

# UNI Planning Document

***Compiled and created by:***

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# Preface

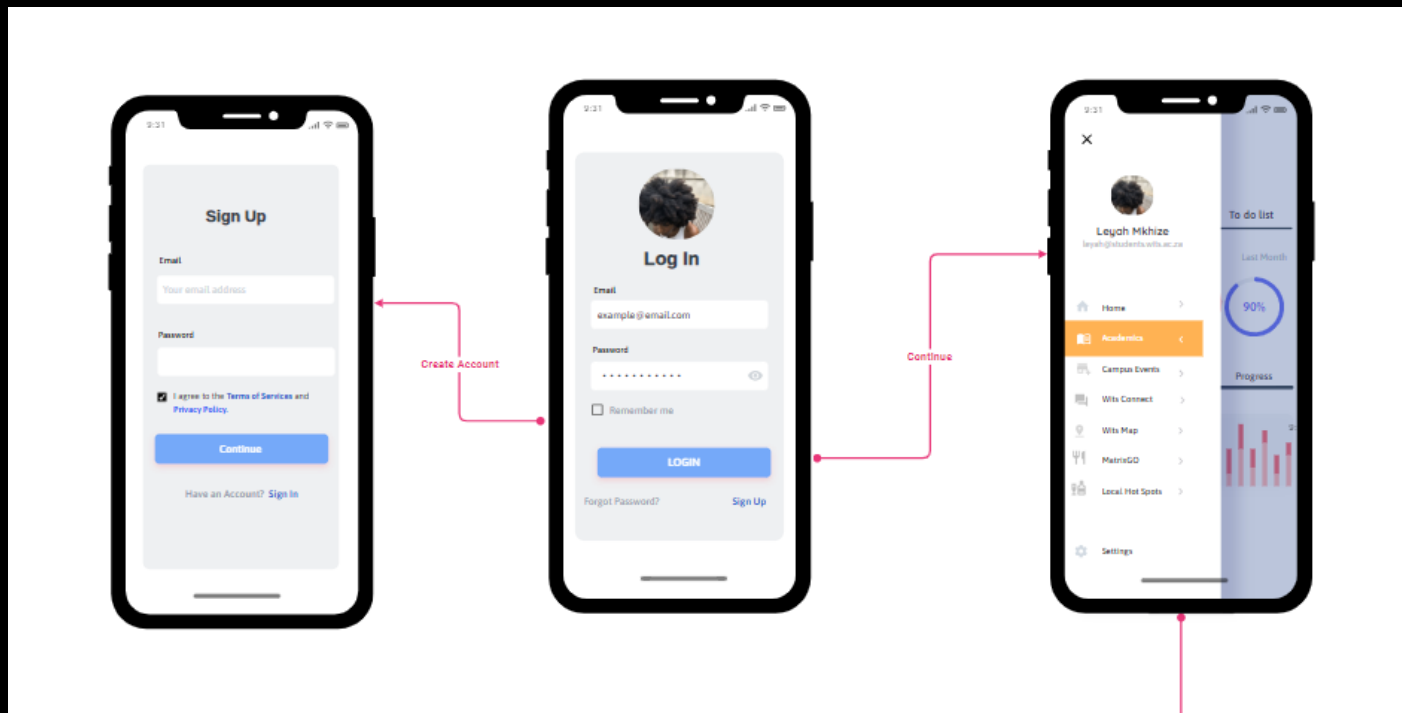
The following document serves as an aid to the other materials we have put together, the planning document is something of an unorthodox “behind-the-scenes” into how our project came to be. What differentiates this from the pitch deck is that this is a more informal presentation which allows this document to cover much more nitty-gritty details.

That said, we can get started on arguably the most important bit of planning that we could not include in the pitch - our wireframes.

