**Task 3 Interface Prototype**

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**Use Case 1 – Submitting new application**

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| **Login Screen:**  Ethics API | **Design features used:**  Grid of Equals:  I have laid the labels and the text boxes to look similar. They use the same background colour; same font and they are equally spaced.  Use of hint:  I have put a hint to say to login with the username and password of the university.  Navigation:  The button ‘Quit’ will help the user to exit from EthicsAPI interface and the button ‘login’ will take the user to next step. | **Justification:**  The title will easily tell the user what to do and the hint will be useful to enter the right username and password.  **Feedback:**  The text boxes and buttons are named and correctly aligned. The user doesn’t need to hesitate to do any action on this page. Once he clicks on the login button, the page will take him to the expected next screen.  **User Error:**  At this page, errors will be very little. Only the wrong username, password or leaving the empty field might cause the error. The error message will be displayed saying “please enter the correct university username and password’. |
| **Create New Application:**  **new%20application.jpeg.png** | **Design features used:**  Grid of Equals:  The labels and the input text boxes are similar. They have the same font size and equally spaced.  User Control and Freedom:  The applicants can choose appropriate files to support their application. In this page, the applicant can clear all the input box and rewrite it. If the user wants to resume the application later, the save button can save all the content of application.  Navigation:  The submit button will navigate the user to the review page of the application. The save button directs the home page of application. The clear form button returns the same page. | **Justification:**  The title of each label can tell the user what they should type on it. The three buttons are some help for user to correct and process the application.  **Feedback:**  Once the user clicks the attachment combo box, it will show a window for selecting attachment on their own PC. After the user finish typing the information about the application, they simply have to click on the submit button.  **User Error:**  The error may be the user forget to fill in some part of the application and can’t submit it. |

**Use Case 2**

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| **Submit or check your application:** | **Design features used:**  Alignments and grid of equals:  I have laid the buttons centred to look good visually and named the buttons as per their functions. They use the same background colour; same font and they are equally spaced.  Use of title:  The title will say who logged in as. This will avoid the complication of some cases.  Navigation:  The buttons clearly describe themselves what they will do if they are clicked. By clicking the ‘Submit a new application’ will take the user to another page and ask to fill the form and submit. By clicking ‘View the status of your application’ will show the status of the application which has already been made.  User Control:  Users can escape at any stage by clicking the ‘Quit’ button. | **Justification:**  The self-explanatory buttons are easy tools to direct the users. These buttons are more helpful than giving unwanted instructions.  **Feedback:**  The buttons are named and correctly aligned. The user doesn’t need to hesitate to do any action on this page. Once he clicks on the right button, the page will take him to the expected screen.  **User Error:**  There won’t be any errors occurred at this page unless any external issues. |
| **View Current Application Status:**  **status.jpeg.png** | **Design features used:**  Alignments and grid of equals:  The labels and text have the same font size and equally spaced. The labels are left aligned and it looks very clear and easy understand for user to read.  Match Between System and the Real World:  The system uses the language that the user is familiar with, so that it makes the user easier to understand the content of the system.  Help and Documentation:  The help button can let the user know how to use the system. In the help button, it has a lot of questions and information regarding how to use the system.  Navigation:  The user simply clicks the continue button, it will direct to the home page of the system. | **Justification:**  Logged in as username, will show who is accessing the application. There are some clear labels indicate what the information is about. The buttons let the user decide what they want to do.    **Feedback:**  There are some buttons on this page. The labels are correctly aligned. Once the user clicks on the certain button, the page will take them to expected screen.  **User Error:**  There won’t be any errors occurred at this page unless any external issues because there are some information inside the help button. |

**Use case 3 – Approve/Reject applications**

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| **Accept/Reject Applications:**  Ethics API | **Design features used:**  Grid of Equals:  I have laid the labels and the check boxes to look visually aligned. They use the same background colour; same font and they are equally spaced.  User Control and Freedom:  Staffs or committee members only have the access to this stage. They are free to select an application and view its history.  Navigation:  The button ‘Quit’ will help the user to exit from EthicsAPI interface and the rest of the buttons functions as named. After reviewing the applications, if they accept or reject by clicking the relevant buttons, the student will be notified via email. | **Justification:**  Logged in as username, will show who is accessing the pool. Clear instruction is given at the top to select an application. the buttons say about themselves.  **Feedback:**  The check boxes and buttons are named and correctly aligned. The user doesn’t need to hesitate to do any action on this page. Once he clicks on the relevant button, its pre-defined tasks will be triggered.  **User Error:**  The user must select an application using the check box. Otherwise an error message will pop up. |