

UX Engineering

Milestone IV



Code & Watch

A project by B-01

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Video of working Hi-fi prototype can be checked [here](#)

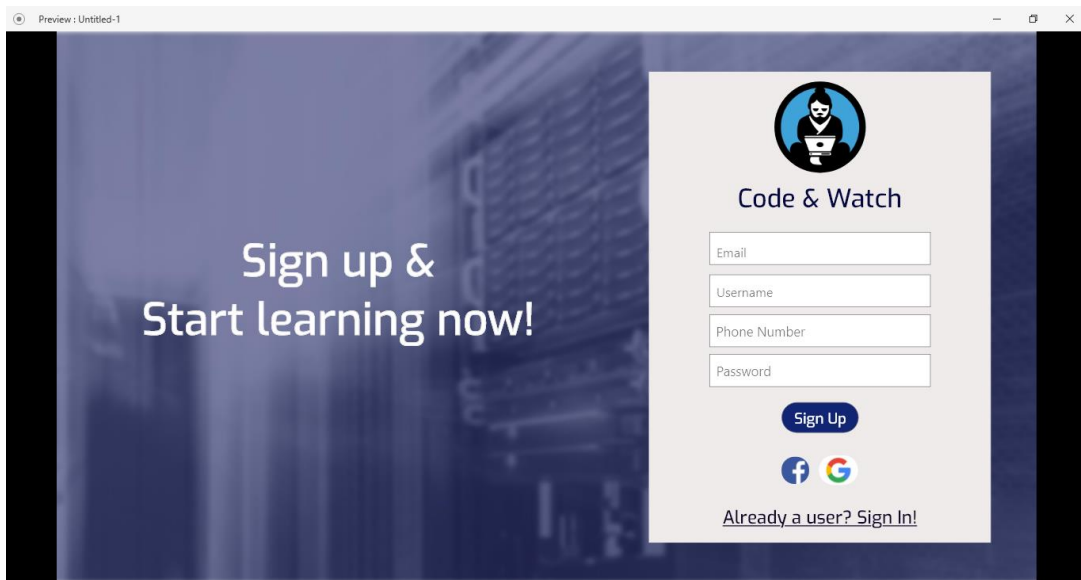
[<http://bit.ly/2H72Olv>]

Introduction

Computer Science has attracted thousands of students in past 2 decades and is still open for a lot of research and development. In our country, half of the students who end up in a computing field never thought of or were never aware of it during their high schools and therefore, they (despite the fact that they are high achievers) find it difficult to easily grasp the basic programming techniques and specifically data structures during their initial days and understanding of those days is plays vital role throughout their career.

Secondly, not everyone comes with the same level of intellect so there must be something to aid those who want to learn but are facing difficulties in understanding basic idea quickly or easily. We aim to empower coders (starters) by providing an additional resource through which they can visualize their code in real time because, recognize rather than recall!

I. High Fidelity Prototypes



A high-fidelity prototype of a sign-up screen for 'Code & Watch'. The screen features a dark blue background with a blurred image of a city skyline. On the left, the text 'Sign up & Start learning now!' is displayed in white. On the right, there is a white rectangular form containing a circular logo with a person at a laptop, the text 'Code & Watch', and four input fields for 'Email', 'Username', 'Phone Number', and 'Password'. Below the input fields is a blue 'Sign Up' button, followed by Facebook and Google icons, and a link that says 'Already a user? Sign In!'.

Sign up & Start learning now!

Code & Watch

Email

Username

Phone Number

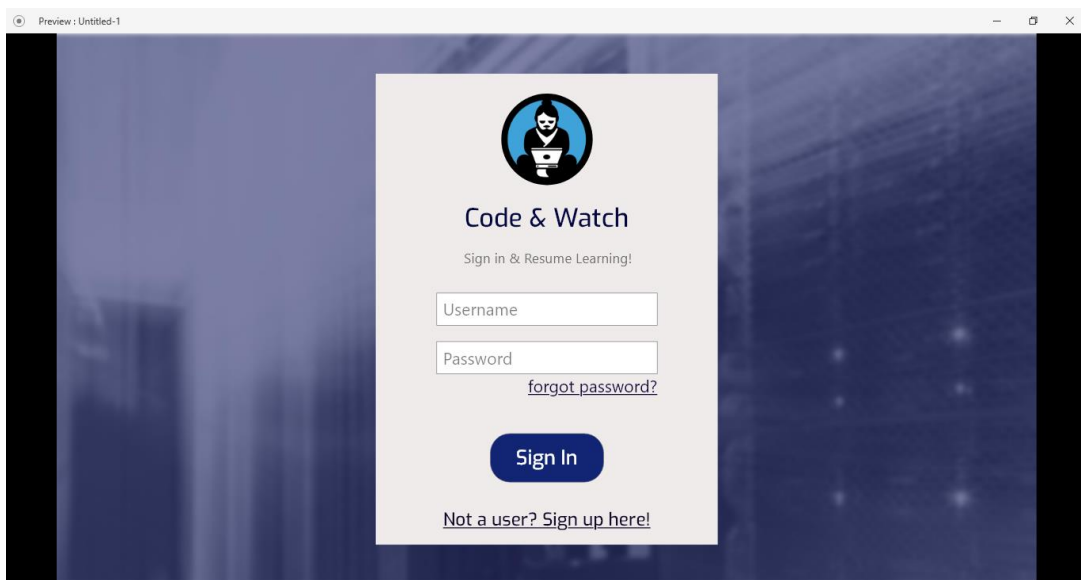
Password

Sign Up

f G

[Already a user? Sign In!](#)

