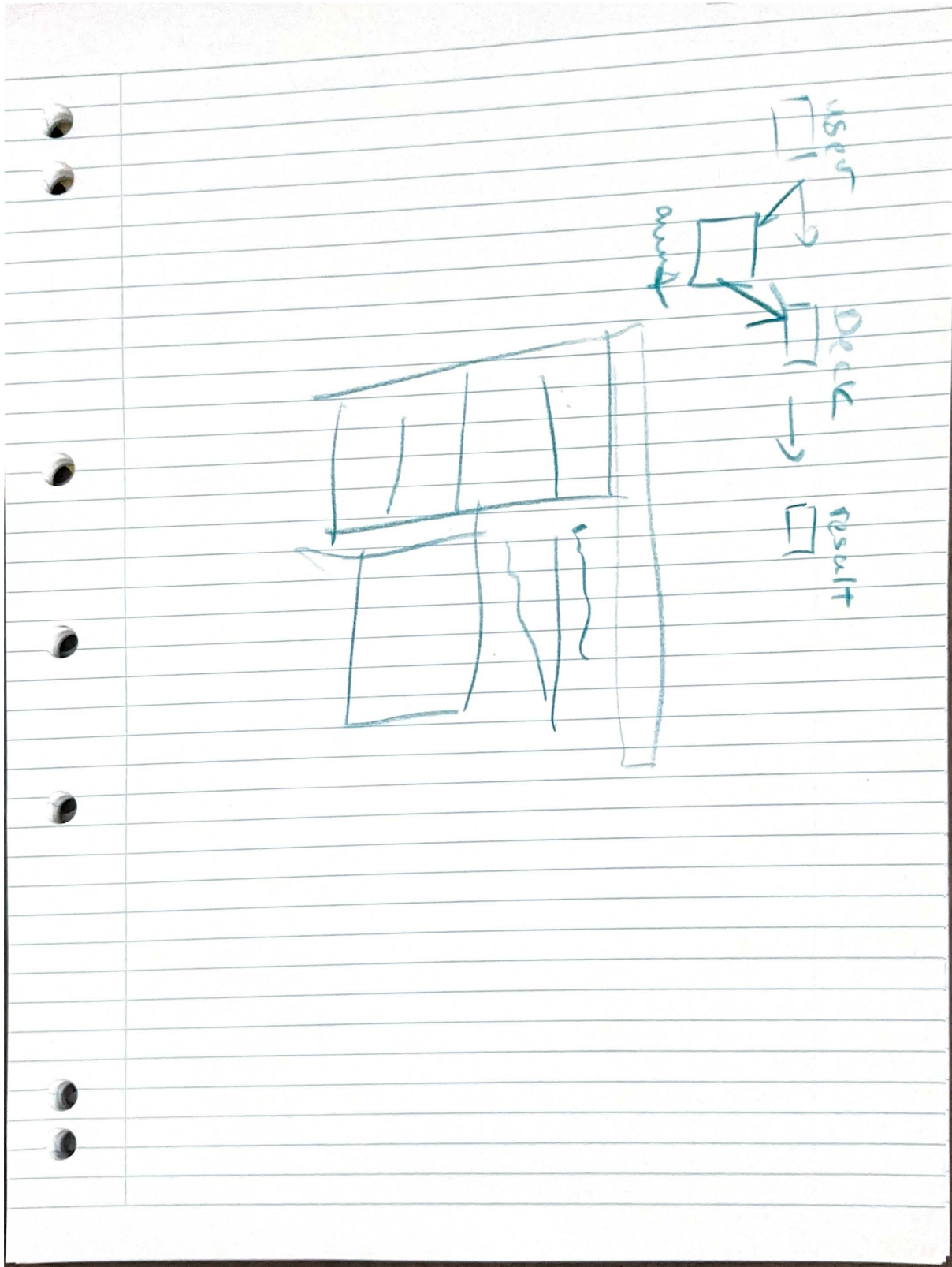
Figure 9: Miscellaneous design notes from Meeting 3 (cont.)