# Wireframes & Wireflows

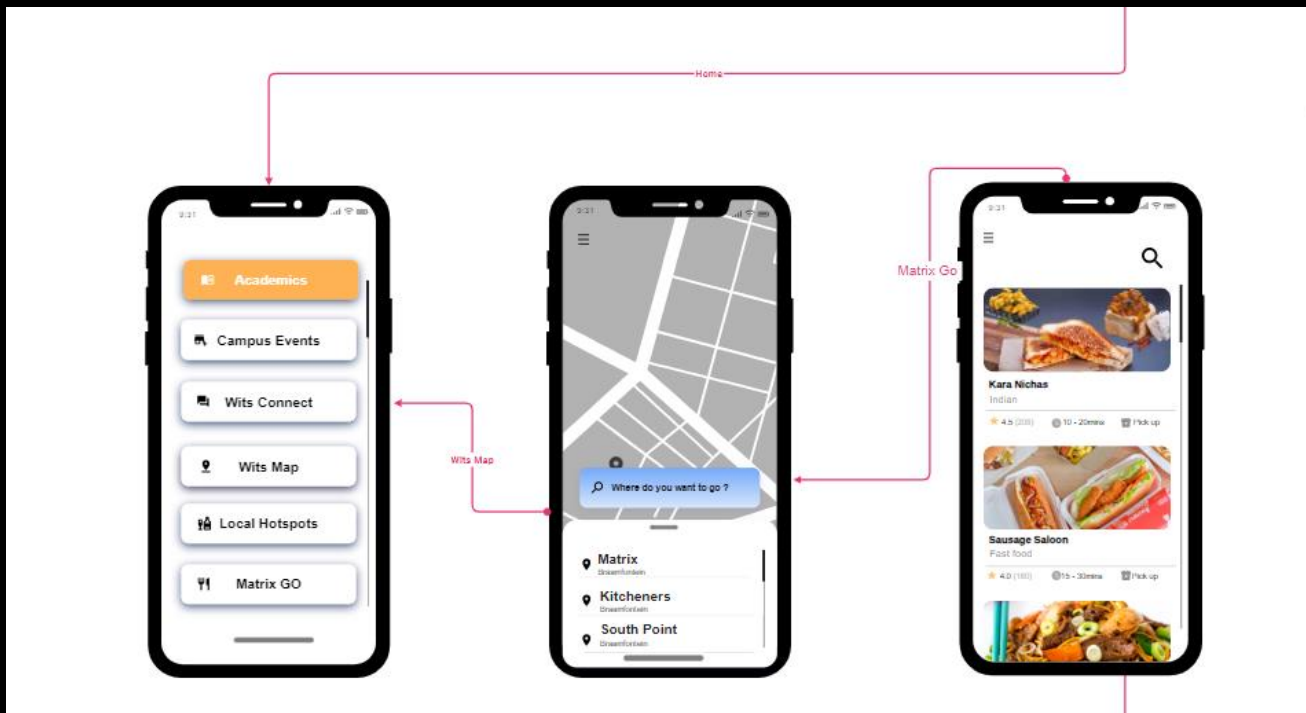
*The early stages of a project are outlined in wireframes and wireflows, which provide a visual representation of the concepts being developed for everybody involved. They serve as a common language that enabled us to cooperate as well as understand how things will be organized. By allowing us to experiment with concepts, adjust rapidly, and gain feedback early on, the use of wireframes and wireflows ultimately saved us a lot of time. They helped keep us on track in creating something that really performs for users by outlining the flow of the product and emphasizing its functionality above its aesthetics. They served as our ideas' skeleton, directing us through the remainder of the design and development process.*