Figure 1: Sign up Screen



A high-fidelity prototype of a sign-in screen for 'Code & Watch'. The screen features a dark blue background with a blurred image of a city skyline. In the center, there is a white rectangular form containing a circular logo with a person at a laptop, the text 'Code & Watch', and the text 'Sign in & Resume Learning!'. Below this are two input fields for 'Username' and 'Password', followed by a link that says 'forgot password?'. At the bottom of the form is a blue 'Sign In' button, and below the form is a link that says 'Not a user? Sign up here!'.

Code & Watch

Sign in & Resume Learning!

Username

Password

[forgot password?](#)

Sign In

[Not a user? Sign up here!](#)

Figure 2: Sign In Screen

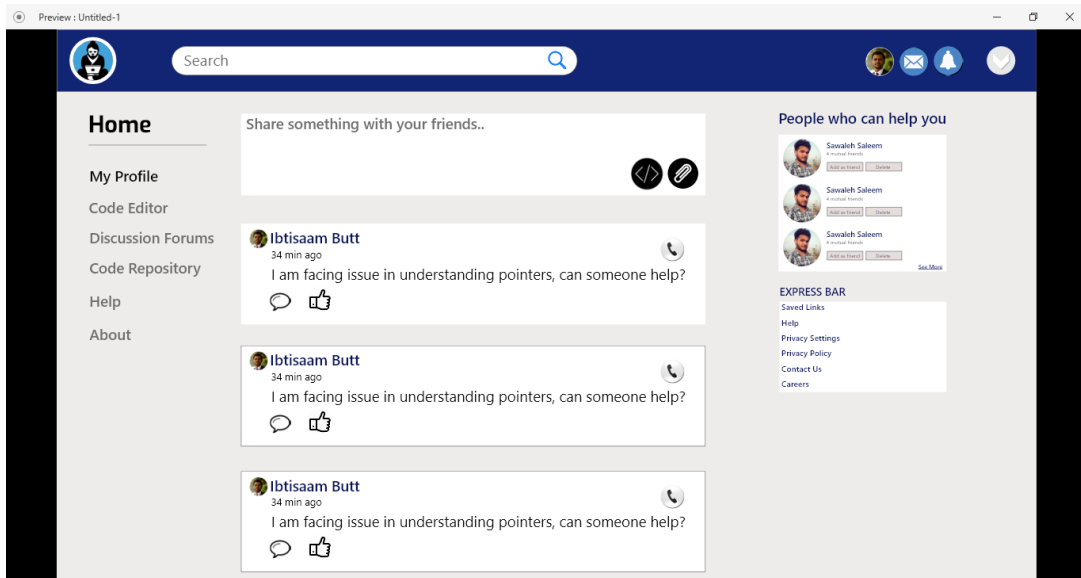


Figure 3: Homepage of our App

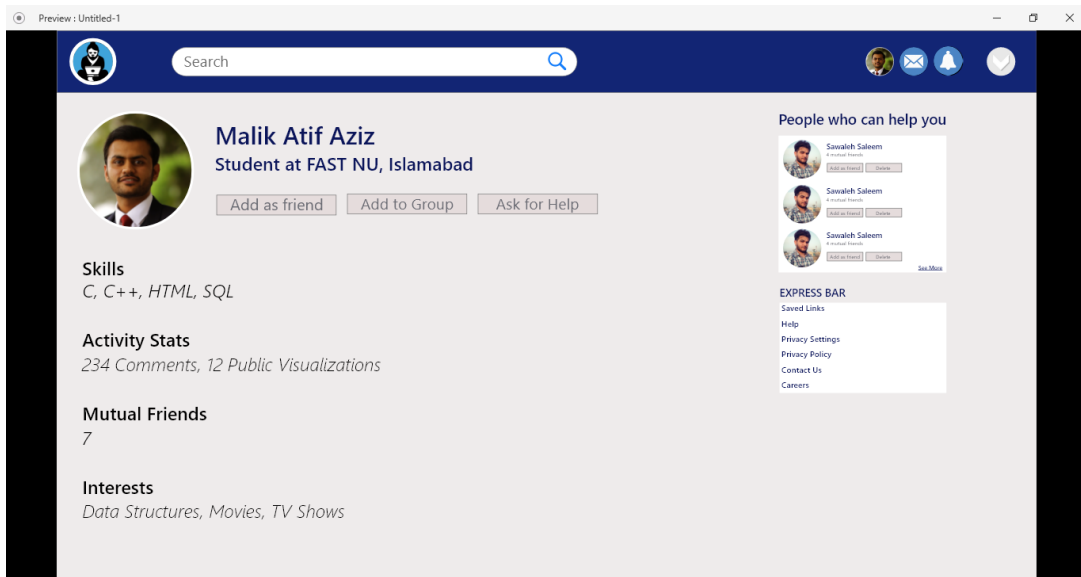


Figure 4: User Profile Page

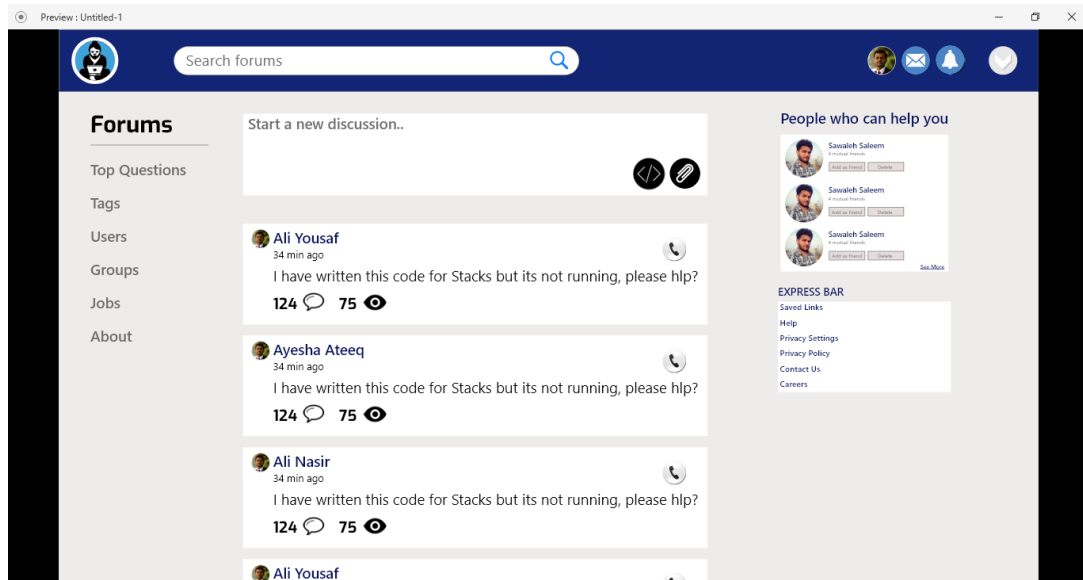


Figure 5: Discussion Forums

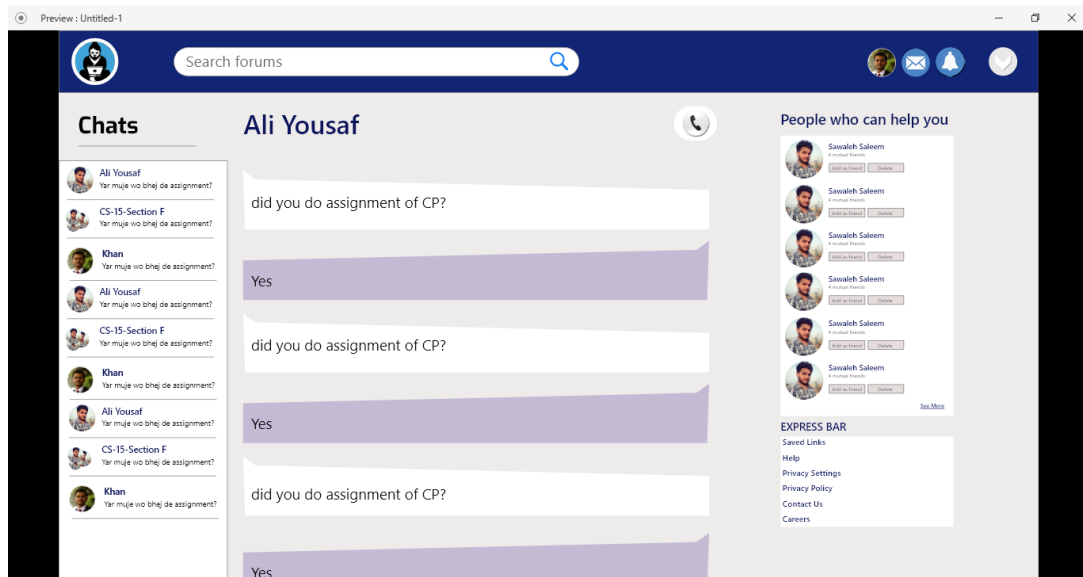


Figure 6: Messages (Group & Individual)

