Data and Information 2023

**'Mock-up report'**

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# 1      Introduction

The user interface (UI) plays a vital role in shaping the user's experience with a digital product. It serves as the bridge between the user and the underlying functionality, determining how easily and efficiently users can interact with the system. In this report, we will delve into the process and considerations involved in designing the UI for our project.

## 1.1      Process

During the sprint, our team placed a strong emphasis on creating a visually appealing and intuitive UI that not only meets the project's requirements but also delights users.

The UI design process commenced by identifying the necessary screens and creating mockups. We carefully analyzed the project's requirements, gaining a clear understanding of the screens we needed to implement. Drawing inspiration from Google's websites and incorporating elements from EarnIT's DNA, we aimed to strike a balance between familiarity and innovation.

To provide the team with a comprehensive overview of the page layout, we began with initial sketches. These sketches served as a blueprint for the placement and arrangement of various components, giving us a tangible visualization of the UI's structure.

Recognizing the value of diverse perspectives, we initiated an in-group competition to generate ideas. This approach sparked fruitful discussions, enabling us to explore different design possibilities. In the end, we synthesized the best aspects from various projects, creating a UI that represents a harmonious blend of ideas.

A crucial decision we made was to adopt a darker color scheme, which not only imparts an aesthetic appeal but also enhances usability. We paid careful attention to ensure that the UI remained intuitive for users, maintaining a cohesive modular appearance throughout the pages. To achieve consistency within the dark color scheme, we made specific design choices that differentiate important elements and guide user interactions.

# 2        Design choices

The team approached the design choices for the UI with meticulous attention to detail, carefully analyzing the project's requirements to ensure that every color, layout, and component selection aligns with the intended user experience.

## 2.1      Layout

In the process of designing the UI layout, the team drew inspiration from the layout of Google's websites, recognizing the success and familiarity it brings to users. Building upon this foundation, a deliberate choice was made to adopt a modular look for our project's UI. This decision stemmed from the belief that the modular design not only offers aesthetic appeal but also provides inherent intuitiveness and scalability, allowing for easy responsiveness across various devices. Furthermore, the use of a well-known and widely used format ensures that users will have a seamless navigation experience, minimizing any potential difficulties in interacting with the UI.
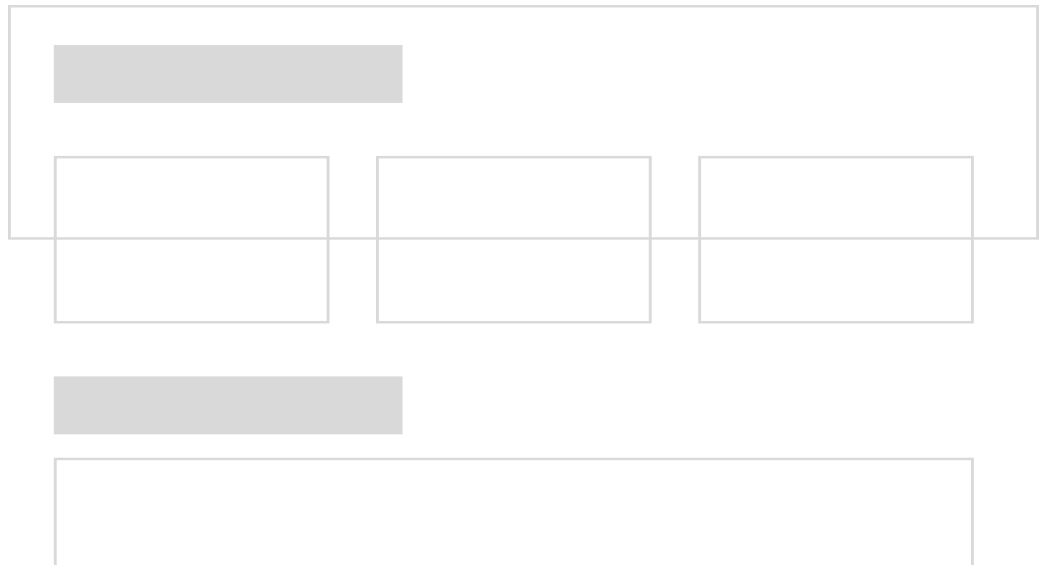
*Figure 1: Wireframe*

## 2.2      Colour schema

A crucial decision was to proceed with a darker color scheme. We put effort into ensuring that the UI not only looked aesthetically pleasing but was also intuitive for users. Hence, Navigation buttons, which redirect users to different sections, are colored in a subtle greyish shade and have a slight drop shadow to make them stand out from the background. Clickable components like dropdown menus or submit buttons are presented in white. When selecting elements, a white stroke is used to indicate the selection. Additionally, we utilized well-known colors such as green and red to represent obvious "yes" or "no" actions.

