

# Design

FileSender



## **SURF**

Product Manager: William van Santen

Mentor: Rogier Spoor

## **Windesheim University of Applied Sciences**

Supervising Teacher: Rob Kaesehagen

Student: Aaron Jonk (s1170298)

**Date:** 18/02/2025

**Version:** 1.0

## Version management

Version	Date	What
<b>0.1</b>	12/02/2025	Draft of this document
<b>0.2</b>	13/02/2025	Finish wireframe designs & user flows
<b>0.3</b>	14/02/2025	Edit wireframe. Finish ERD & C4-models
<b>1.0</b>	18/02/2025	Update wireframes based on feedback from Signal group chat. Add captions to all images. Added missing links to prototypes.

## Distribution

Version	Date	Recipient
<b>0.3</b>	14/02/2025	FileSender signal group chat
<b>1.0</b>	18/02/2025	Publish on Codeberg

# Contents

<b>1</b>	<b>UI-Design</b>	<b>4</b>
1.1	Upload with no JavaScript	5
1.2	Upload with JavaScript	6
1.2.1	First variant	6
1.2.2	Second variant	7
1.3	Transfers	8
1.4	Guest Vouchers	9
1.5	Download	10
<b>2</b>	<b>User Flows</b>	<b>11</b>
2.1	User Flow 1	11
2.2	User Flow 2	12
<b>3</b>	<b>ERD</b>	<b>13</b>
<b>4</b>	<b>C4-Models</b>	<b>14</b>
4.1	Level 1 (System Context Diagram)	14
4.2	Level 2 (Container Diagram)	15

# 1 UI-Design

UI design is a crucial aspect of the web application, as it determines what the end user will see and directly impacts the user experience.

Although the current scope of the project primarily focuses on the technical (backend) side of the application rather than its UI design, it is still essential to create a visual representation of how the application should look. This helps us effectively translate the written requirements and features into a clear, visual concept.

To achieve this, we have created wireframes / low-fidelity designs. These designs have been prototyped:

1. No JavaScript version, designed for users accessing the application without JavaScript
2. Two JavaScript-enabled upload variants, demonstrating different approaches to file uploads: one with individual file progress bars and another with a single, unified loader.

All these designs are interactive prototypes, allowing users to easily navigate through the interface and experience the intended workflows.

## 1.1 Upload with no JavaScript

The first prototype is designed for users accessing the application without JavaScript. Supporting browsers without JavaScript (or users who prioritize privacy) is a key requirement for the FileSender project. To address this, we have created a separate prototype, complete with designs, to demonstrate how the application would function without JavaScript. You can view the prototype [here](#).

The design prioritizes simplicity, focusing on basic clicks and form submissions. Since features like progress bars would require JavaScript, they are intentionally omitted. As a result, the UI is clean, straightforward, and easy to navigate.



Figure 1

Figure 2

## 1.2 Upload with JavaScript

The JavaScript-enabled designs are enhanced with interactive elements, such as progress bars during file uploads, providing users with real-time feedback.

### 1.2.1 First variant

The first variant features a prototype where each selected file has its own individual progress bar. You can view the prototype [here](#).

The concept behind this design is to give users full control over each file during the upload process. Users can pause or cancel individual uploads mid-transfer. For example, if the first file is uploading and the user realizes the second file is incorrect, they can immediately stop the upload of the second file without affecting the rest of the transfer.