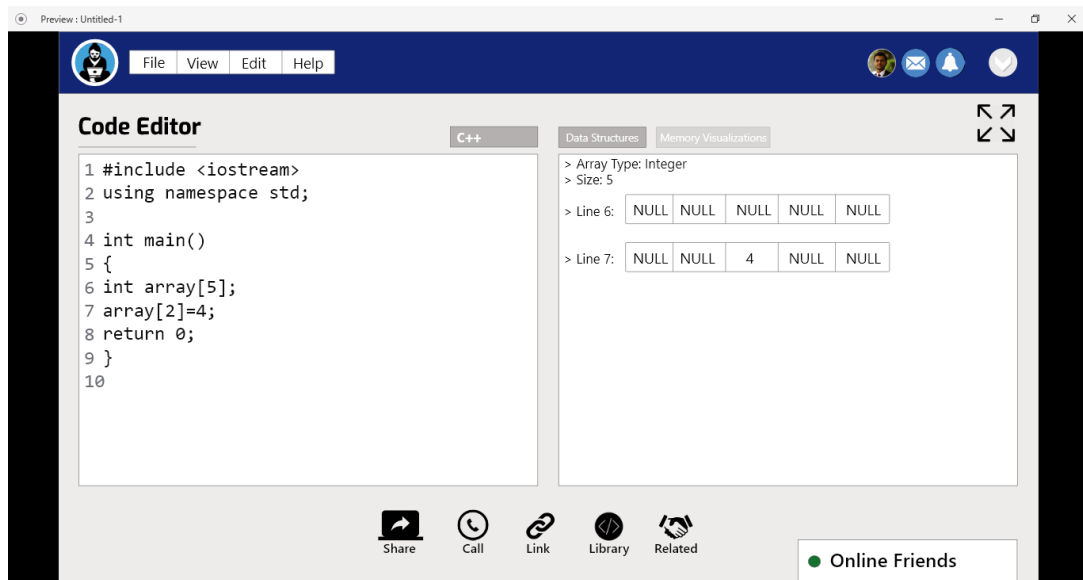


Figure 7: Code Editor (Data Structures Mode)

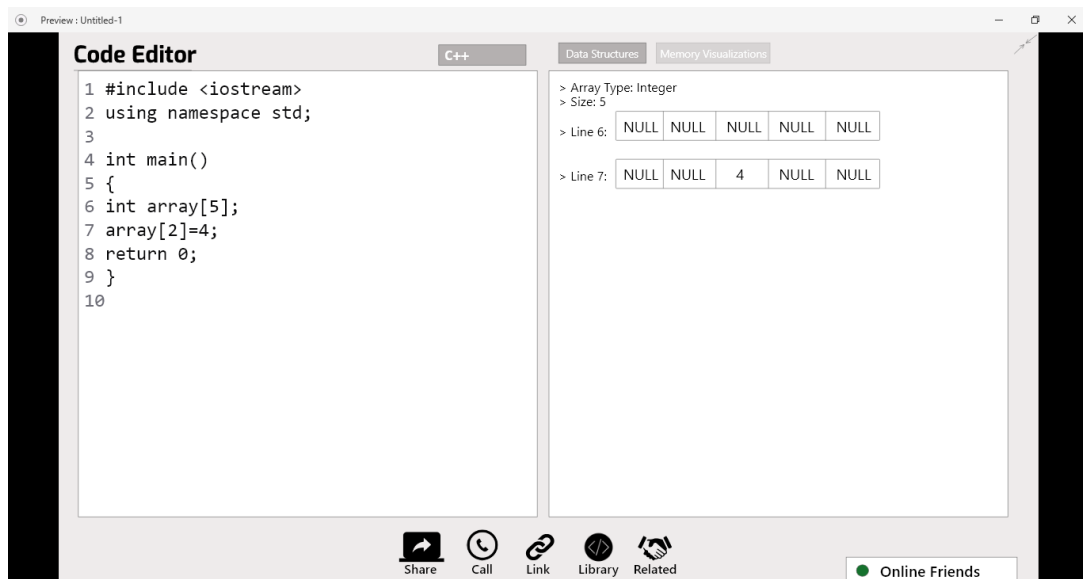


Figure 8: Code Editor (Full Screen)