*Figure 2: Color palette*

# 3    Walkthrough
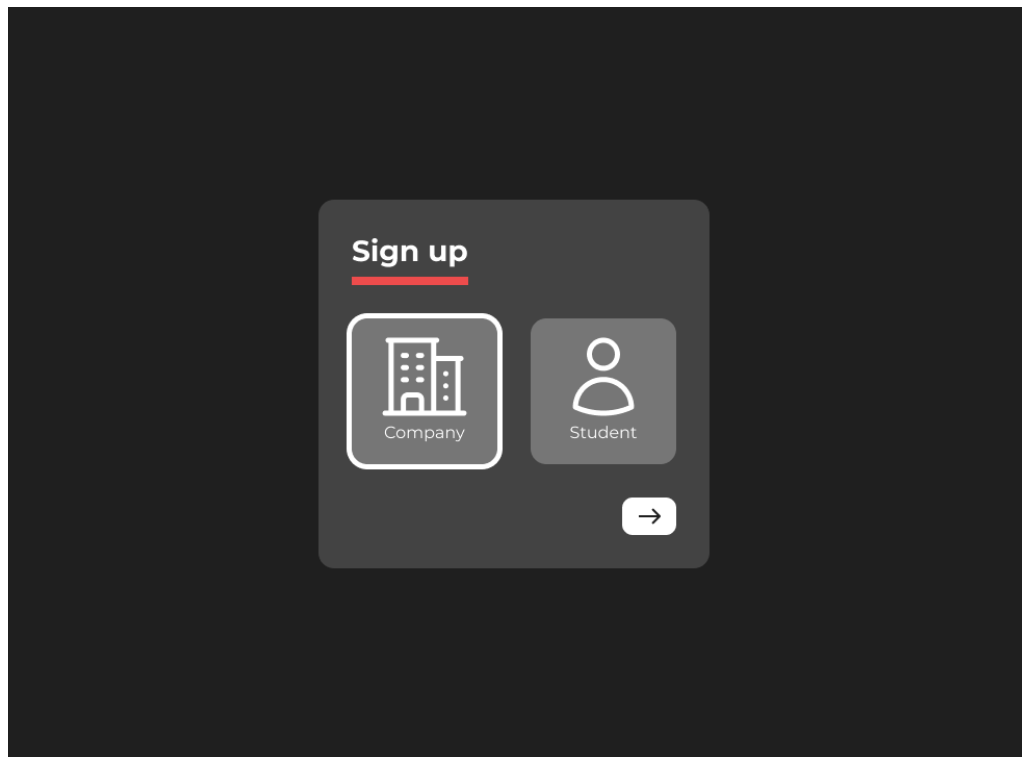
## 3.1    Registration process



*Figure 1: Choose account type page*

In the initial step, the user is prompted to select their account type. By clicking the arrow button, they are directed to the corresponding registration page.
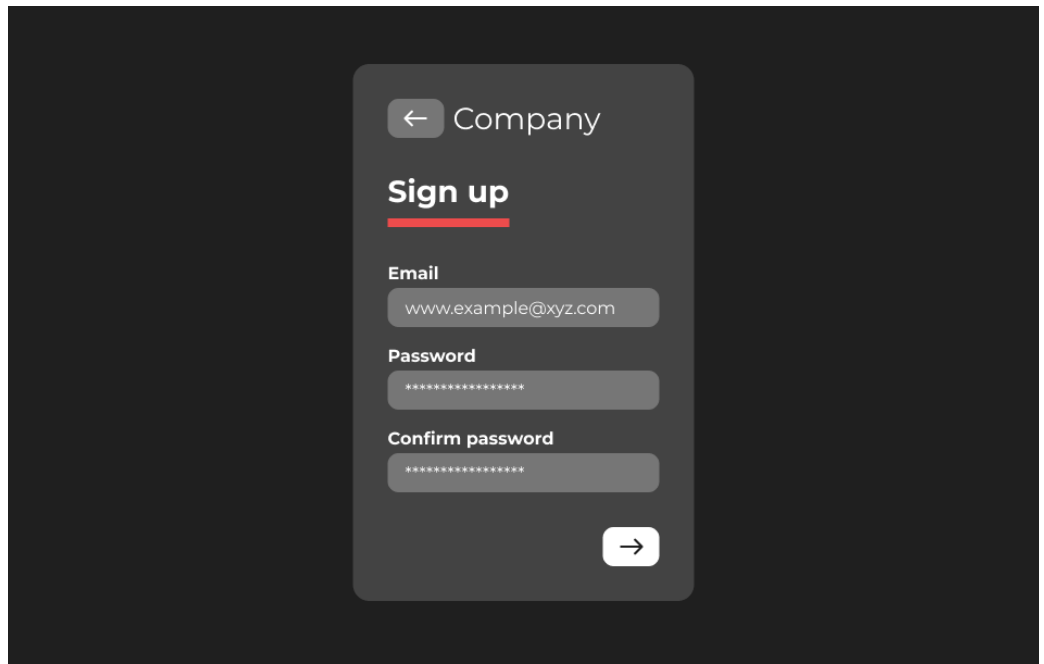
*Figure 2: Sign up page for companies*
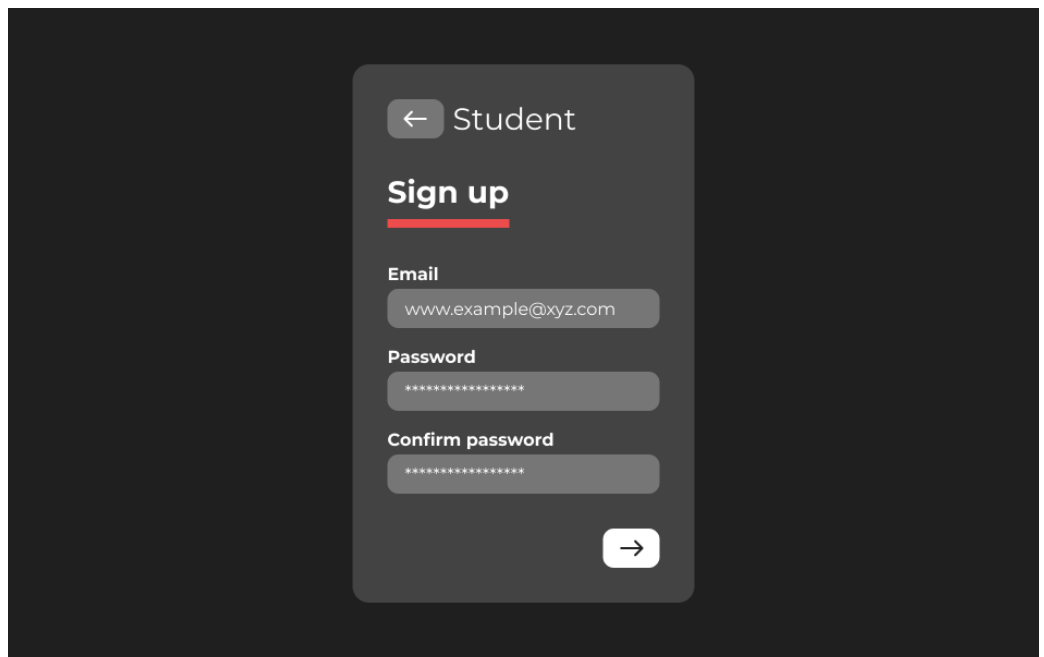