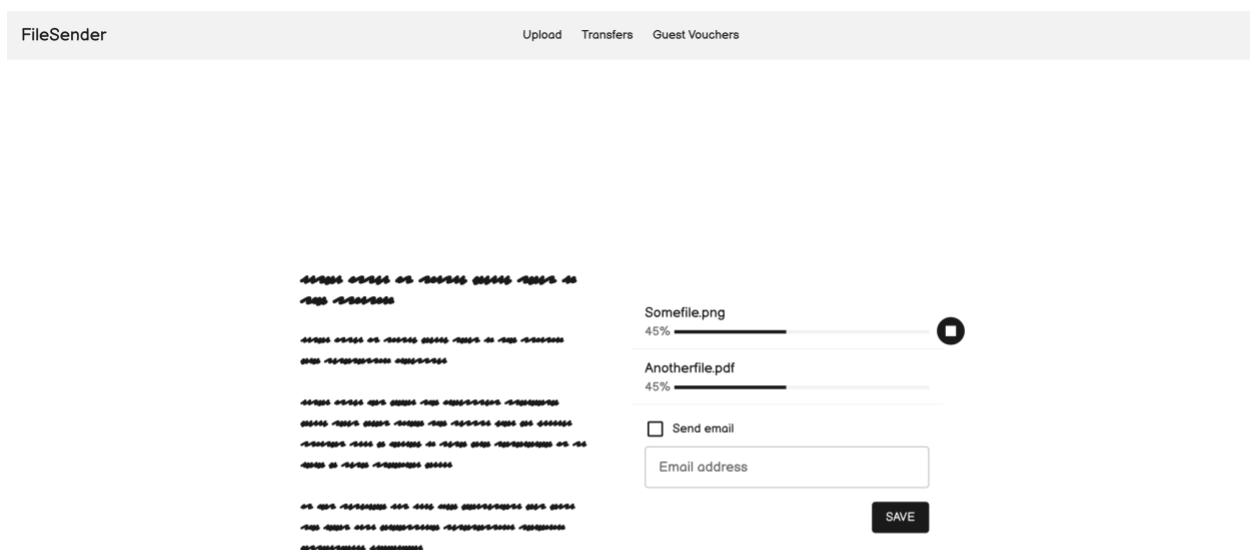


Figure 3

## 1.2.2 Second variant

The second variant takes a different approach. It uses a single, circular loader representing the overall upload progress. You can view this prototype [here](#).

In this design, there is no individual file control; instead, users can only pause or stop the upload as a whole. This approach simplifies the user experience by reducing complexity and focusing on the overall progress rather than individual files.

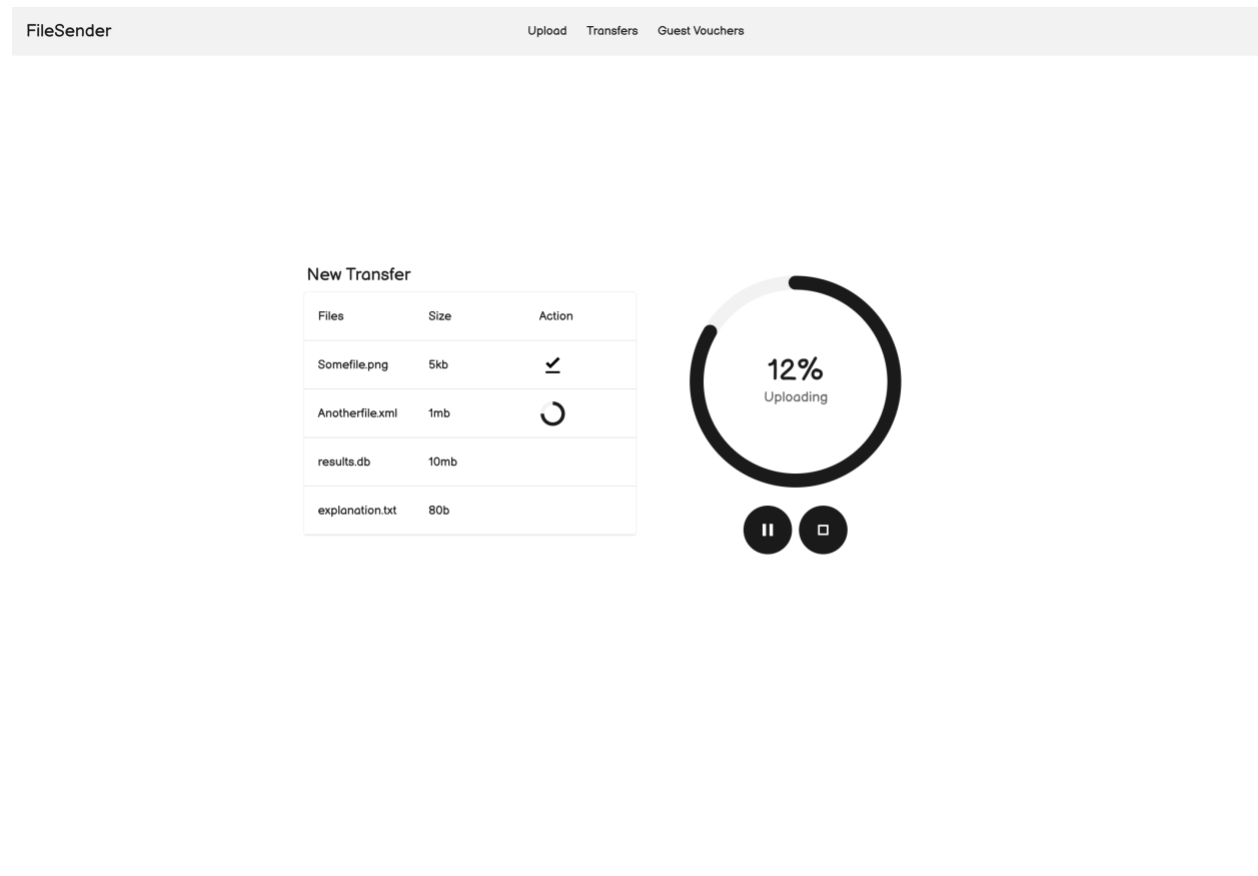


Figure 4

## 1.3 Transfers

This section provides a simple and concise overview of transfers created by the currently authenticated user. The designs for this feature are consistent for both non-JavaScript and JavaScript users.

