**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’. |

**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. |

**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. |