*Figure 3: Sign up page for students*

Next, the user is required to complete the registration process. The development team acknowledges the need to store different information for each account type; however, a decision regarding the specific details has not been made yet.
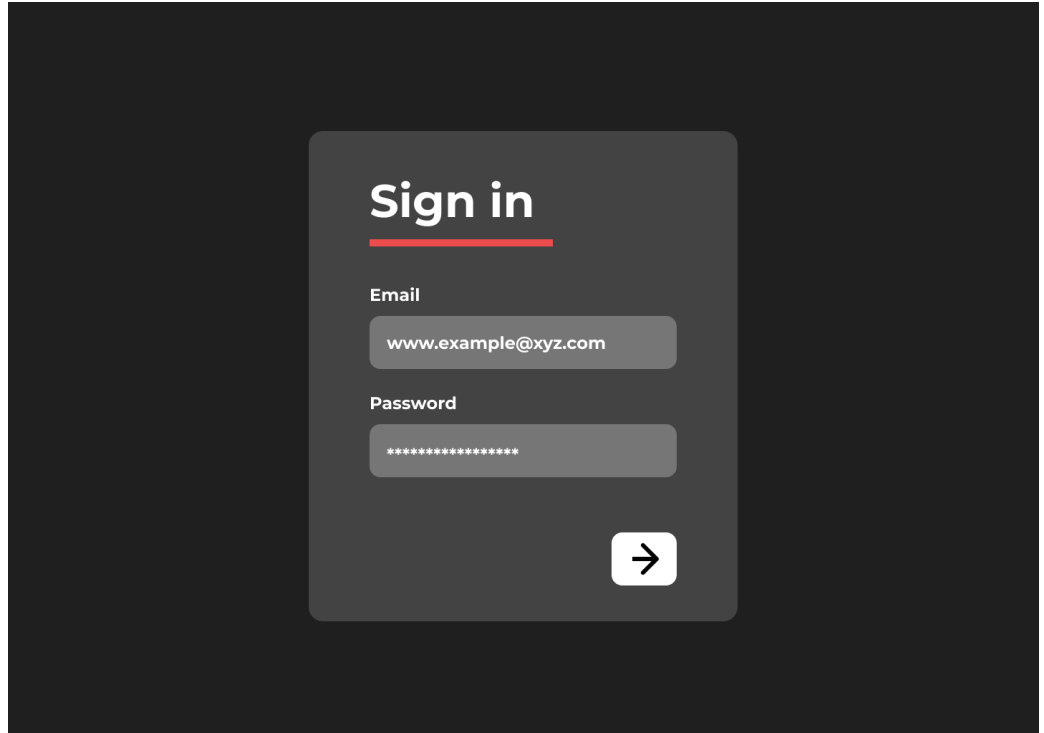
### 3.2 Login procedure



*Figure 4: Sign in page*

During the login process, users are prompted to enter their login credentials. The system automatically detects whether the account is associated with a student, company, or EarnIt profile.
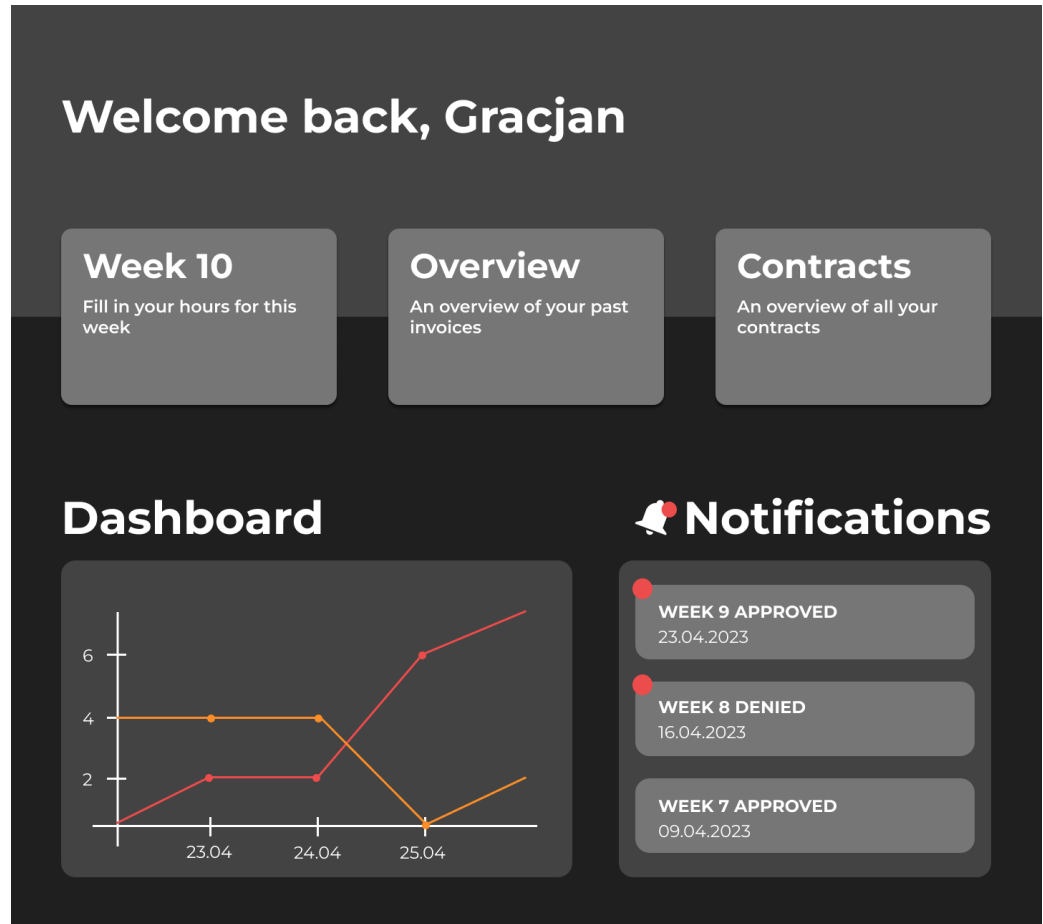
**3.3**        **Student perspective**



*Figure 5: Students - home*

All three top cards redirect user to different webpages which we will discuss further in this section. In addition, the student's homepage includes a dashboard displaying recent statistics and a notification box that provides the latest event updates.