# Wireframes & Wireflows



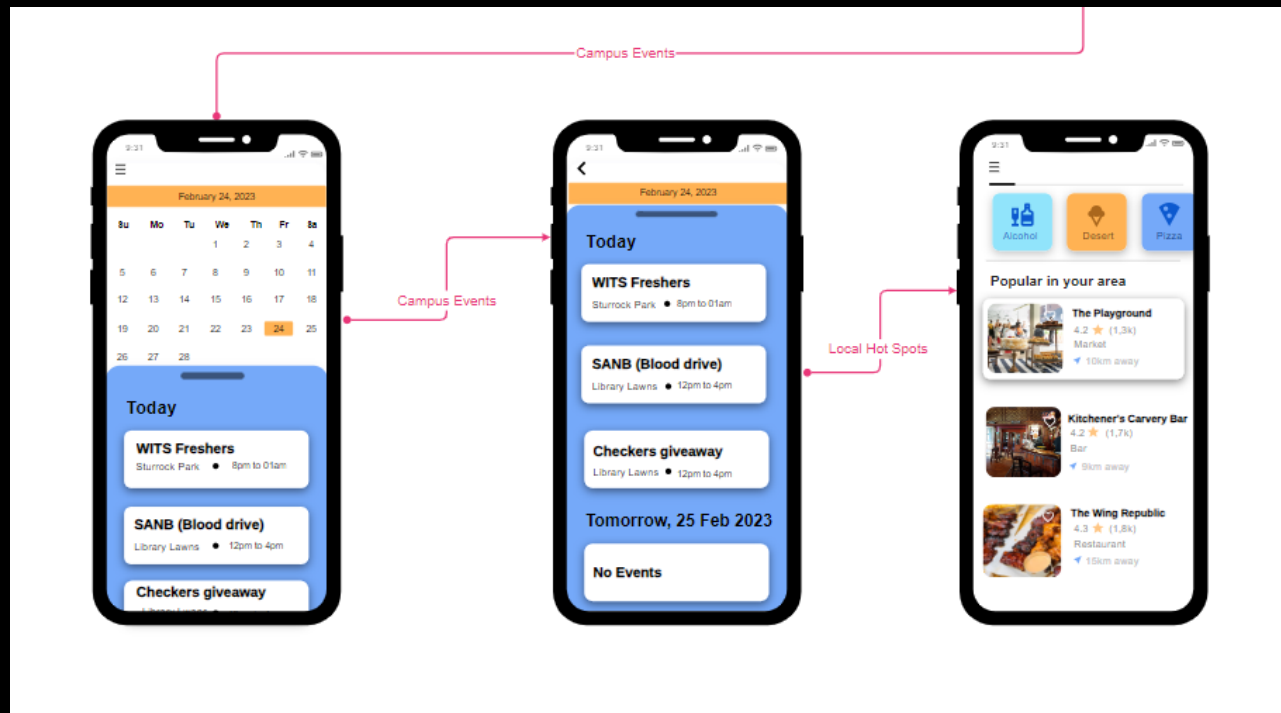
*The wireframes illustrate the process of signing up, logging in and then how the users are taken to the home screen. Essentially the flow of the app here would be that first-time users are greeted with a sign-up option, wherein they would fill in their student email address and with the use of Google authentication, we would be able to ensure both new and current users are still enrolled at Wits and not just anyone can sign up for UNI.*

