



HUMAN COMPUTER INTERACTION

Project 2 – Horizontal Prototype Model

Julian Jürgen Janson – 2548428

Hassan Mahmoud Soliman – 2576774

Koushik Chowdhury – 2572865



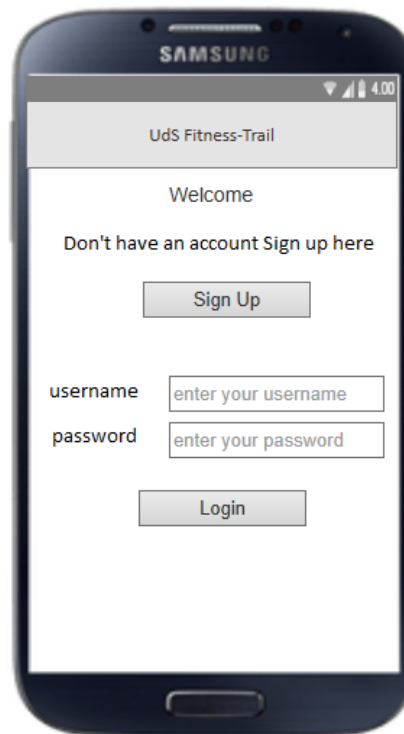
TASK 5 (A)

Design Decisions: -

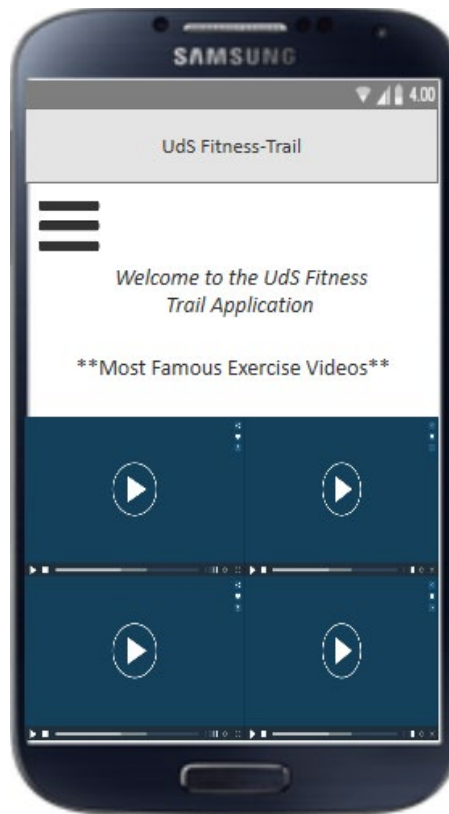
- Target mobile platform is Android, which is the most common platform between users.
- Background color is white and the text is black, so that this can provide very high contrast
- On the "Achievements" screen, different metrics are placed in a circular manner, which is similar to most sports applications, so this adds to consistency

Horizontal Walkthrough: -

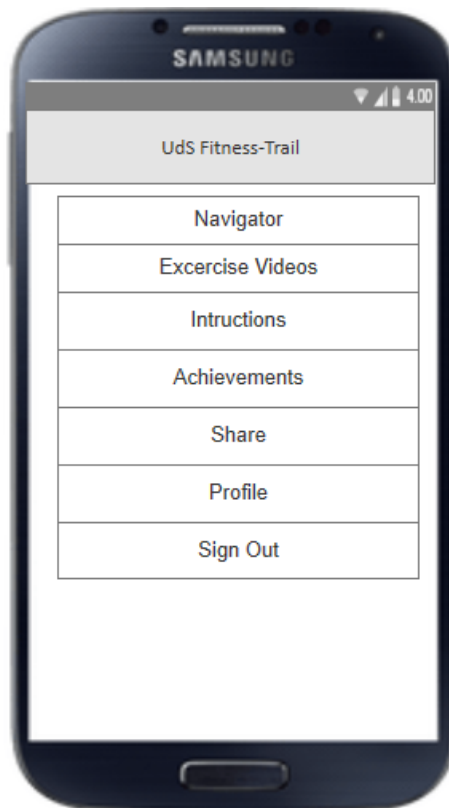
- Entry point of the application.