*Figure 6: Students - fill in the hours*

To see this screen user navigates from homepage by clicking 'Week 10' top card.

Left top side is occupied by the box to choose worked week in dropdown button. It serves as a filter for this screen since sheet is completely dependent on it and form box would be disabled if selected week is not the current one. Additionally, it is connected to the dates above to let user easily recognize time interval he is in. Green button serves as 'confirm your week' button.

Right top side is a from to fill in your worked hours on a certain day. When submit button is clicked, the form is transferred to sheet section where you can easily see it.

Bottom part displays sheet which contains of input days in a weekly time interval. Dropdown buttons were also created to let user easily select desired data.
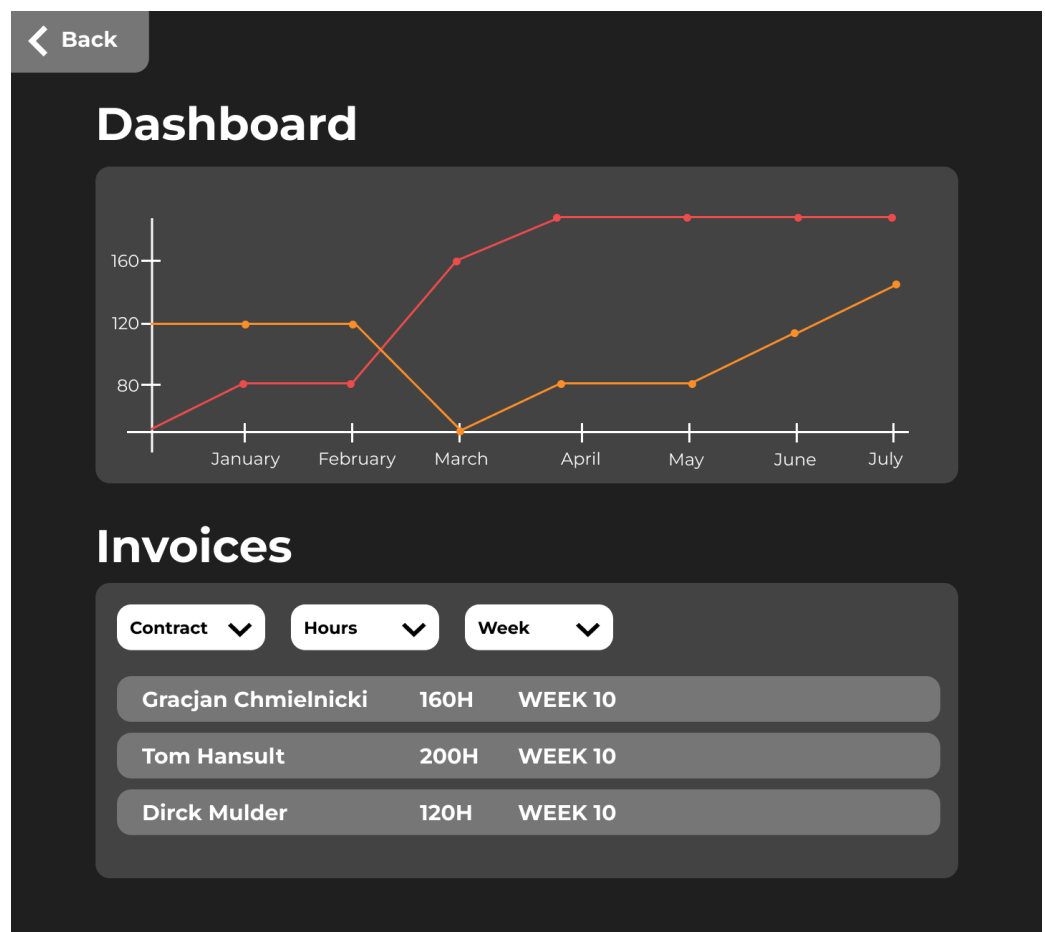
*Figure 7: Students - overview*

To see this screen user navigates from homepage by clicking 'Overview' top card.