The transfer overview displays a small list of recent transfers. Clicking on any transfer redirects the user to a detailed view of that specific transfer. The details page includes information such as the download count, list of uploaded files, and access logs.

You can explore the prototype of the transfer pages by visiting any of the upload prototypes and selecting "Transfers" from the navigation bar.

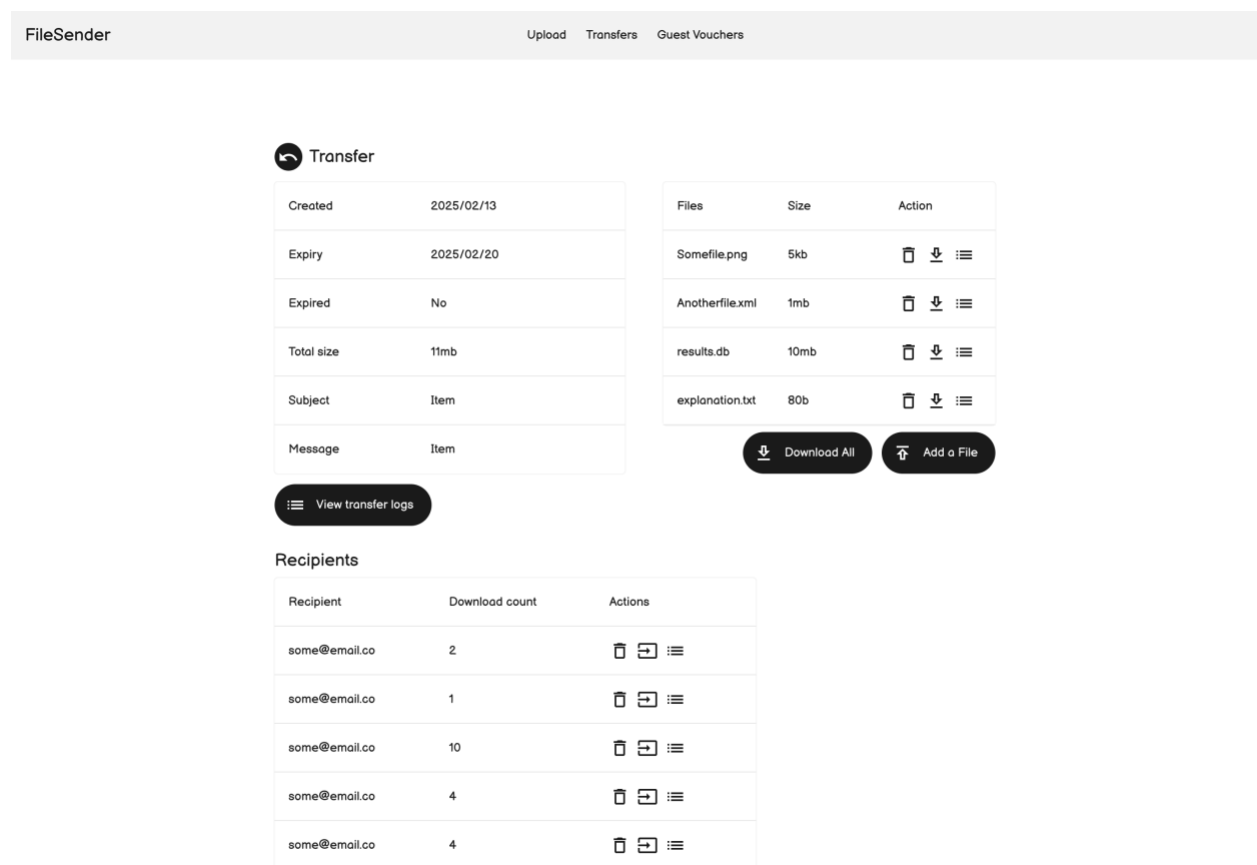


Figure 5



## 1.4 Guest Vouchers

This section features a simple, one-page design. The page includes a form allowing users to send invitations for guests to use the FileSender instance. Although the specific sending options are not detailed in the wireframe, they will be available on this page.

Additionally, there is a small table displaying guest vouchers created by the currently authenticated user. The table provides options for managing vouchers, including:

- Deleting a guest voucher
- Viewing voucher activity logs

This design offers a straightforward interface, enabling end users to easily manage guest access.