# Wireframes & Wireflows



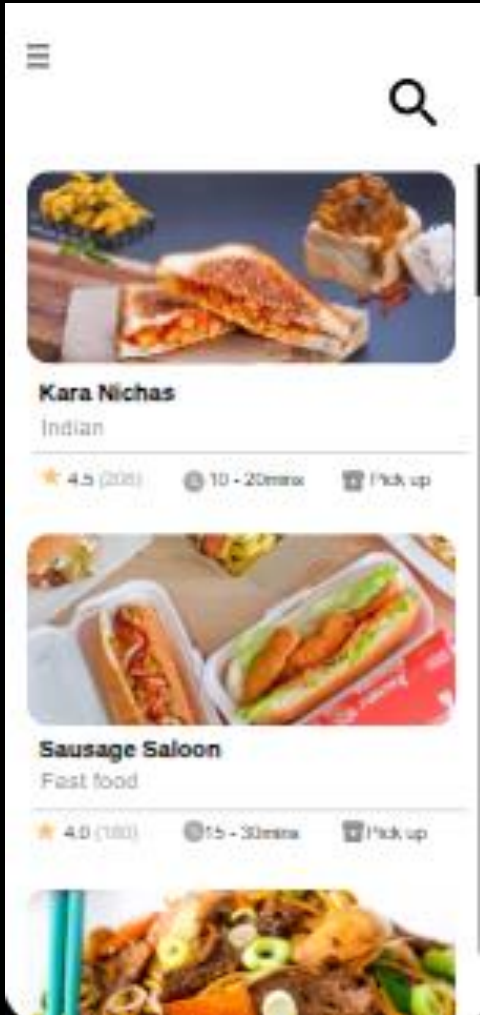
*In what would eventually become the 'home screen' we have several options for users to choose from, the campus events feature, WitsConnect, Wits Map, Local Hotspots & MatrixGO. The Wits Map feature would have allowed users to get in-depth directions and information regarding Wits and the surrounding areas. MatrixGO which is arguably one of the biggest stars of the show allows users to place orders at various restaurants on campus, however, for the purpose of the demo, it would be strictly relevant to restaurants at the Matrix.*

# Wireframes & Wireflows



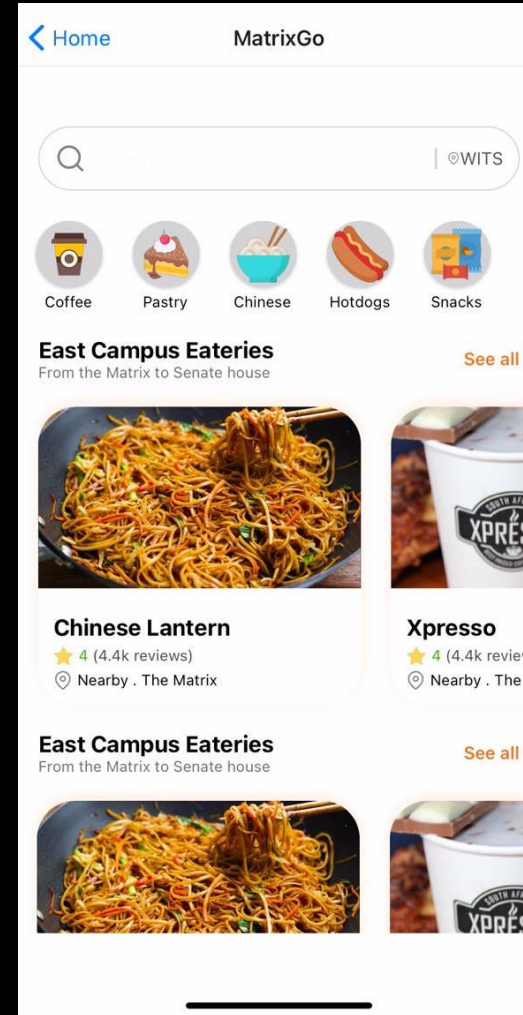
*The other features of the app would be Campus Events & Local Hotspots. Campus Events was a feature that would grant access to a calendar that would auto-update with events in and around campus, this would be especially helpful when paired with the academic aspect as when assignments are released UNI would create a reminder for the user. Local hotspots are simply that, a way for users to find the “in thing” in town at the moment. What would differentiate this feature from something like Google Maps is that ideally UNI would screen all the venues it has on the app in terms of safety, student-friendliness and of course how cost-effective it is to the average student.*