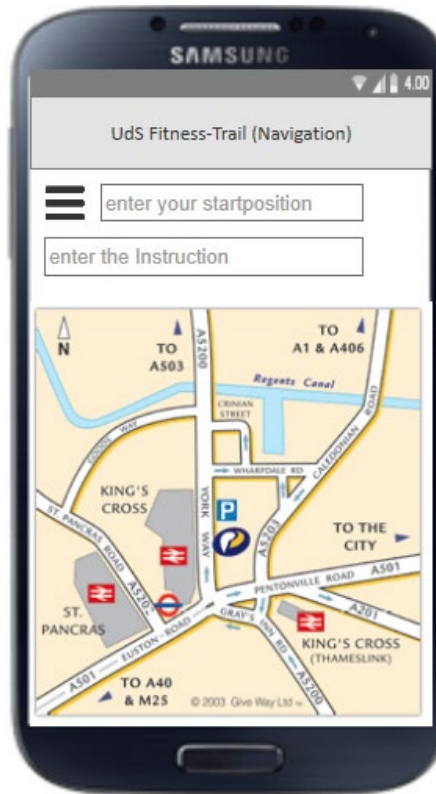
- For testing purposes, you can login to the app with these credentials.
- Username: admin, Password: admin.
- When a user login, a welcome screen shows up as follows.



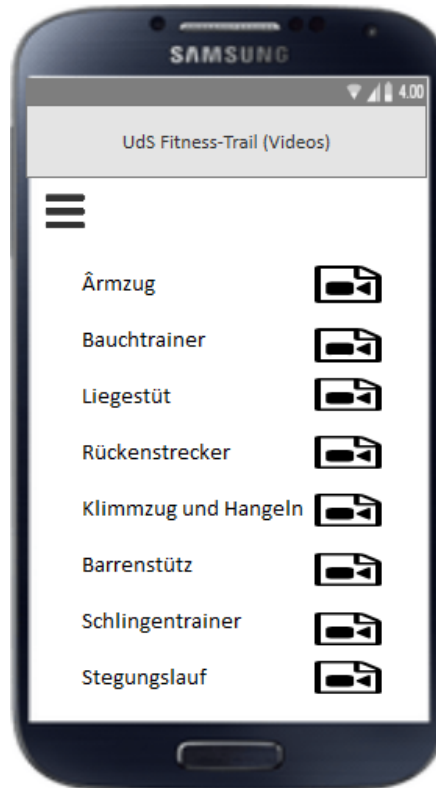
- When user clicks on the menu icon, a screen with all the menu items shows up as follows.



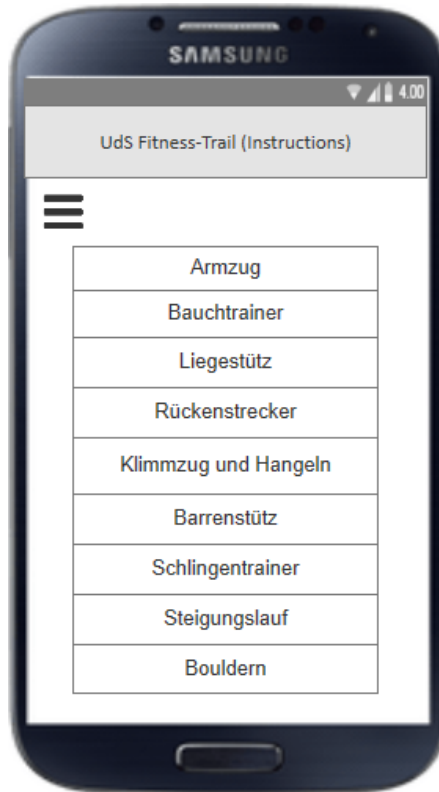
- When user clicks on "Navigator" button, this screen shows up.