FileSender

UploadTransfersGuest Vouchers

Create Voucher

Email address

Subject (optional)

Message (optional)

Send

Options

Guest	Created	Expires	Actions
some@surf.nl	2025/02/13	2025/02/20	<div><div></div><div></div></div>
Item	Item	Item	<div><div></div><div></div></div>
Item	Item	Item	<div><div></div><div></div></div>
Item	Item	Item	<div><div></div><div></div></div>
Item	Item	Item	<div><div></div><div></div></div>

Figure 6

## 1.5 Download

The download page is where end users are redirected after clicking a link in an email or receiving a direct download link.

On this page, users can view the list of files included in the transfer. They can choose to download files individually, selecting and downloading specific files one by one. Alternatively, they can download all the files at once with a single button press.

You can view the download page prototype [here](#).

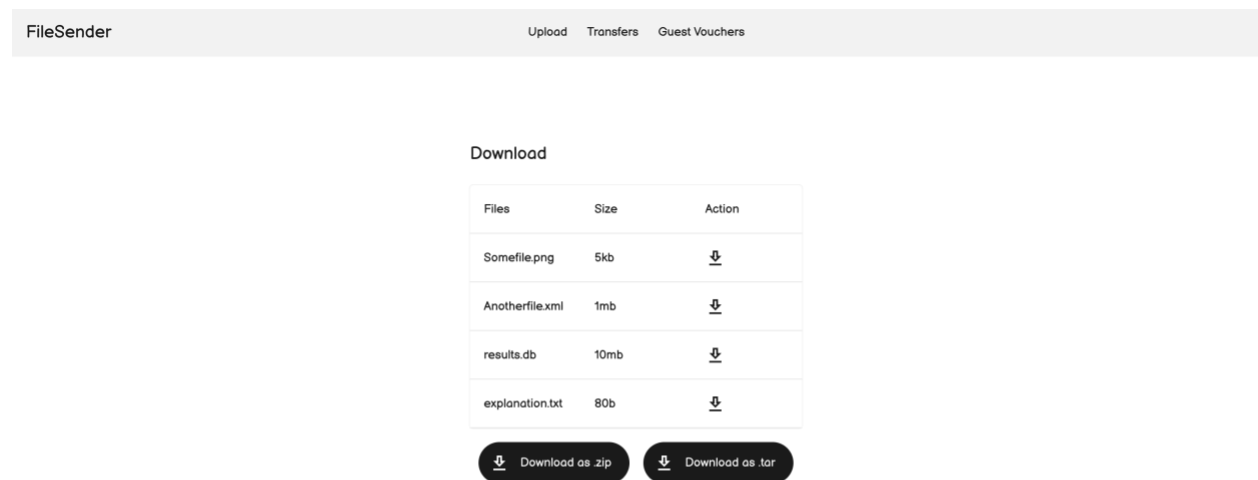


Figure 7

## 2 User Flows

With the designs in place, we can now create user flows. We will develop two distinct user flows, each with a different goal. These user flows help us visualize and map out the processes users follow to accomplish specific tasks. Additionally, within our user flows, the labels for decisions and actions correspond directly to the view names used in the wireframe designs.

### 2.1 User Flow 1

The goal of this user flow is to upload a file and then check whether someone has downloaded it. This flow outlines the steps a user follows from initiating an upload to reviewing download activity.