The upper section of the screen provides an expanded version of the dashboard, offering enhanced insights to the user. Additionally, the lower section displays all past invoices, enabling easy tracking of financial records.
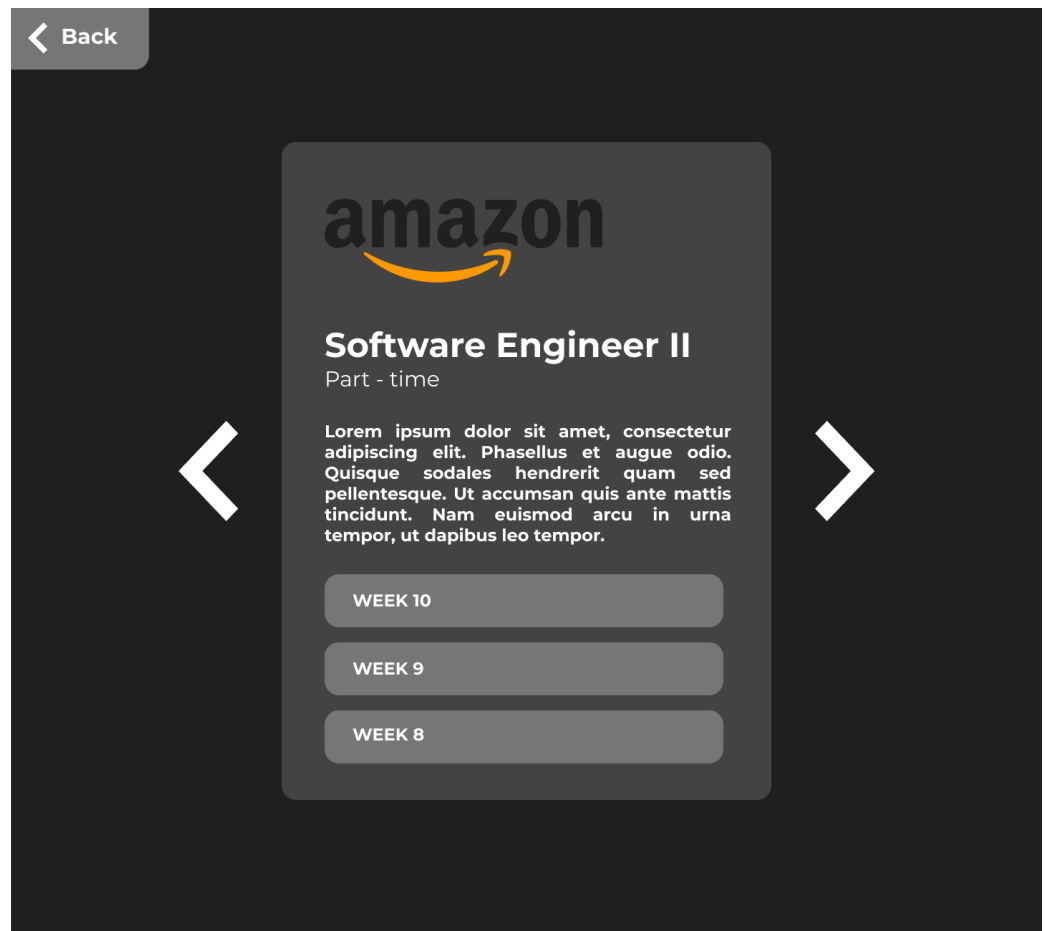
*Figure 8: Students - contracts*

To see this screen user navigates from homepage by clicking 'Contracts top card.

The central part of the screen presents an overview of all the user's contracts, displayed in an infinite carousel format. Each contract provides a summary of all invoices associated with each position.