# Wireframes Vs Current Prototype



MatrixGo Wireframe

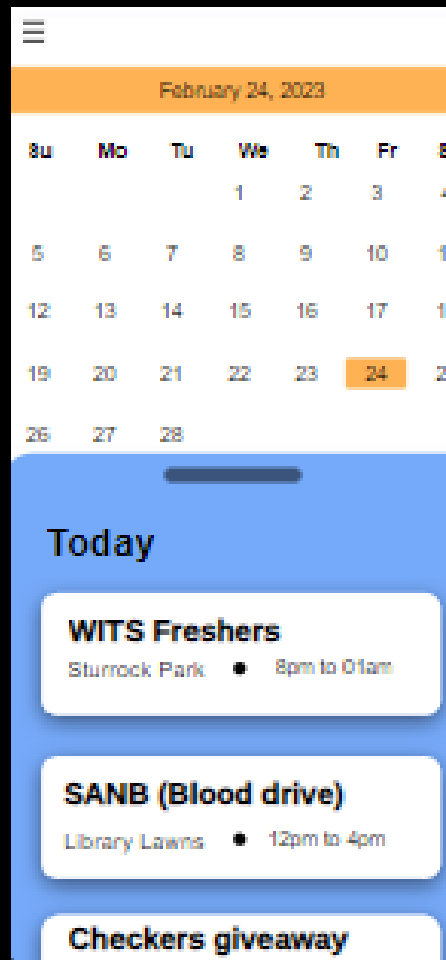
One of the creative aspects we pride ourselves on is how well we have been able to translate the wireframes into our actual prototype.



MatrixGo prototype

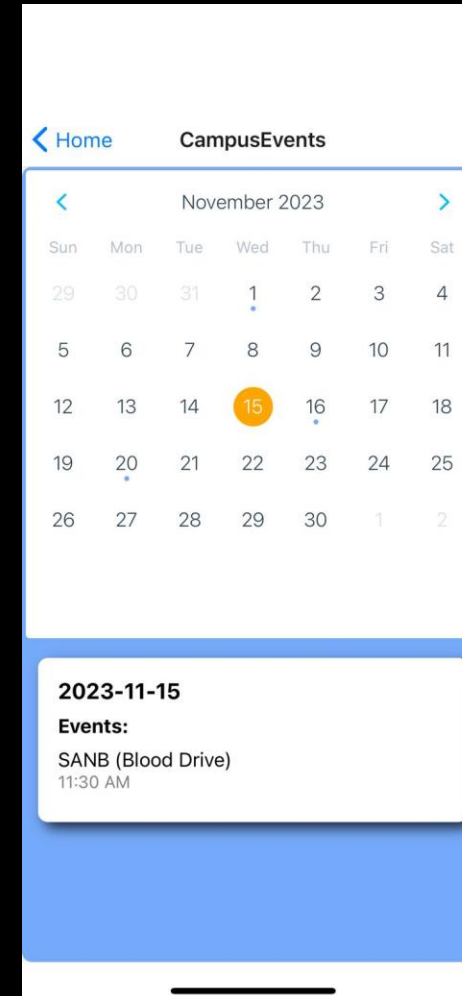
The wireframes were in many ways the guidebook we used to best encapsulate how the app would look from a UI perspective.

# Wireframes Vs Current Prototype



Campus Events Wireframe

Another advantage of having the wireframes was that we could use them as the blueprint but also keep enough creative liberty to add to the prototype.



