Wireframing Document

Project Name: Mushroom Classification

Website Live Link: *Click Here*
Revision No: 1

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Abstract

This wireframe document outlines the design and layout of the Mushroom Classifier web application. The primary goal of this application is to provide users with an intuitive platform to classify mushrooms based on their characteristics. The document presents detailed wireframes for key pages including the Homepage and Results Page. Each wireframe is meticulously crafted using a design tool - **Balsamiq**, ensuring a clear and user-friendly interface.

The wireframes are annotated with descriptions to explain the functionality and user interactions, providing a comprehensive guide for the development team. The document also includes a review process for refining the designs based on stakeholder feedback. By offering a visual representation of the application's structure, this wireframe document serves as a critical blueprint, facilitating efficient development and ensuring a seamless user experience.

Chapter 1: Homepage

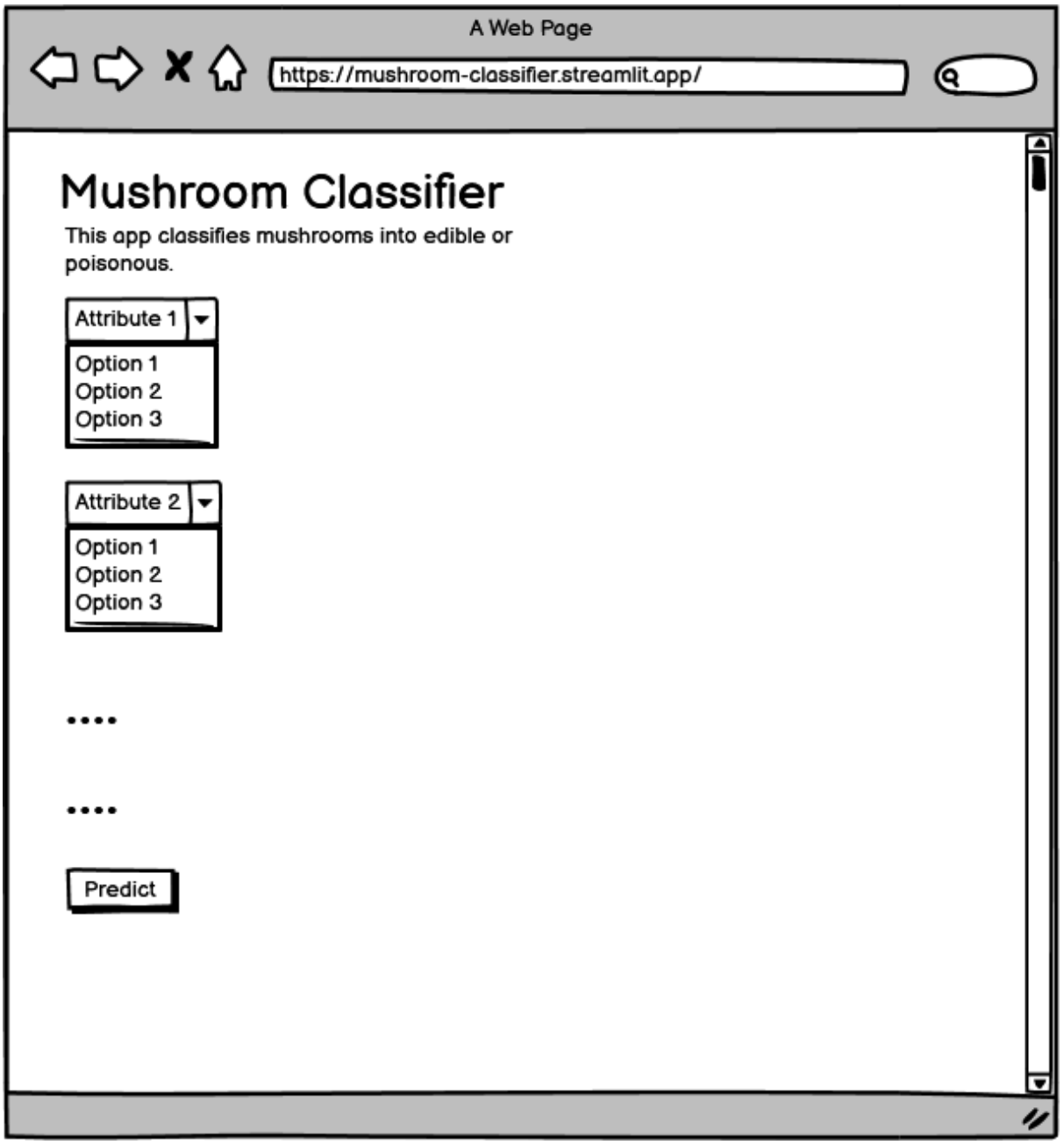

Fig: Home Page of the Website

The homepage of the Mushroom Classifier web application serves as the initial interface that welcomes users to the platform. It features a simple and clean design, ensuring that users can easily navigate through the available options. At the top, there is a clear and concise title, "Mushroom Classifier," followed by a brief description that informs users about the purpose of the application - classifying mushrooms into edible or poisonous categories. This introductory text provides context and helps users understand the functionality of the tool at a glance.

The main interactive elements on this page are the attribute selection dropdowns. Each dropdown menu allows users to select specific characteristics of the mushrooms they want to classify. For instance, attributes like colour, shape, size, and texture can be chosen from these menus. This intuitive design ensures that users can input data efficiently without any confusion. The attributes are labelled clearly, and each dropdown contains a set of predefined options, making the data entry process straightforward and user-friendly.

At the bottom of the input section, there is a "Predict" button. Once users have selected the relevant attributes from the dropdown menus, they can click this button to trigger the classification process. This action will process the input data through the trained machine learning models and provide the classification results. The minimalist and functional design of the homepage ensures a seamless user experience, guiding users through the classification process with ease and clarity.

