

Creating User Interface Mockups For Extreme Excavation Extrapolator

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Mockup 1



Unfortunately, Balsamiq was experiencing technical difficulties, so Wireframe.cc was used as an alternative. It's a rather bare bones wireframe software, though the tools it did have are sufficient to provide a schematic of a possible layout for the web app.

While creating this design, simplification was the underlying goal of this wireframe. Emphasis is placed on providing only the necessary visualizations and options to run the app.

Instead of utilizing a side menu bar detailing the steps of the app, it was thought that having the various options on top would be a more streamlined approach. That way it might prove to be a little more intuitive that one need not go through all the steps each time in order to view a portion of the necessary data. Should only seepage rate be needed then the user can simply navigate to said option and put in the necessary data. However, having a help section that goes in depth into the functions of the app could prove useful, especially if the user should run into unfamiliar terms or if the layout should prove to be less intuitive than anticipated.

Mockup 2

A Web App

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www.tethysplatform.org

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Step 1

Zoom into approximate location of build site and draw a polygon representing a building footprint

Step 2

Choose a cut depth (ft) of (m)

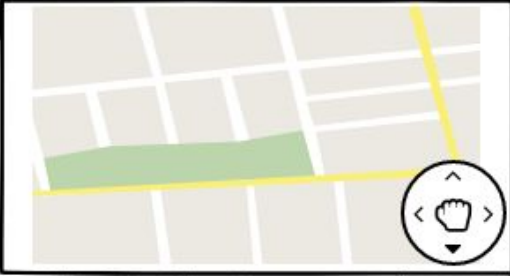
Cut Depth (ft) ▾

Cut Depth (m) ▾

View your results in the bottom right corner of this page.

If you experience any bugs or have any suggestions for improvement of this app, please send us an e-mail at:
genericgmailuser@gmail.com

Draw building footprint below.
Right click to close the border once completed.



Results:

Ideal Cut Slope = __ to __

Expected Infiltration = __

ft³/s ▾

Area of polygon = __

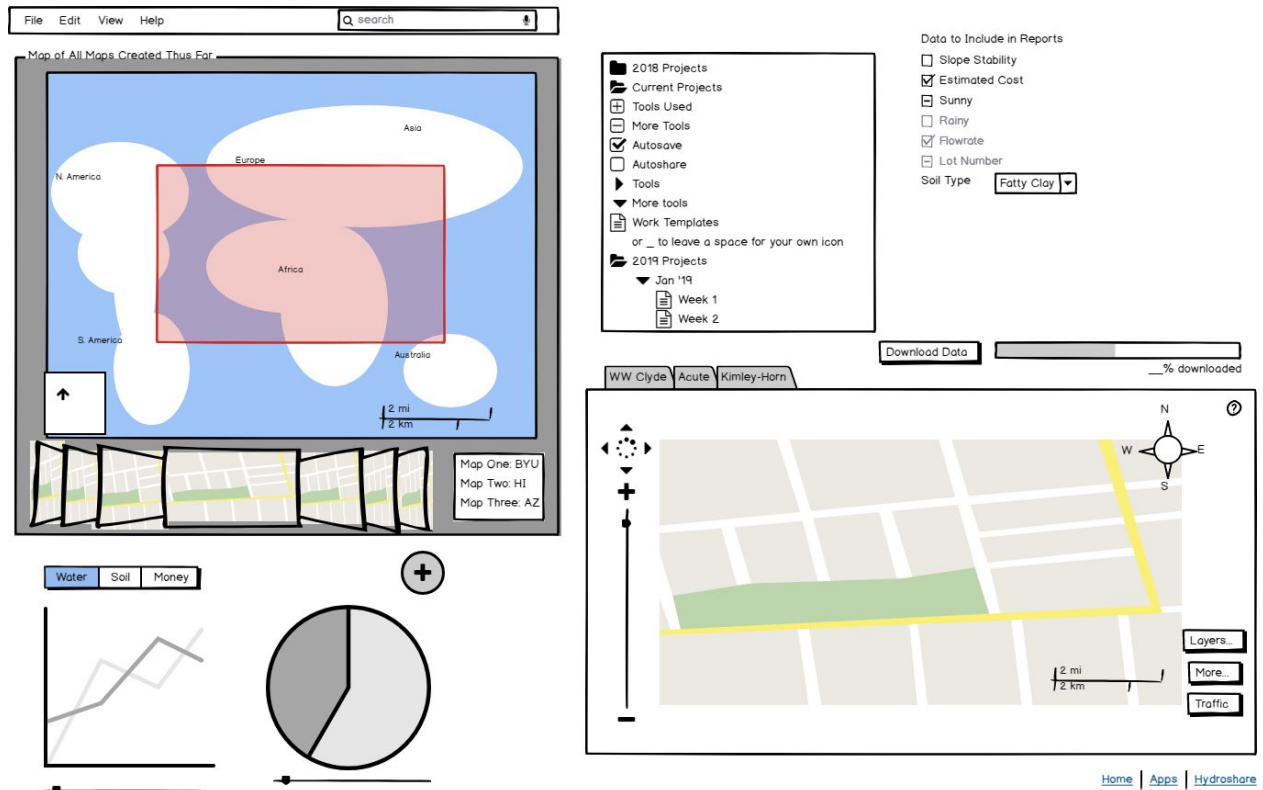
Parameter of Polygon __

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This mockup was made using Balsamiq. The user can use the drop down menus in order to select cut depths in either feet or meters. The map will be interactive and allow users to draw and approximate building footprint directly on the map. Basic pan, zoom, draw, and reset tools will be available to use with the map. After the user completes their inputs, the results for infiltration, ideal slope, polygon area, and polygon parameter will be displayed in the bottom right corner.

Mockup 3



This mockup was also created on Balsamiq. Some helpful features of this wireframe are a place to see the location of each project on a map (top left corner), as well as a more close-up and interactive version of the map (bottom right). In the bottom left corner is a place to display data from different data sets represented on various graphs. By clicking the circular + button above the pie chart, another graph may be created. In the top right corner is a place to toggle layers, tools used, apps, ambient conditions, as well as a place to browse and select the desired project. There is also a place to download data (above the interactive map frame).