Mid Fidelity Design

Tuesday, 8 April 2025

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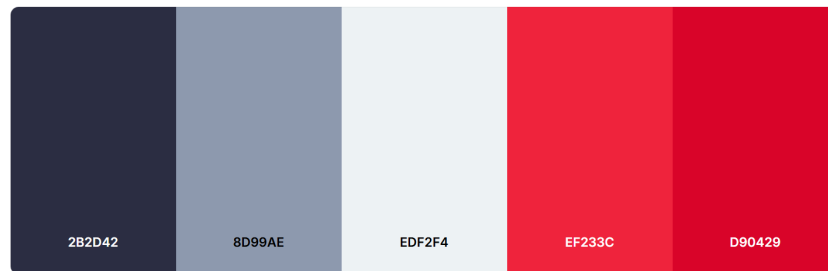
Figure 10: Graphical colour scheme for the application

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.
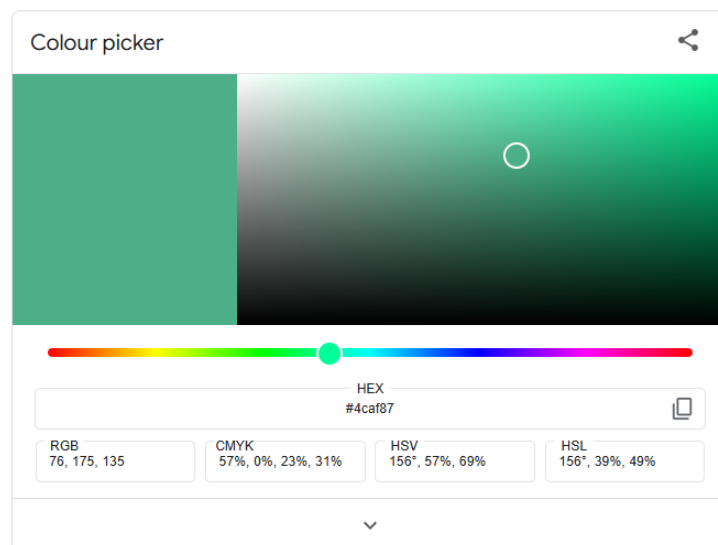
Figure 11: Proposed green accent colour: #4caf87

Some existing designs in JavaFX have already been created, excluding any colours or final design tweaks.