Chapter 2: Results Page

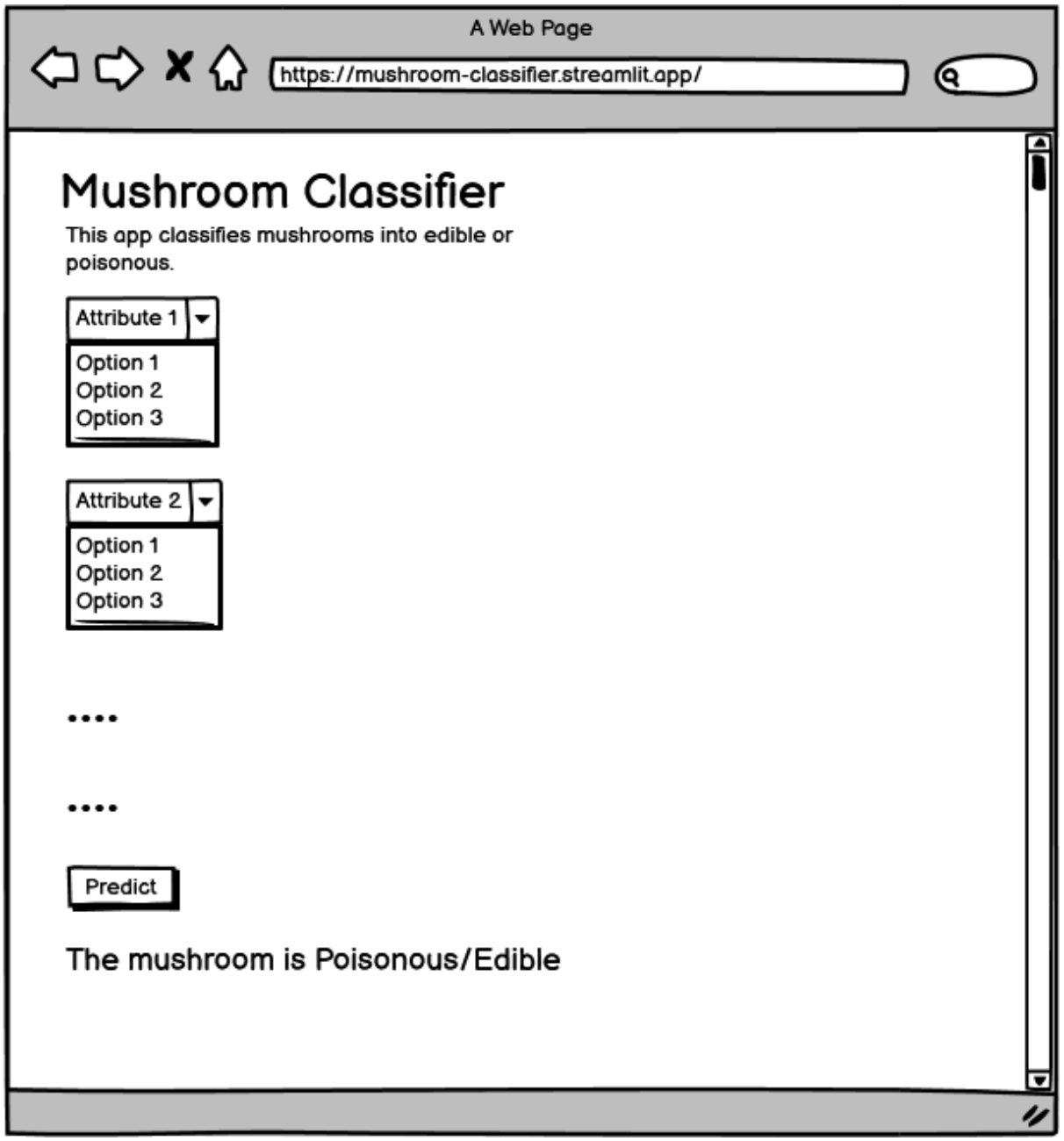

Fig: Results Page

The results page of the Mushroom Classifier web application is designed to display the classification outcome based on the input attributes provided by the user. At the top of the page, the header and introductory text remain consistent with the homepage, reiterating the purpose of the application. This consistency helps maintain a cohesive user experience as they transition from entering data to viewing results.

Below the input section, where users selected various mushroom attributes, is the "Predict" button. Once this button is clicked, the system processes the input data through the ensemble model comprising multiple machine learning algorithms. The results of this classification are then displayed

prominently on the screen. The result message, which indicates whether the mushroom is "Poisonous" or "Edible," appears in a clear and concise manner, ensuring that users can quickly understand the outcome of their query.

The layout and design of the results page are kept simple and uncluttered, focusing the user's attention on the classification result. This straightforward approach helps users easily interpret the results without any distractions. Additionally, the use of clear and bold text for the result message enhances readability and ensures that the critical information is immediately noticeable. This design choice contributes to an overall user-friendly experience, making it easy for users to navigate the application and obtain the information they need efficiently.

Conclusion

The wireframing document for the Mushroom Classifier web application outlines a streamlined and user-friendly interface designed to facilitate the easy and efficient classification of mushrooms as either edible or poisonous. The document presents a clear visual structure of both the homepage and results page, ensuring that users can intuitively navigate the application. By focusing on simplicity and clarity, the wireframes ensure that users can input data with minimal effort and receive results promptly. The design choices made in the wireframes aim to enhance the overall user experience, making the application accessible to a wide range of users, from mycology enthusiasts to individuals seeking quick information on mushroom safety.

In addition to providing a detailed layout, the wireframing document also emphasises the importance of consistent design elements and clear communication of results. The inclusion of detailed annotations and descriptions in the wireframes ensures that developers and designers have a comprehensive guide for implementation. This document serves as a crucial blueprint for the development phase, helping to ensure that the final product meets user needs and expectations. Ultimately, the wireframing document plays a vital role in translating the conceptual design into a functional and effective web application that delivers reliable and user-friendly mushroom classification.