Campus Events Prototype



# Behind the behind-the-scenes

```

1 import React from 'react';
2 import { View, Text, TouchableOpacity, Image, ScrollView, StyleSheet } from 'react-native';
3 import { featured } from '../constants';
4 import { themeColors } from '../theme';
5 import * as Icon from 'react-native-feather';
6 import { useNavigation } from '@react-navigation/native';
7
8 export default function CartScreen() {
9   const restaurant = featured.restaurants[0];
10  const navigation = useNavigation();
11
12  return (
13    <View style={styles.container}>
14
15      /* Prep/Delivery Time */
16      <View style={[styles.prepTime, { backgroundColor: themeColors.bgColor(0.2) }]}>
17        <Image source={require('../assets/images/clock.png')} style={styles.clockIcon} />
18        <Text style={styles.prepText}>Prep time: 15-20 minutes</Text>
19        <TouchableOpacity>
20          <Text style={styles.changeText, { color: themeColors.text }}>
21            Change
22          </Text>
23        </TouchableOpacity>
24      </View>
25
26      /* Dishes */
27      <ScrollView
28        showsHorizontalScrollIndicator={false}
29        contentContainerStyle={styles.dishesContainer}
30      >
31        {restaurant.dishes && restaurant.dishes.map((dish, index) => (
32          <View key={index} style={styles.dishItem}>
33            <Text style={styles.quantity, { color: themeColors.text }}>2x</Text>
34            <Image style={styles.dishImage} source={dish.image} />
35            <Text style={styles.dishName}>{dish.name}</Text>
36            <Text style={styles.dishPrice}>R{dish.price}</Text>
37          </View>
38        ))}
39    </View>
40  );
41}

```

This code represents the MatrixGo screen and here's what it's up to: It's basically a visual representation of what a user's cart might look like. First off, it shows how long it'll take for a user's order to be ready—around 15-20 minutes as a placeholder. Then, it lists out all the dishes and items the user has added to your cart. For each item, it would ideally display a picture, the name of the item, and finally its price. And hey, you can adjust the quantity of each item with these neat plus and minus buttons.

At the bottom, it tallies up the total cost of the order and gives the user a "Place Order" button. Once clicked the user is taken to the "Order Received" screen, where their order will be received by the restaurant. The code also sets up all the styles for how things should look and where everything resides on the screen, how big the buttons are, what colours to use, and all those cool shadow effects to make things pop visually. Essentially, it's all about making the user's shopping experience smooth and enjoyable!

# Reconnaissance

## WSOA4105A Digital Arts Project IV Research survey

An anonymous survey gauging the need for a possible app.

What university-related issues do you think can be mitigated with an app? \*

Short-answer text

As a student, what apps assist you in your day-to-day (if any) ? \*

Short-answer text

If a student-focused app was launched by Wits, what top 3 functionality features would you like to see? \*

Short-answer text

Surveys are like the compass of an app; they provide developers with direction by analyzing users' minds. They play a critical role in determining the true needs of consumers and what they want from the app. Imagine creating something wonderful, but it never gets used because it doesn't meet people's needs or expectations. Polls assist in preventing that! They provide hints about users' preferences, dislikes, and ideal worlds, acting as if they were a window into their thoughts. They also serve as a warning about any issues or defects that may be present in the app before it launches.

Surveys were especially important for us because more than anything we needed to understand the potential market we'd be appealing to, and more importantly understand how best to accommodate them.

# Reconnaissance

Questions **Responses 5** Settings

As a student, what apps assist you in your day-to-day (if any) ?

5 responses

- Eskom se push, Google weather
- Microsoft, Uber, Banking app
- Ulwazi, eskomse push
- Schedule, Clock, Canvas
- Notes

Questions **Responses 5** Settings

What university-related issues do you think can be mitigated with an app?

5 responses

- Areas undergoing maintenance
- Navigating campus facilities
- Booking a space in the school shuttle. Paying for library fines.
- Time management
- Course pack delivery