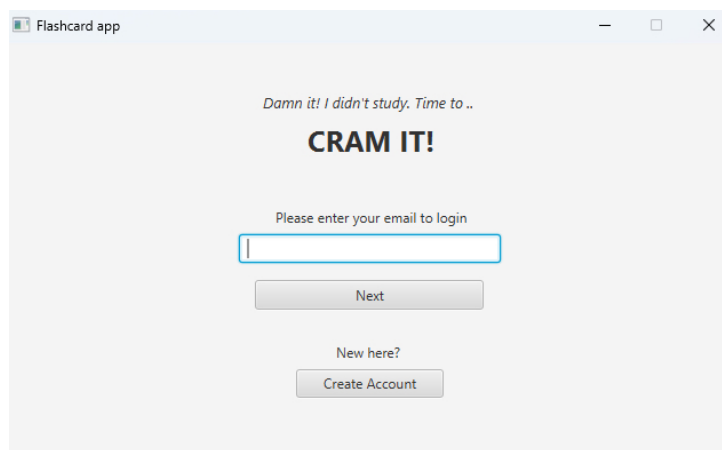
Figure 12: Initial welcome/opening screen for email or new account
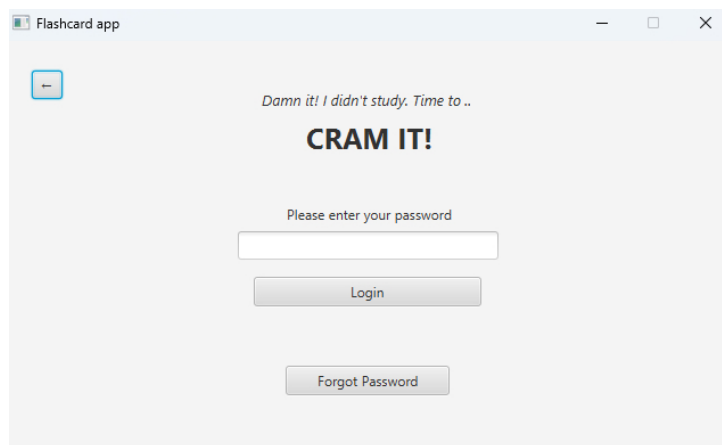
Figure 13: Second welcome/opening screen for password
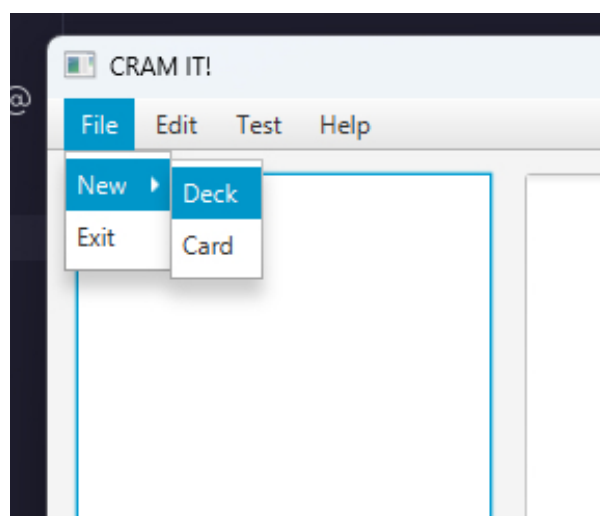
Figure 14: Menu bar design with nested options
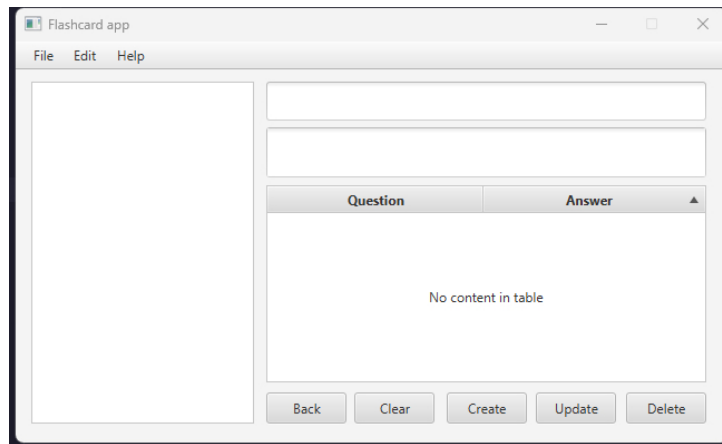
Figure 15: Test deck view design with List View on the left and deck title, description, and card list on the right