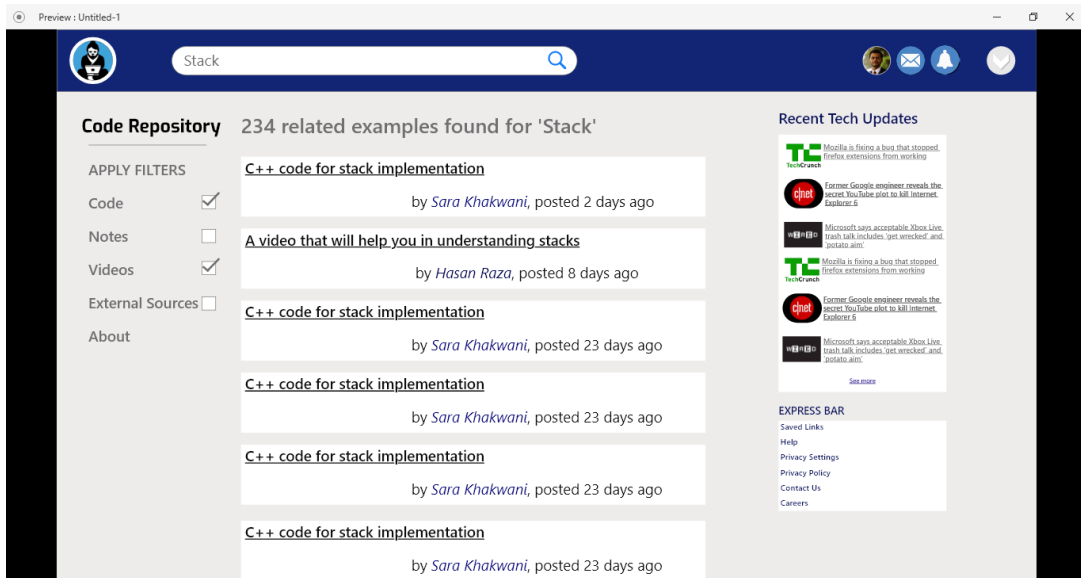


Figure 9: Code Repository

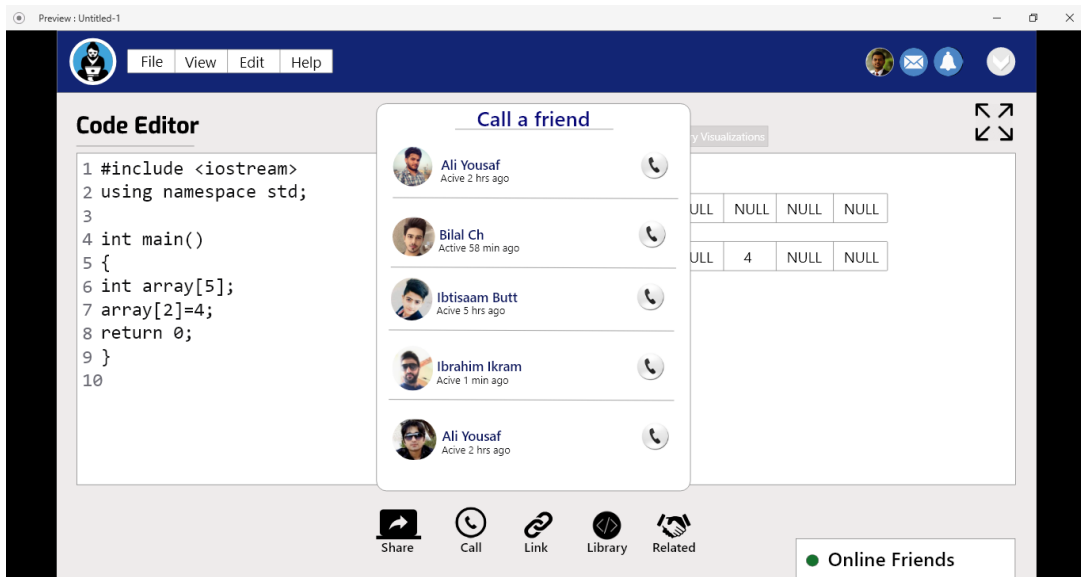


Figure 10: Call Editor (to call a friend)

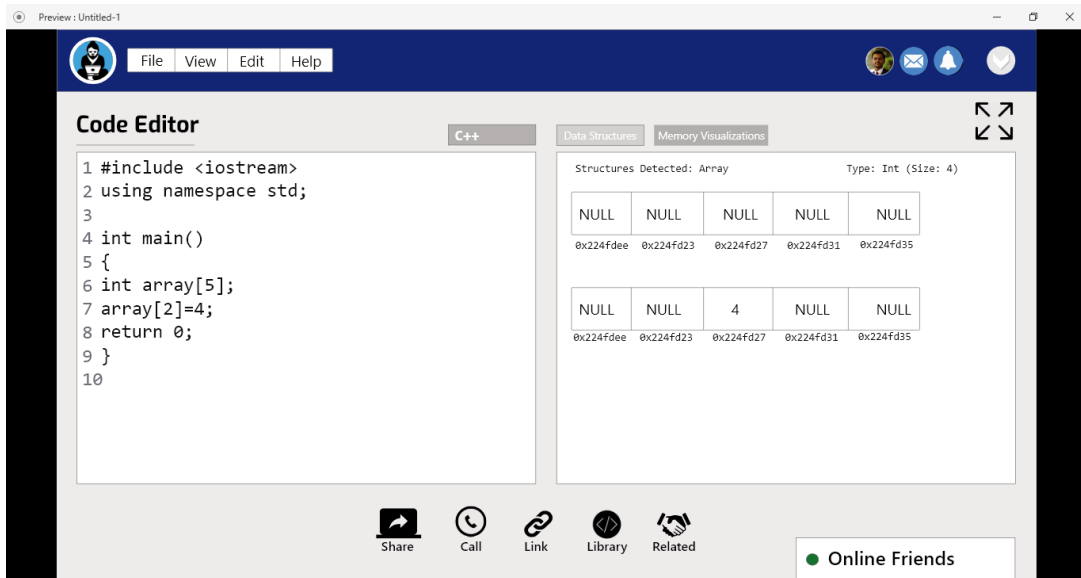


Figure 11: Code Editor (Memory Mode)