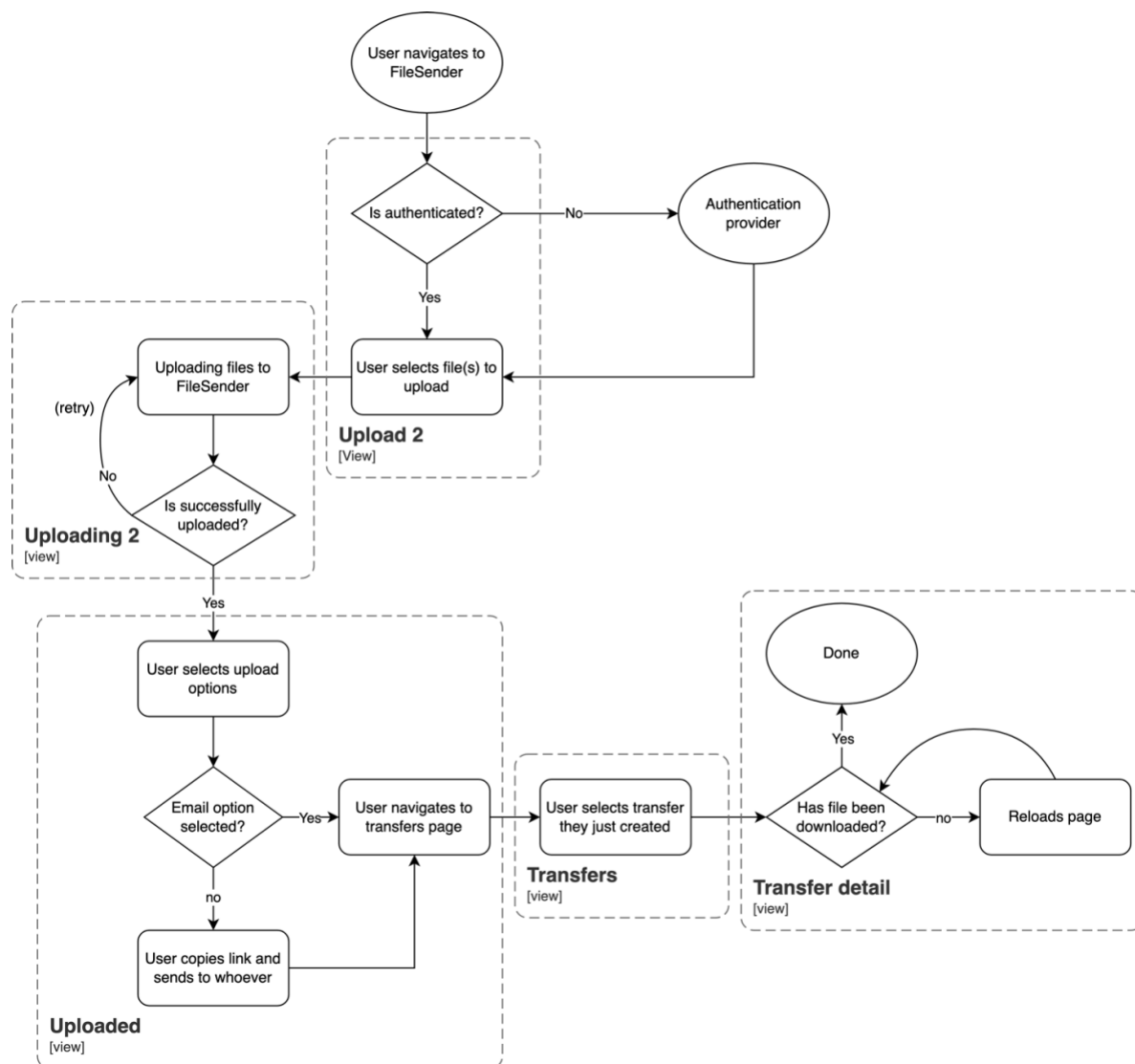


Figure 8

## 2.2 User Flow 2

The goal of the second user flow is to create a guest voucher. This flow maps the steps required to generate and manage an invitation for a guest user.