- **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.
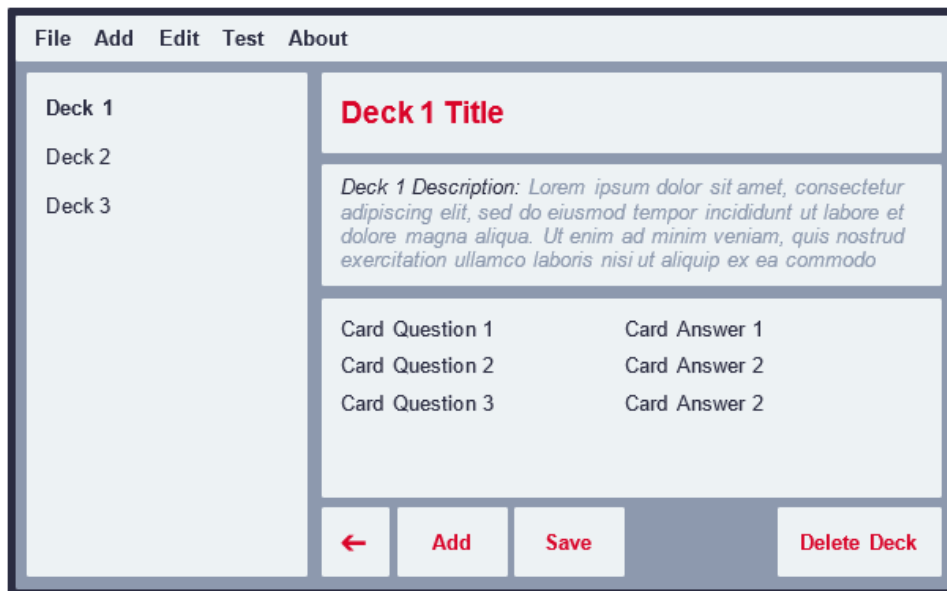
Figure 16: Deck view/edit/add design
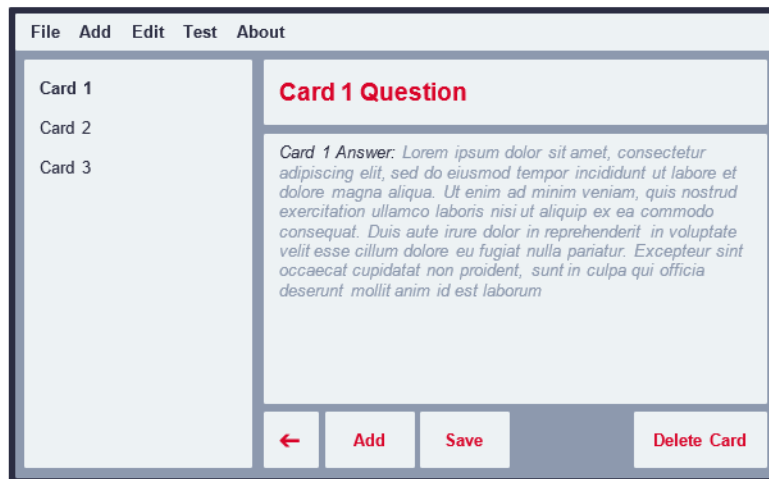
Figure 17: Card view/edit/add design
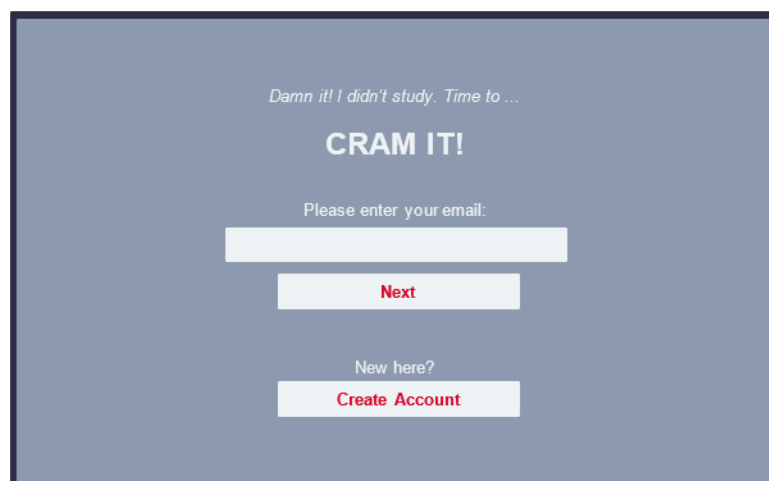
Figure 18: Welcome screen/enter email design
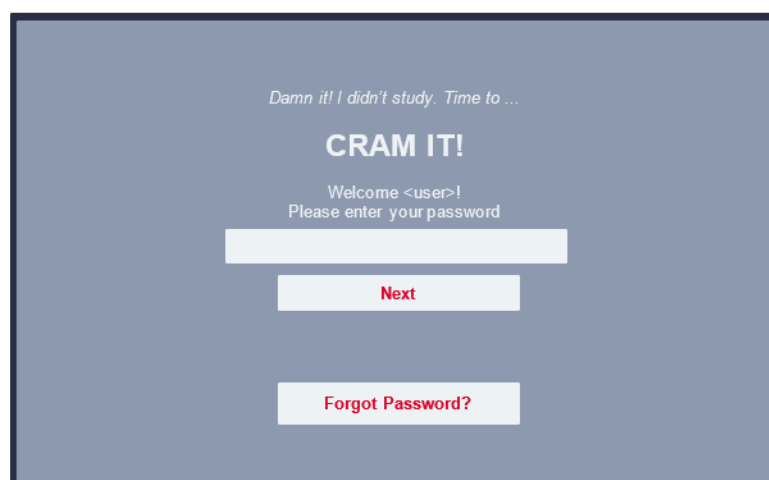
Figure 19: Password screen design