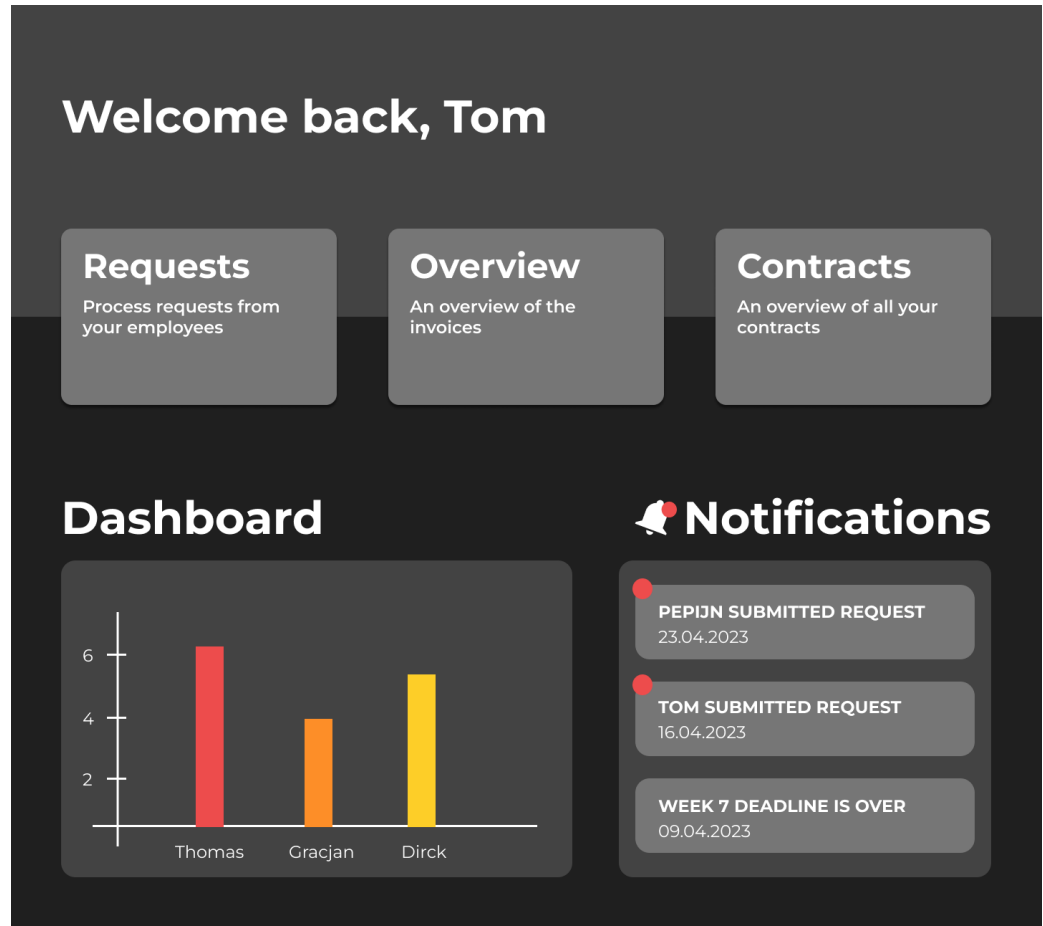## 3.4    Company perspective



*Figure 9: Companies - home*

Similar to the student perspective, the company perspective includes different features accessible through various sections, which will be further discussed. The company's homepage includes a dashboard to view recent statistics and a notification box providing access to the latest events.
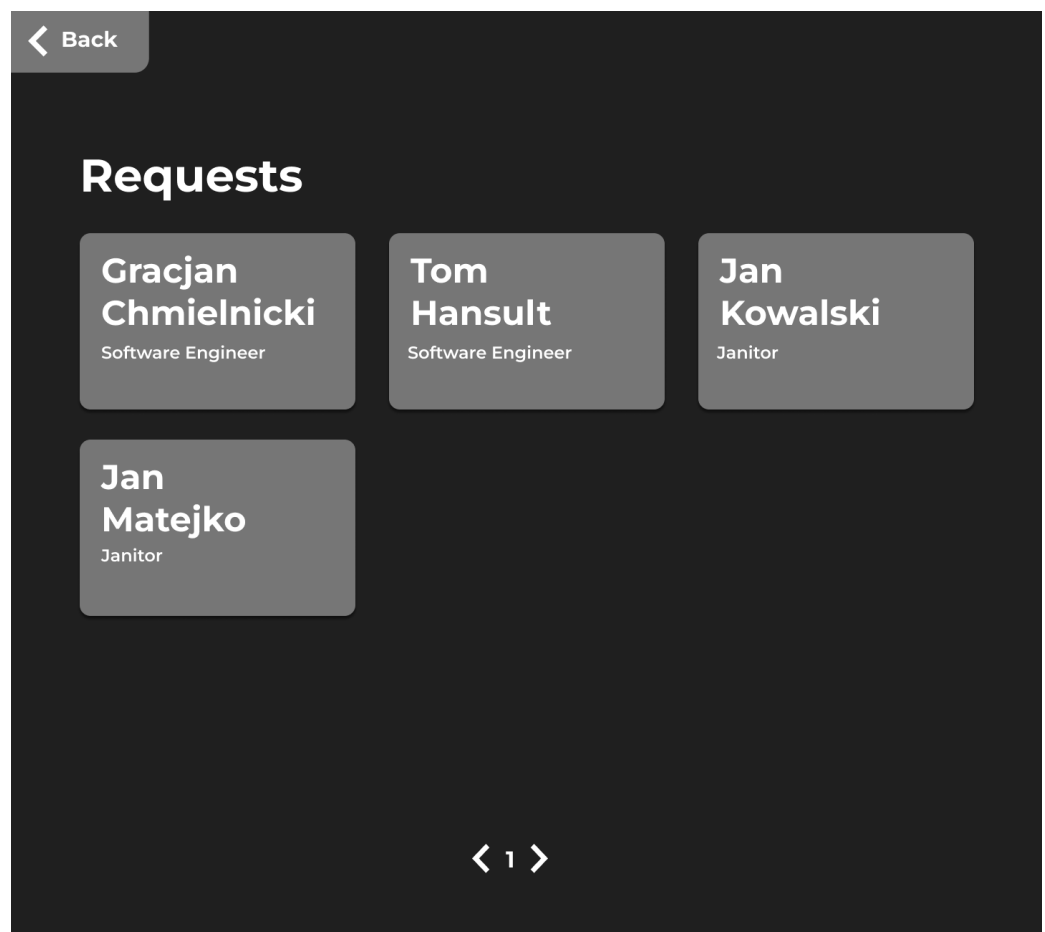
*Figure 10: Companies - requests*

To see this screen user navigates from homepage by clicking 'Requests' top card.

This screen displays the requests for week validation, awaiting approval from the company. Each request links to the corresponding page with the weekly overview.
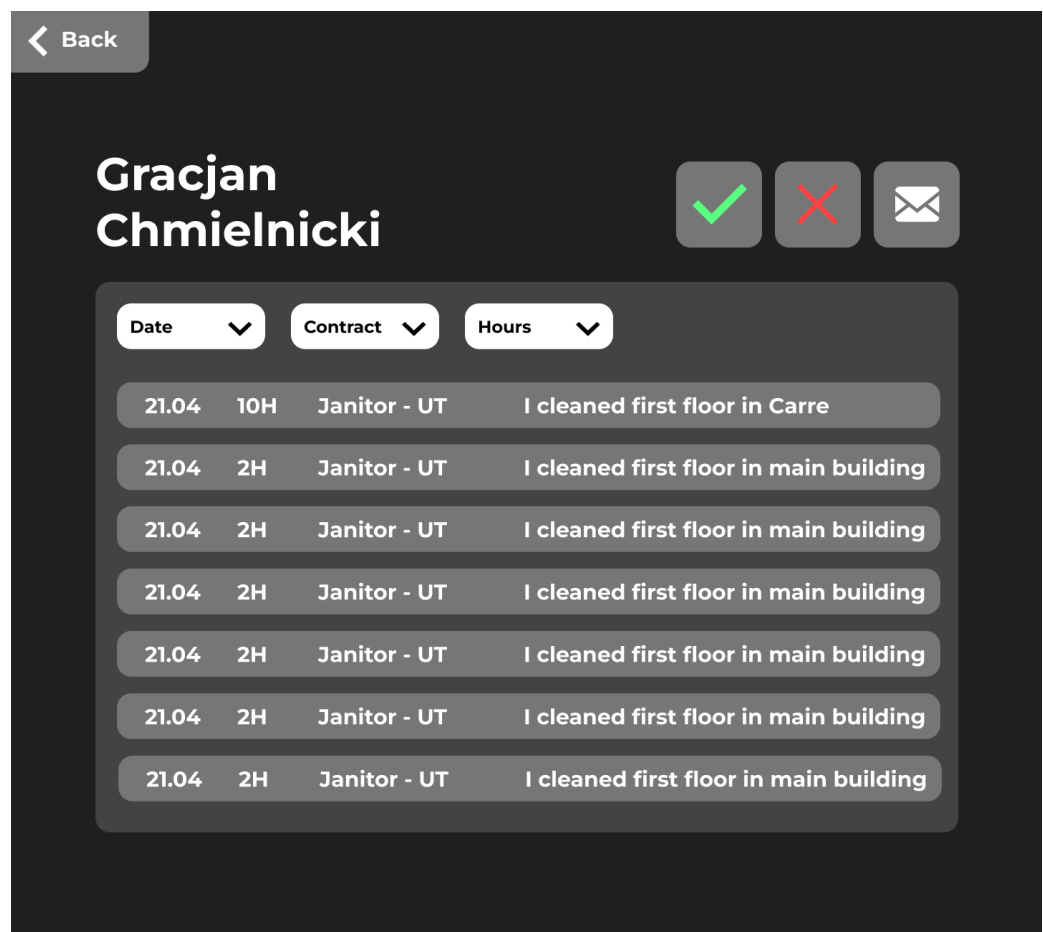
*Figure 11: Companies - single request*