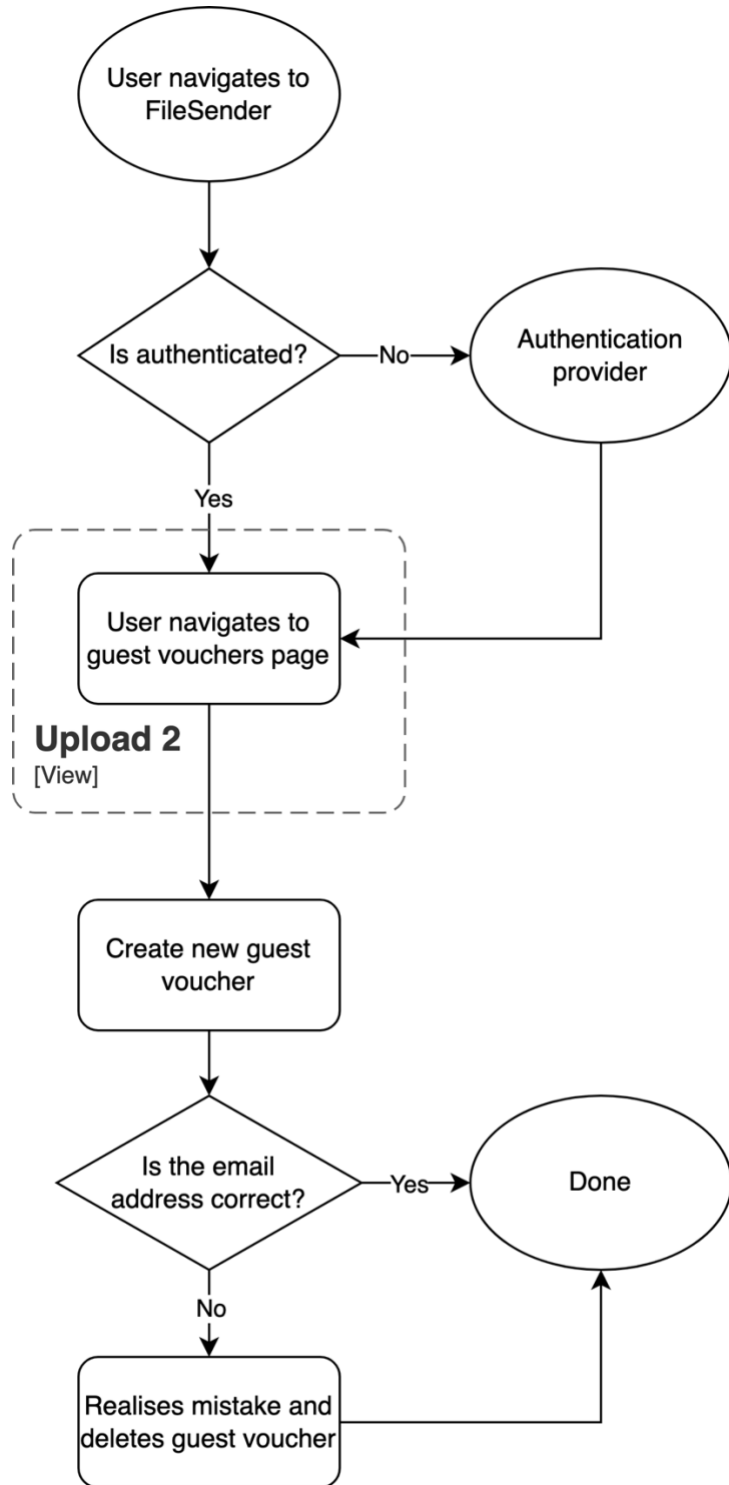


Figure 9

### 3 ERD

The Entity Relationship Diagram is based on the functional requirements outlined in the functional requirements document. Additionally, it takes into account the existing user flows and wireframes. This ERD represents the current and expected design of the database, providing a structural overview of how entities relate to one another within the system.