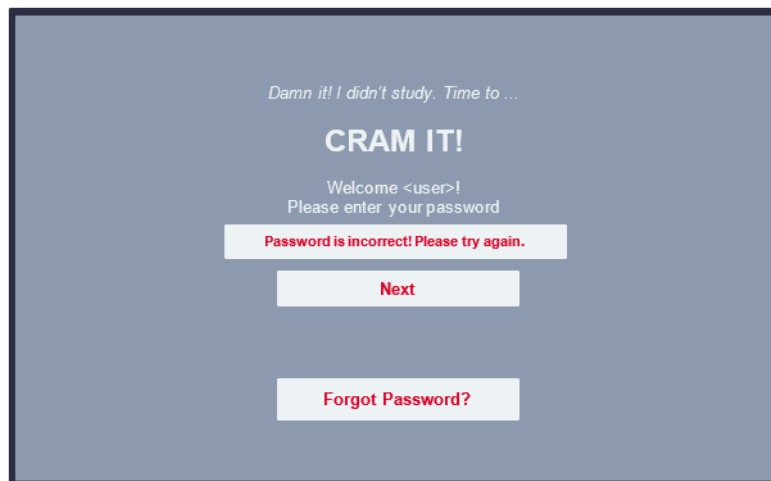
Figure 20: Error message for incorrect password that will disppear after 3 seconds allowing new input.
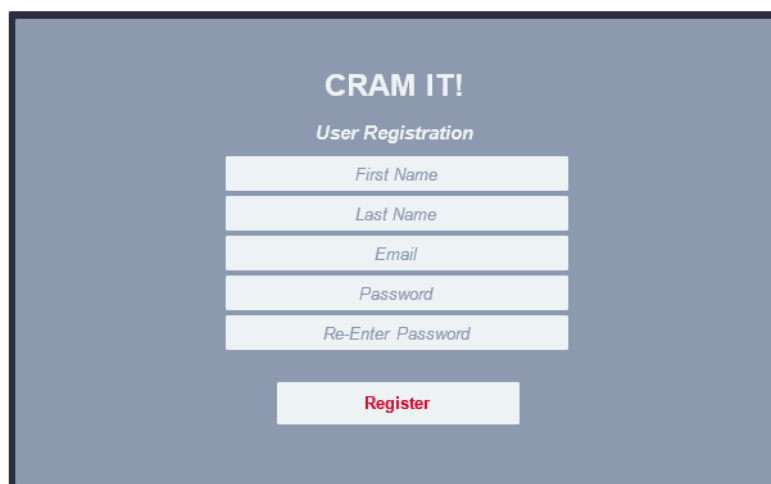
Figure 21: New user registration window
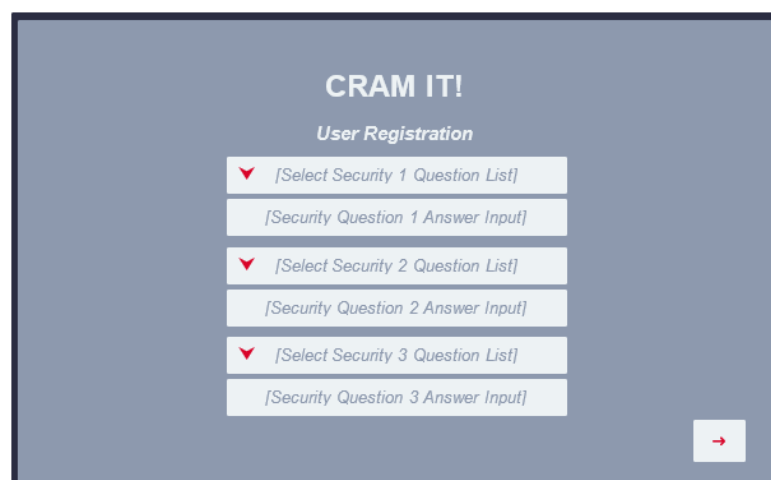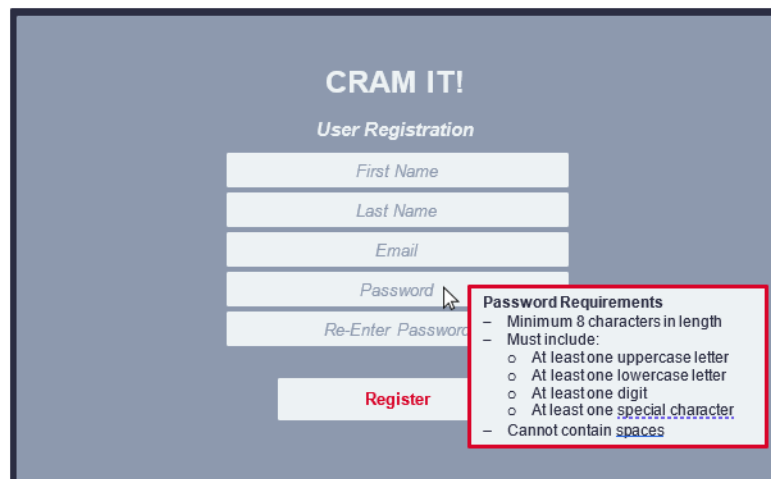
Figure 22: New user security question input