Figure 12: Call Screen



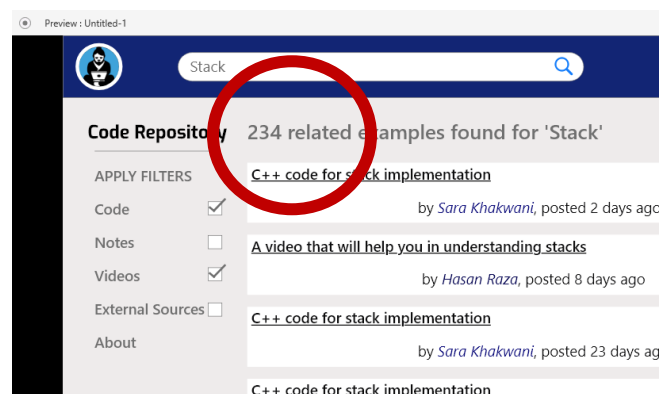
Figure 12: Call Screen (on call)

II. Heuristic Evaluation

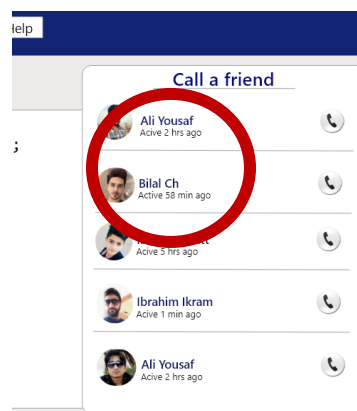
Visibility of system status



Button changes as the request is sent

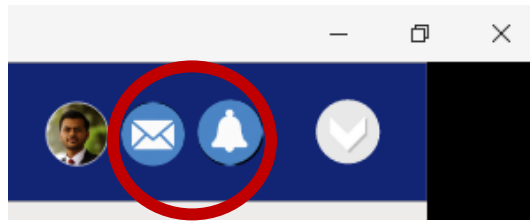


When a user searches for any keyword in Code Files



Showing last online status of added people

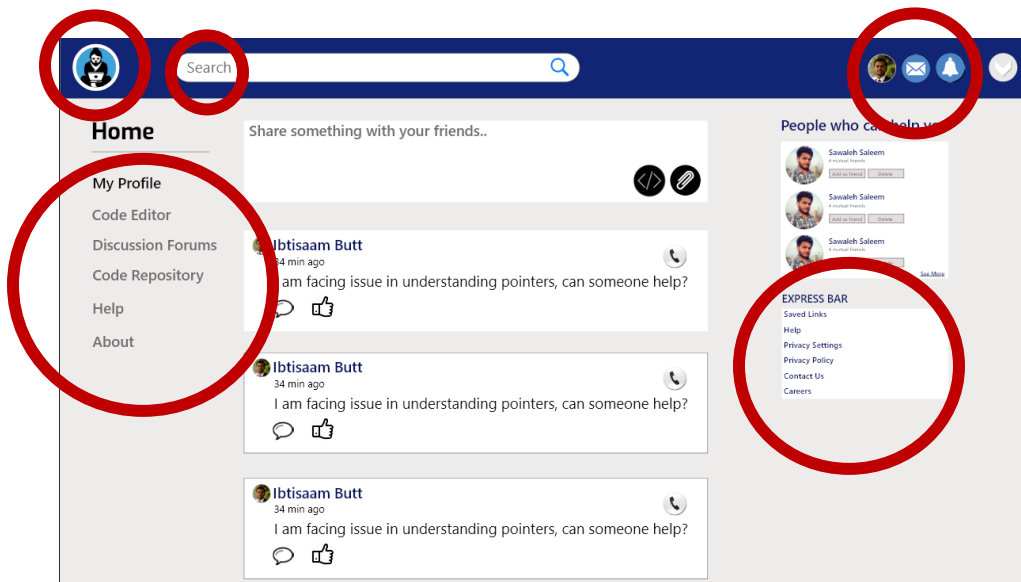
Match between system and the real world



Buttons depicting their use

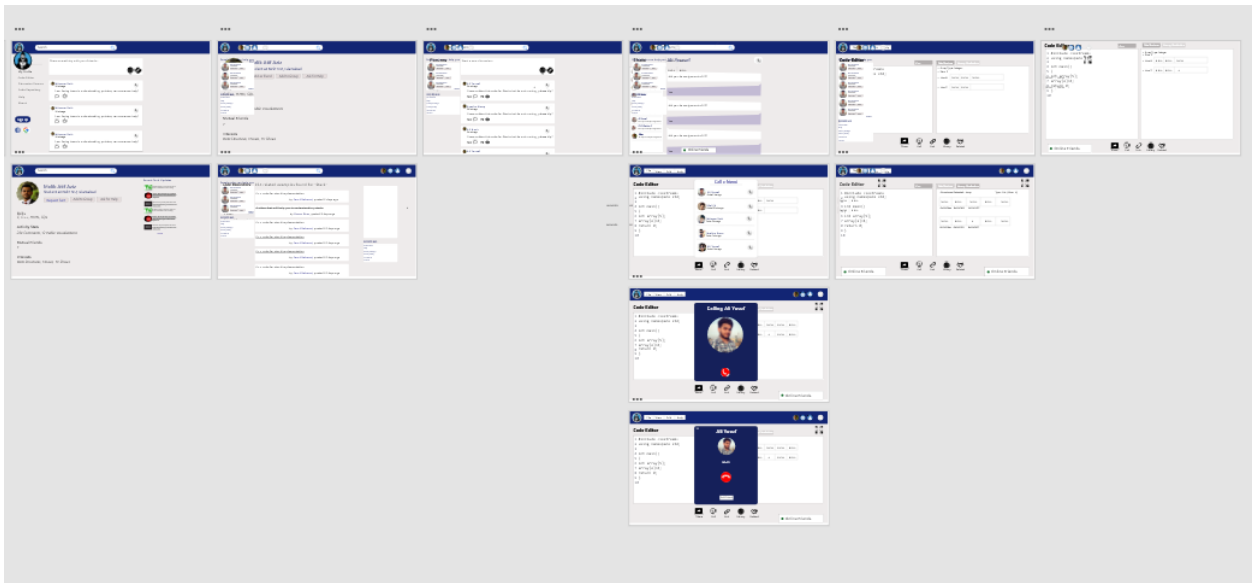
Apart from this, all buttons are demonstrating their use which is a match between system & real world. All information being presented is in logical order. Navigation through application is simpler and very less in fact.