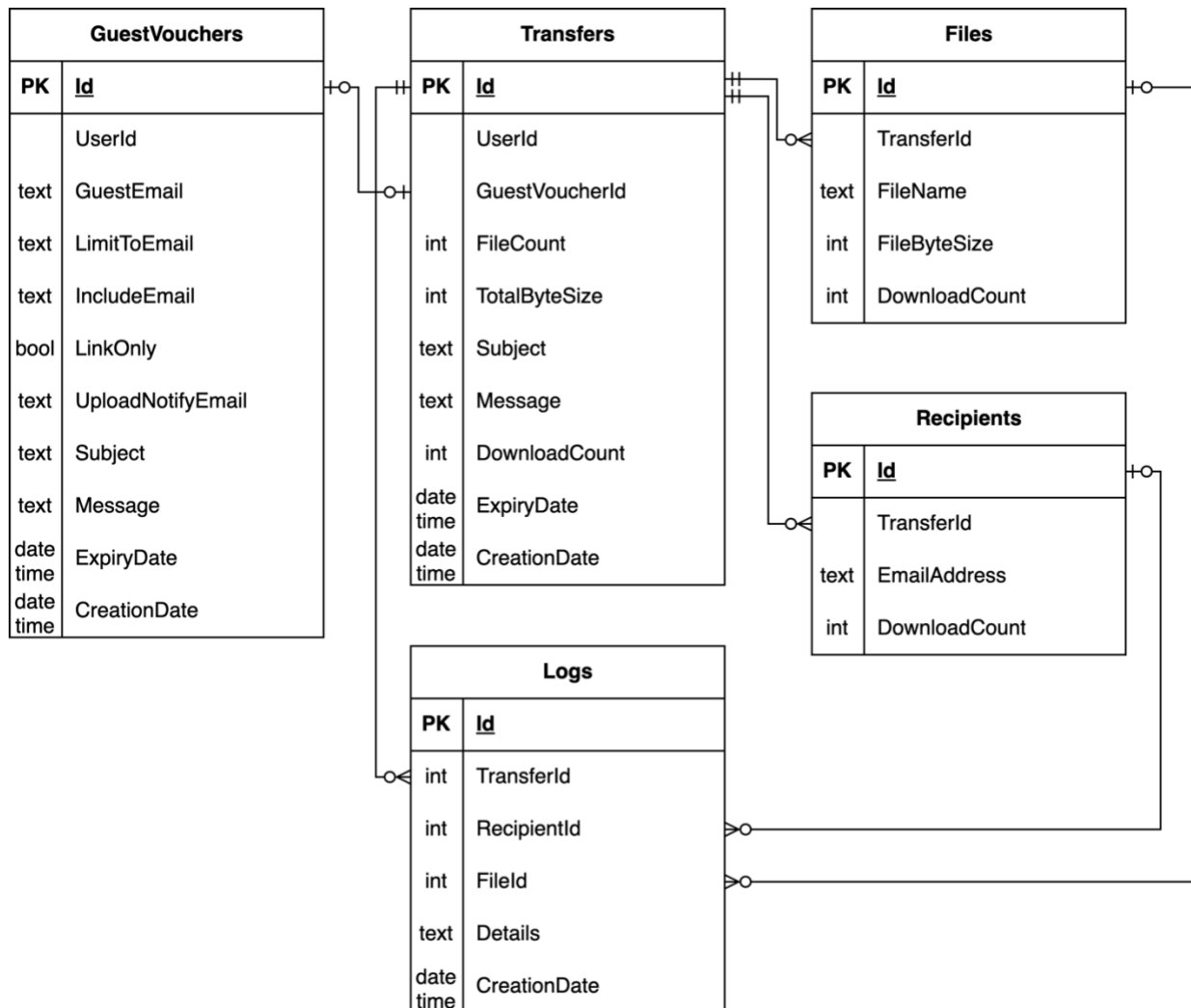


Figure 10

## 4 C4-Models

To provide an overview of the system architecture and map external services, we are using the C4 model. The C4 model consists of four levels, but for this project, we will only be designing the first two levels: the System Context Diagram and the Container Diagram. The remaining levels may be addressed during the wrap-up phase, as they require a completed application.

### 4.1 Level 1 (System Context Diagram)

Level 1 offers an overview of the system's context, highlighting its connections to external systems.

In its current design, the new FileSender application has only one external service: the email SMTP service, which is used to send email notifications. Email notifications are a future functional requirement (Should Have), and this integration is already represented within the C4 model.