It could be option for wherever "Next" or "Back" buttons are used, to replace them with unicode arrows,

to reduce the space used within the GUI.
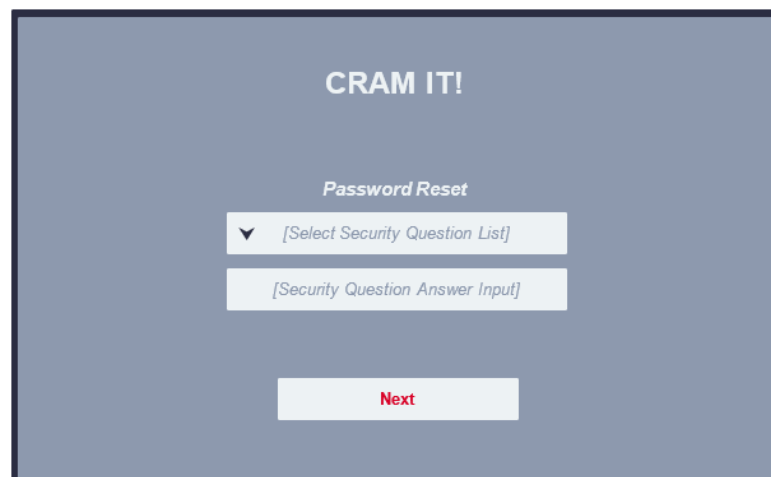
Figure 23: Pop up window for password requirements or for when requirements aren't met.
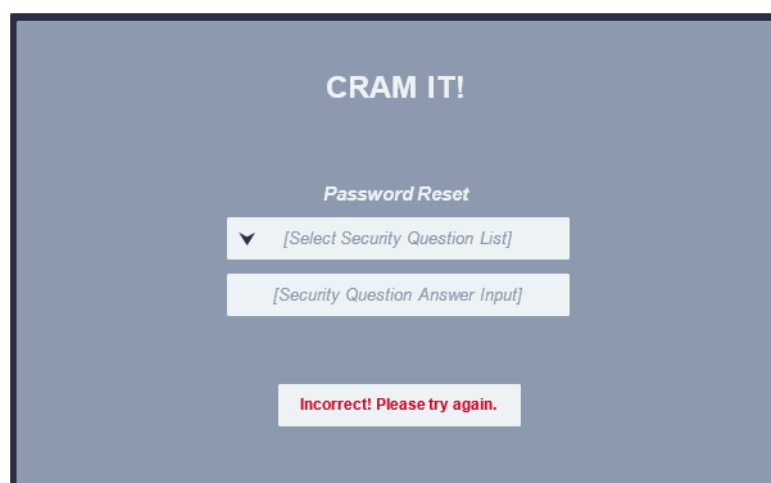
Figure 24: Security question select