To see this screen user navigates from request page by clicking one of the cards.

The top section of the screen displays the employee's full name, along with three buttons: approve, reject, and message.

Below, a sheet is displayed, presenting all of the employee's entries, allowing for investigation of potential issues.
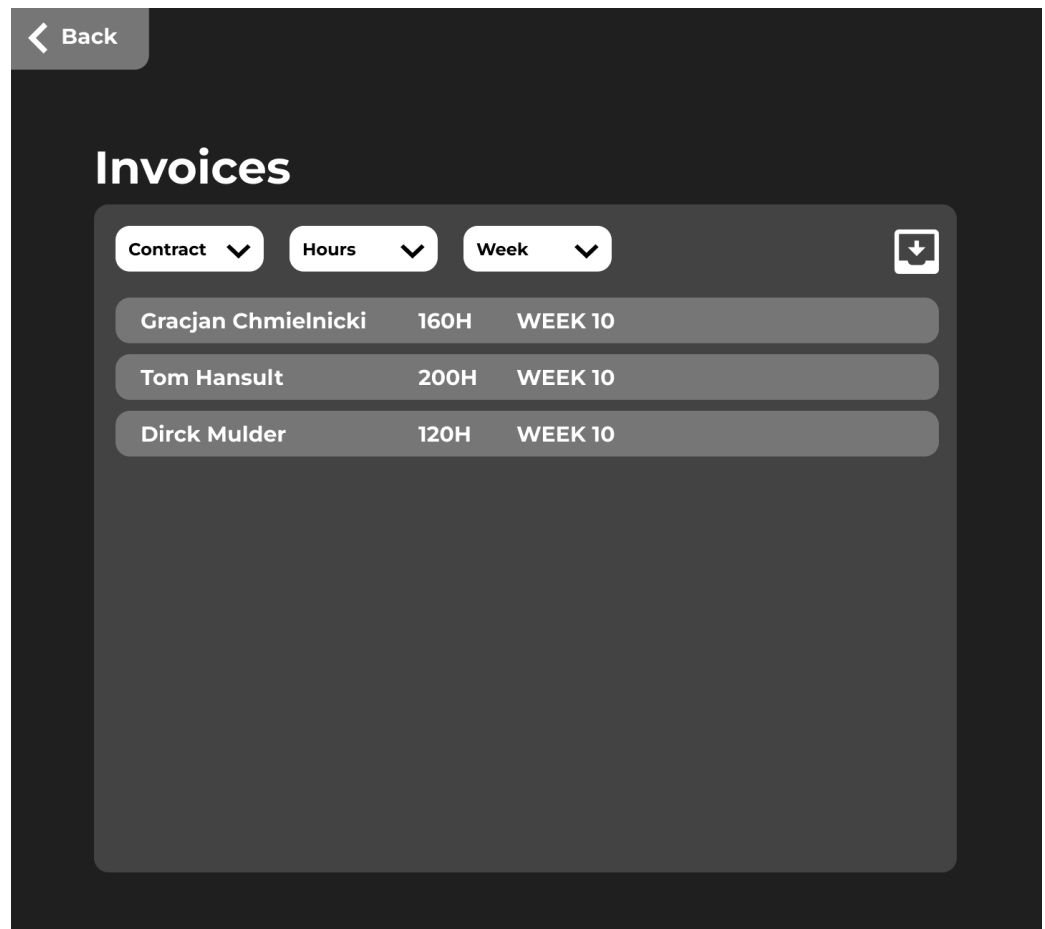
*Figure 12: Companies - overview*

To see this screen user navigates from homepage by clicking 'Overview' top card.