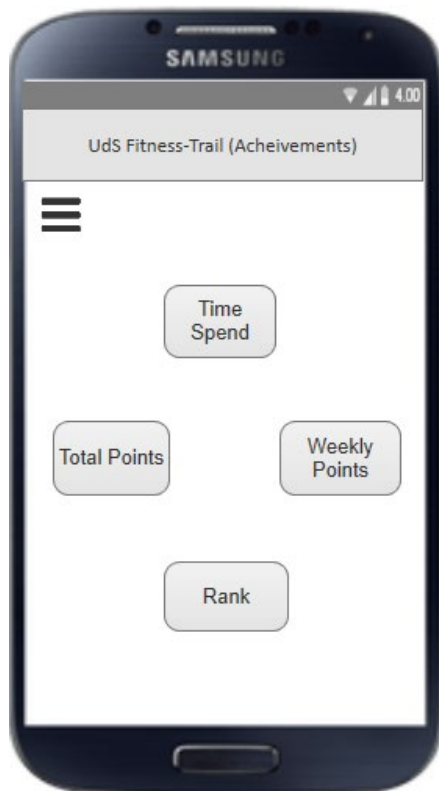
- When user clicks on "Exercise videos" button, this screen shows up.



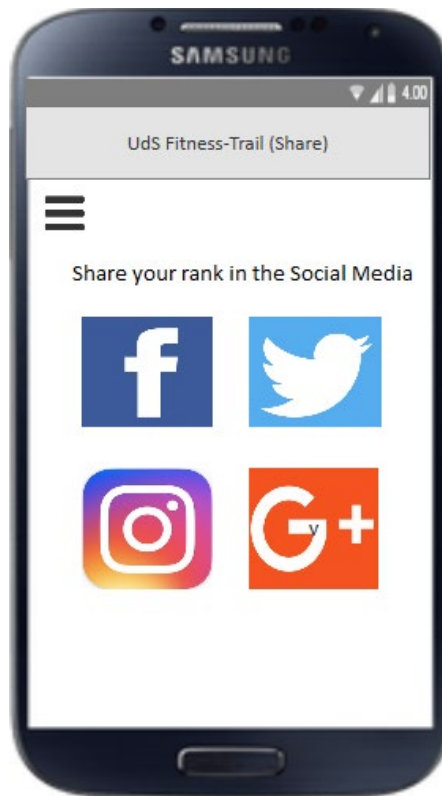
- When user clicks on "Instructions" button, this screen shows up.



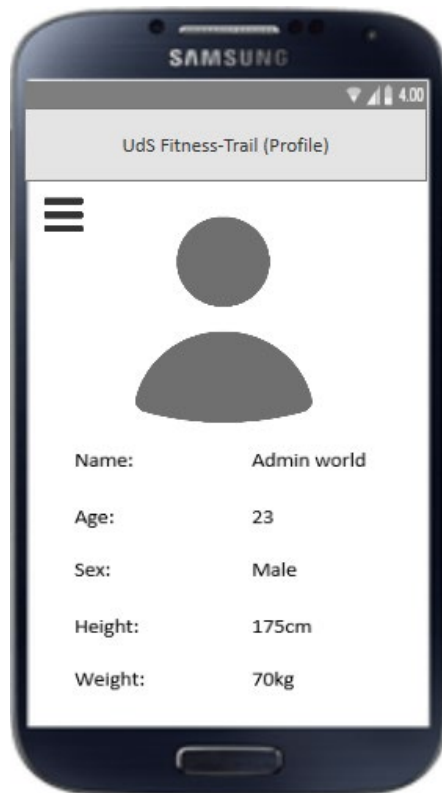
- When user clicks on "achievements" button, this screen shows up.



- When user clicks on "Share" button, this screen shows up.



- When user clicks on "Profile" button, this screen shows up.



- When user clicks on "Sign out" button, login screen shows up again.