Figure 25: Incorrect security question error message

Figure 26: Password reset window

Figure 27: Flip testing mode - display question

Figure 28: Flip testing mode - display answer after clicking next
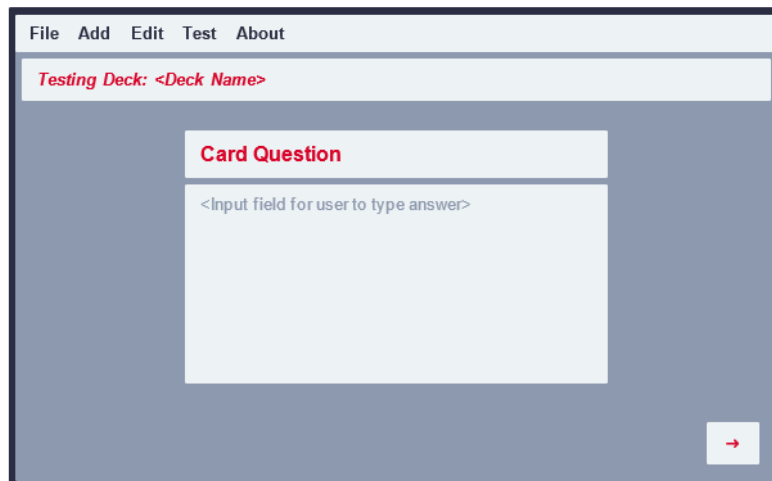
Figure 29: Answer testing mode - display card question then a text input area for the user to input their answer
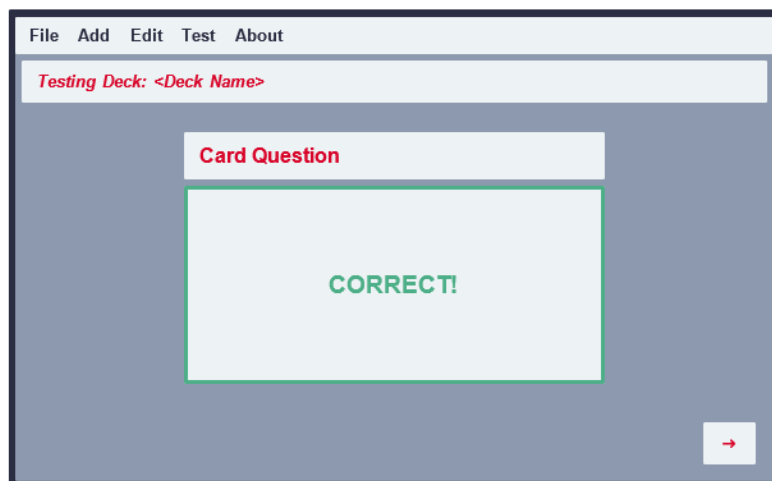

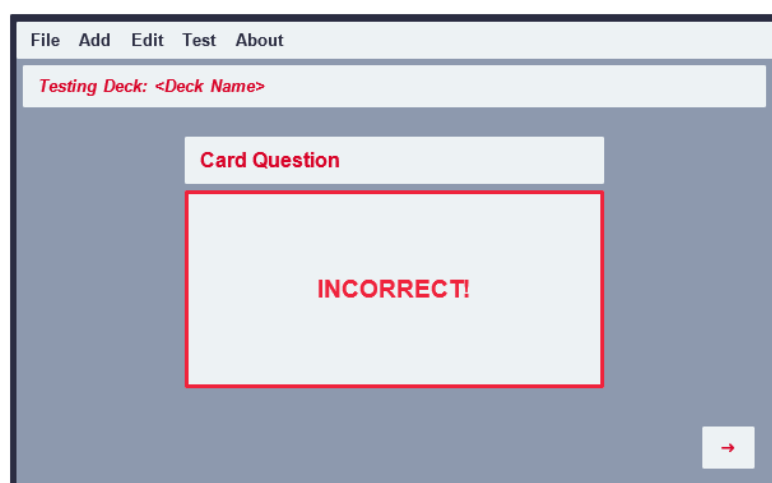Figure 30: Answer testing mode - display 'correct' if answer matches database

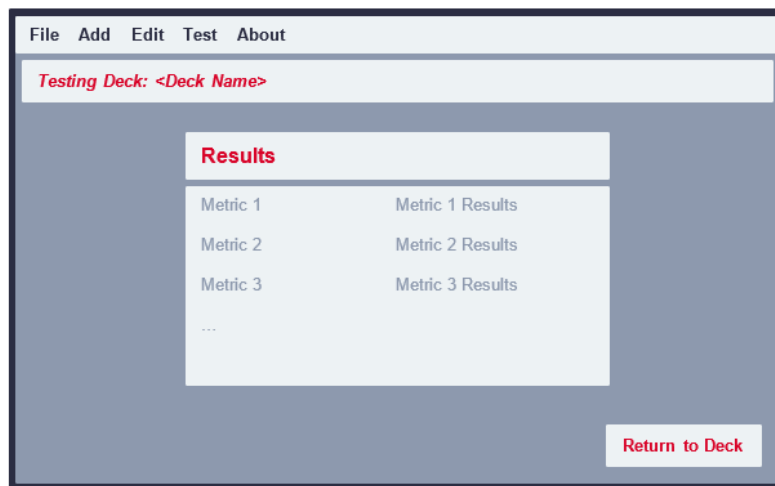Figure 31: Answer testing mode - display 'incorrect' if answer does not match database

Figure 32: Metrics of test once complete