Activity 2

Activity Objectives:

The objective of this activity is to design UI sketches for the project, based on team's task analysis and user interface design principles.

By completing this activity, you will gain experience in applying design principles and develop your skills in developing user interfaces according guidelines

The activities are prepared to build the following main characteristics of students:
1. Teamwork
2. Organizing skills
3. Time management skills
4. Creativity
5. Analytical skills
6. Learning skills

This activity helps to increase the bond among the group members and identify the hidden talents among the team members

Procedure to follow

- Plan the user interfaces that you are going to develop by having group discussions among the group members.
- Each member of the team has to sketch the user interfaces for the functions that the member is responsible.
- The interfaces should contain suitable GUI elements that will allow the user to perform the tasks easily
- The interfaces should support the user to perform *insert, update, delete* and *search* operations
- Design the Login and System Home page, together as a group.
- Once completed sketching, take photos of all the screens and compile them to the template document provided. (If you have built your UI using a software tool, you can take screen shots of each UI and insert to the template)

In the cover page of the document, you need to mention your group ID and IDs and names of members participated

The document should indicate each member's contribution clearly

The Students are required to contact and communicate with their group members through Teams channels

Attractive, appropriate and clear UI sketches are expected.

Deliverable

Each group should convert the document to PDF format and upload to the respective link in courseweb before the deadline.