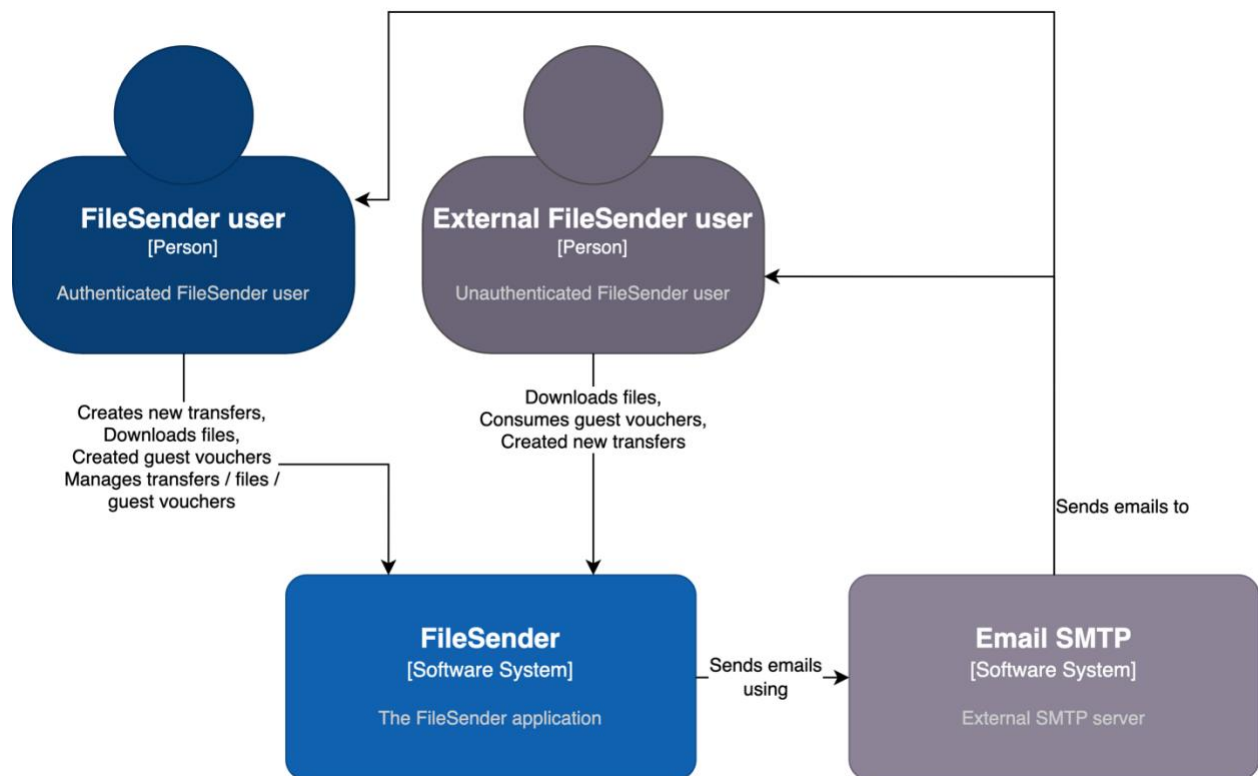


Figure 11

## 4.2 Level 2 (Container Diagram)

Level 2 provides a high-level view of the various containers within the system. It illustrates the system's architecture, showing how different components communicate with one another and clarifying the responsibilities of each component within the overall structure.

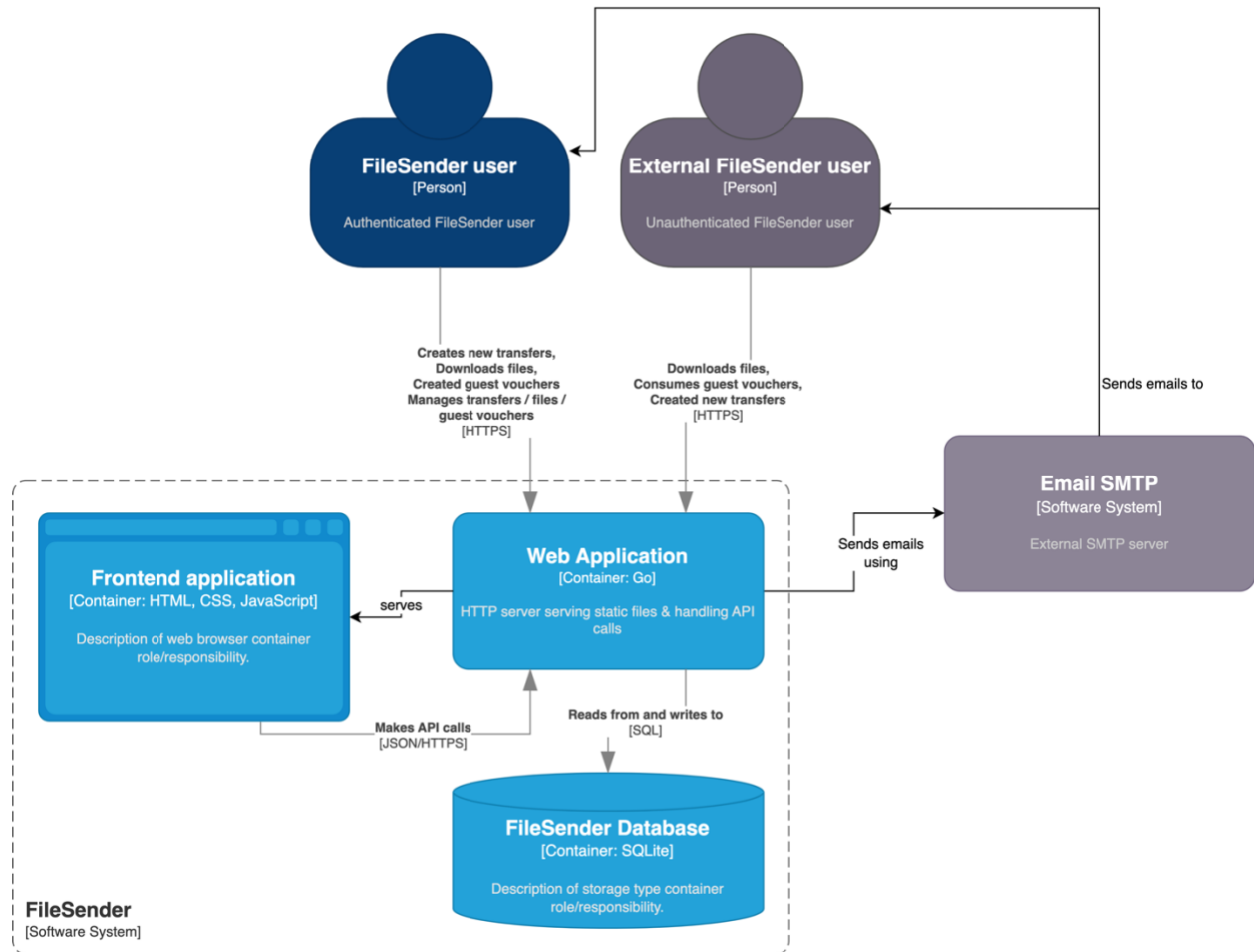


Figure 12