User control and freedom



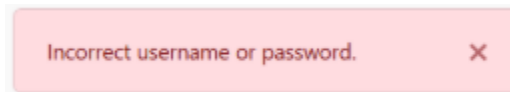
1. Master page contains link to all pages where user wants to go
2. Logo on top left can take user to homepage immediately
3. In order to go through all pages, and user just needs to click 7/8 times as being shown in the video submitted too.

Consistency and standards

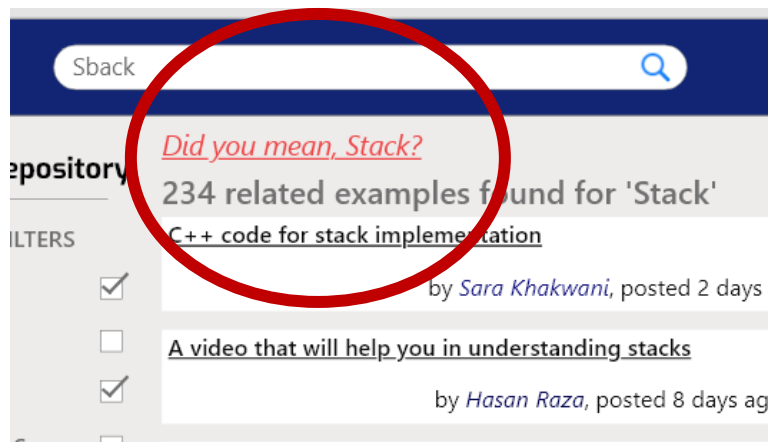


1. All pages follow consistent coloring
2. All pages are following Web Application design principles
3. All pages are having master page design, which means it follows the basic template of common buttons (header and left bar).

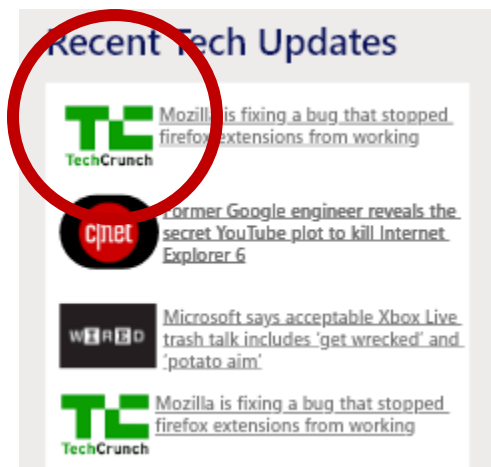
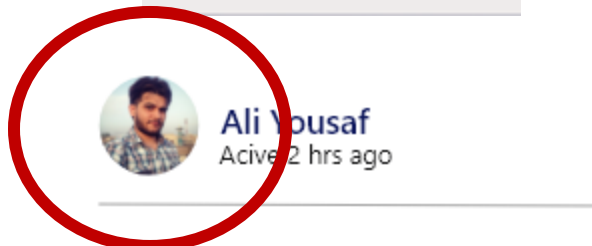
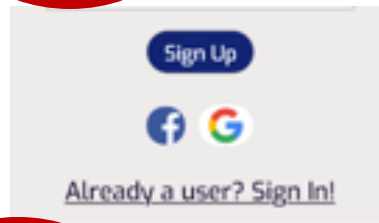
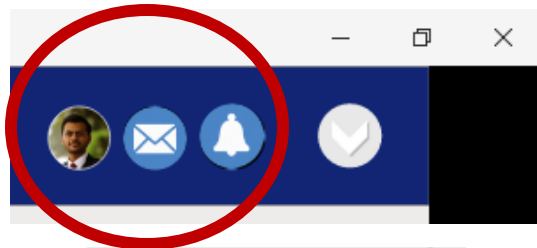
Error prevention