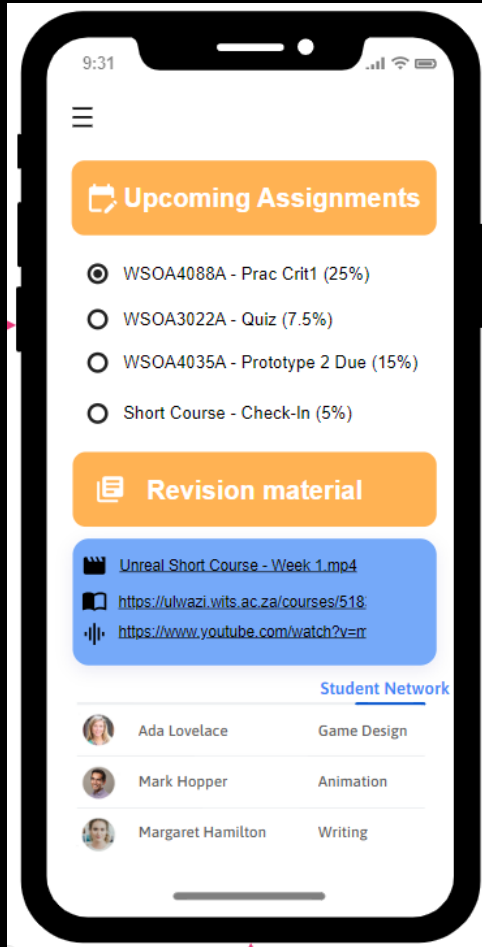
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If a student-focused app was launched by Wits, what top 3 functionality features would you like to see?

5 responses

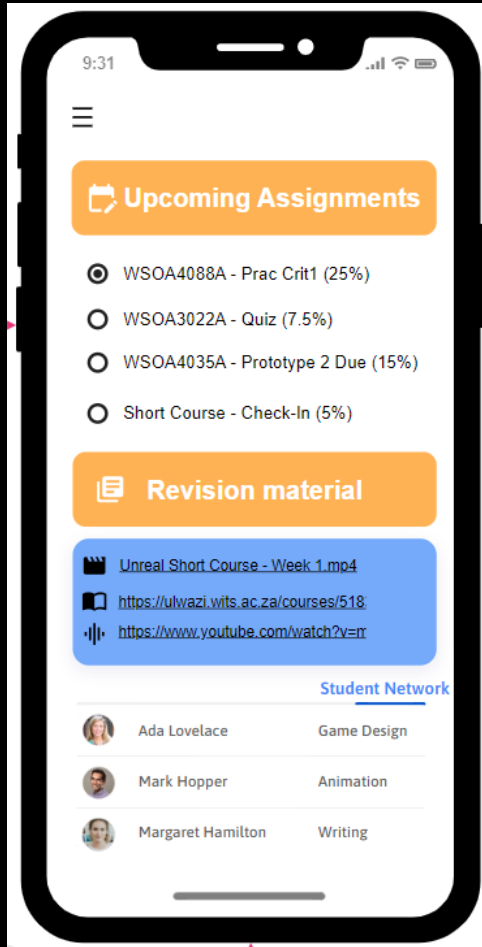
- 1. My timetable (active/ cancelled classes) 2. Access points (functional turnstiles) 3. external activities on library lawns
- Data free app, have how to videos to help navigate around the app
- The ability to function without mobile data.
- Suggestions on which assignments to prioritize in order to make all deadlines, a persistent reminder, links to work that may help with the project
- Course pack delivery

# Cut features



Like any and all creative endeavours, unfortunately, certain aspects of our app needed to undergo some rethinking and with that unfortunately the need to scope down and trim the fat of our project. Additionally, due to technical constraints, some features we hoped to implement proved to be too difficult to actually get the hang of and so that too led to us needing to desperately focus on the necessary features that could best encapsulate the app.

# Cut features



The first two casualties of this were the planned academics tab and the WitsConnect tab, both of which we had started moving from pre-production and actual prototyping however, through our crits and advice given to us we realised that both ideas presented their own set of unique issues that not only actively contradicted the main ethos of our app but also would require much more in the way of authorization and academic input.

# Cut features



Another feature that unfortunately needed to be cut due to technical limitations was the login page. We are able to see what it would have looked like in practice.

# Conclusion

So, that's the making of UNI for you – an app we one day hope becomes a game-changer in the world of mobile apps. The app that's not just an app; but your go-to buddy for making student life smoother.

We're not stopping at meeting your needs; we're all about blowing your mind with what we bring to the table. We want to continue shaking things up together and showing our users that UNI isn't your average app – it's the ultimate sidekick you never knew you needed.