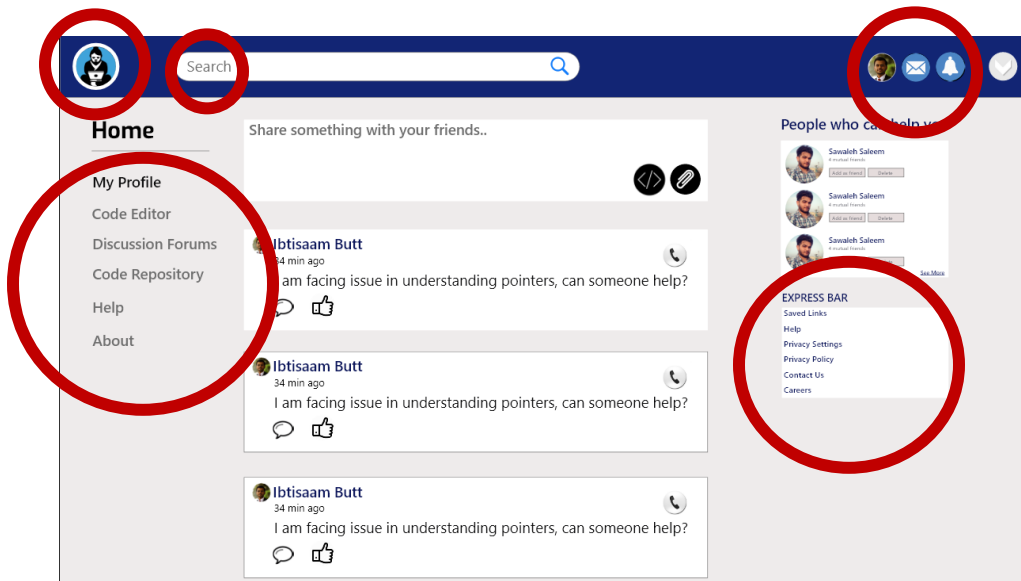
1. Prompting users with incorrect password
2. There is no room for error in the app as no data entry options available
3. Entire application is having selection option, not depending upon user inputting text or data



Recognition rather than recall



Flexibility and efficiency of use

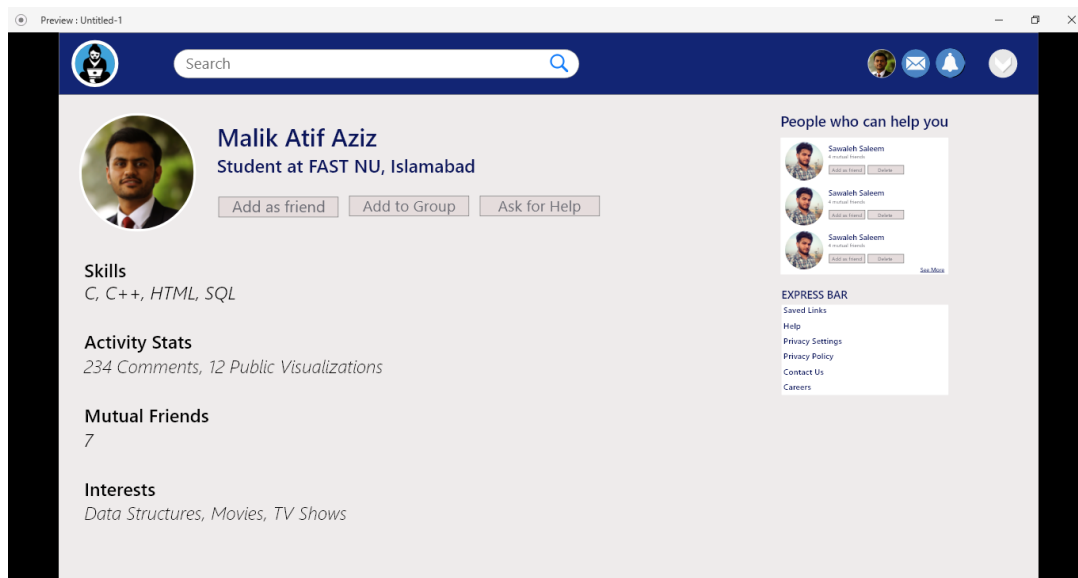


Master page contains link to all pages where user wants to go

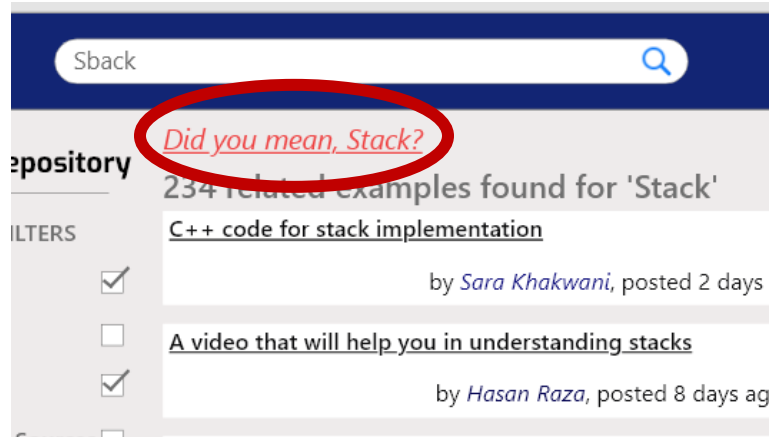
Logo on top left can take user to homepage immediately

In order to go through all pages, and user just needs to click 7/8 times as being shown in the video submitted too.

Aesthetic and minimalist design



Help users recognize, diagnose and recover from errors



Help and documentation