The central part of the screen displays a sheet containing all the company's invoices, both pending and paid, sorted by the most recent ones. Additionally, a filtering dropdown menu will be implemented to facilitate navigation within the invoices.
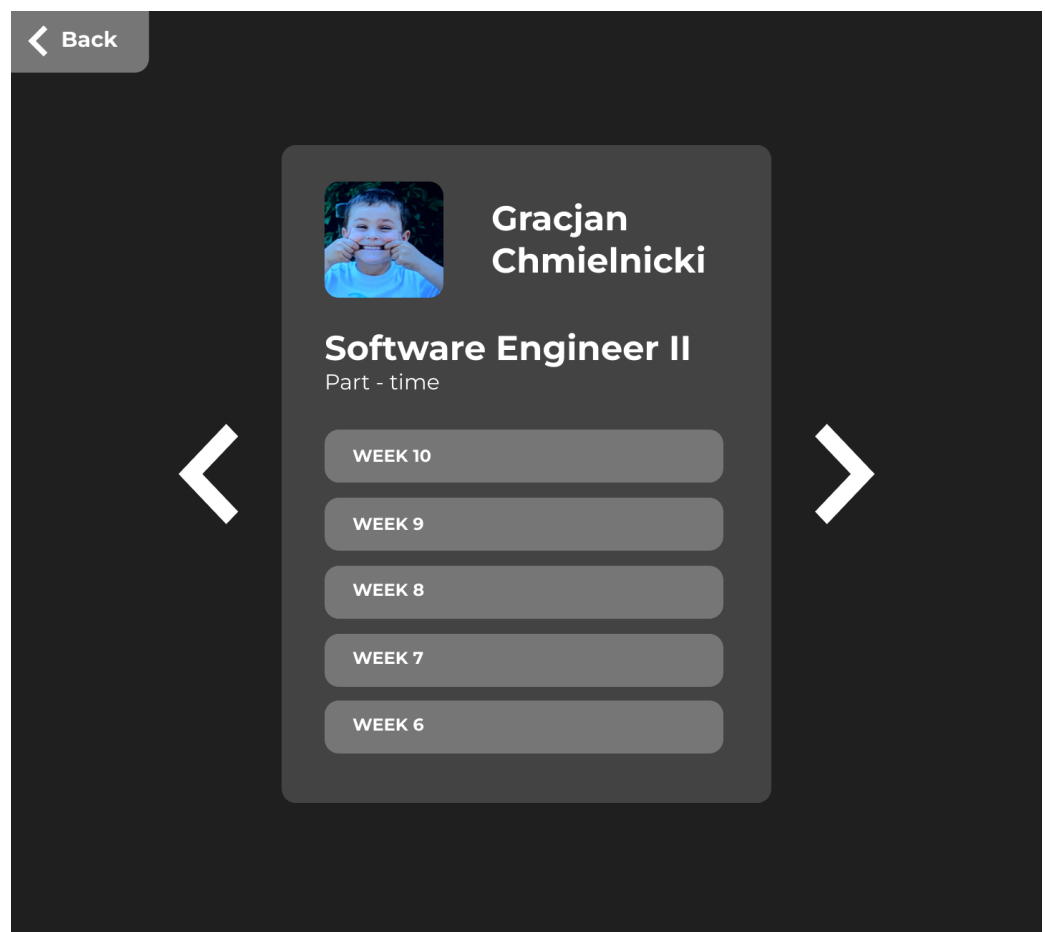
*Figure 13: Companies - contracts*

To see this screen user navigates from homepage by clicking 'Contracts' top card.

The central part of the screen presents a list of all the company's employees, along with their respective invoices, simplifying navigation within the system.

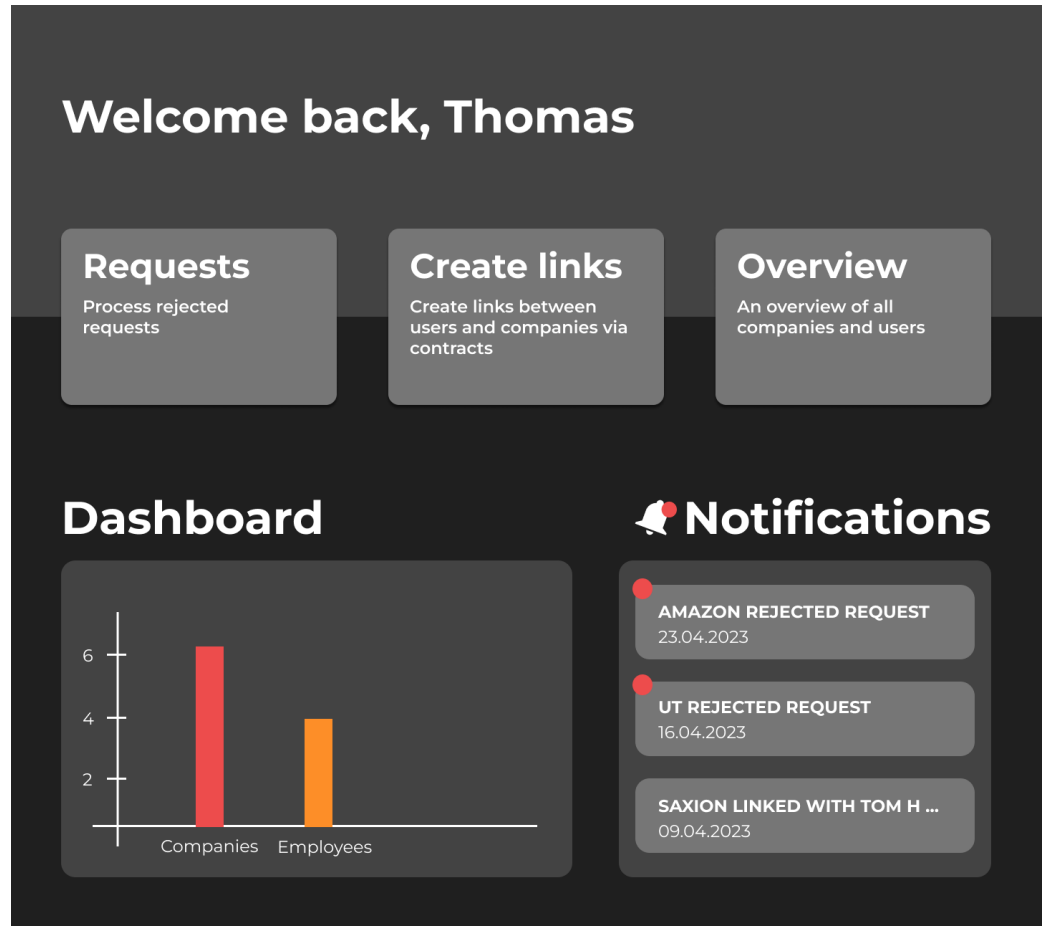### 3.5    EarnIT staff perspective



*Figure 14: EarnIT - home*

The three top cards within the EarnIT interface direct users to different webpages, which will be further discussed in this section. Additionally, the homepage for EarnIT staff includes a dashboard that displays recent statistics and a notification box, granting them access to the latest events.
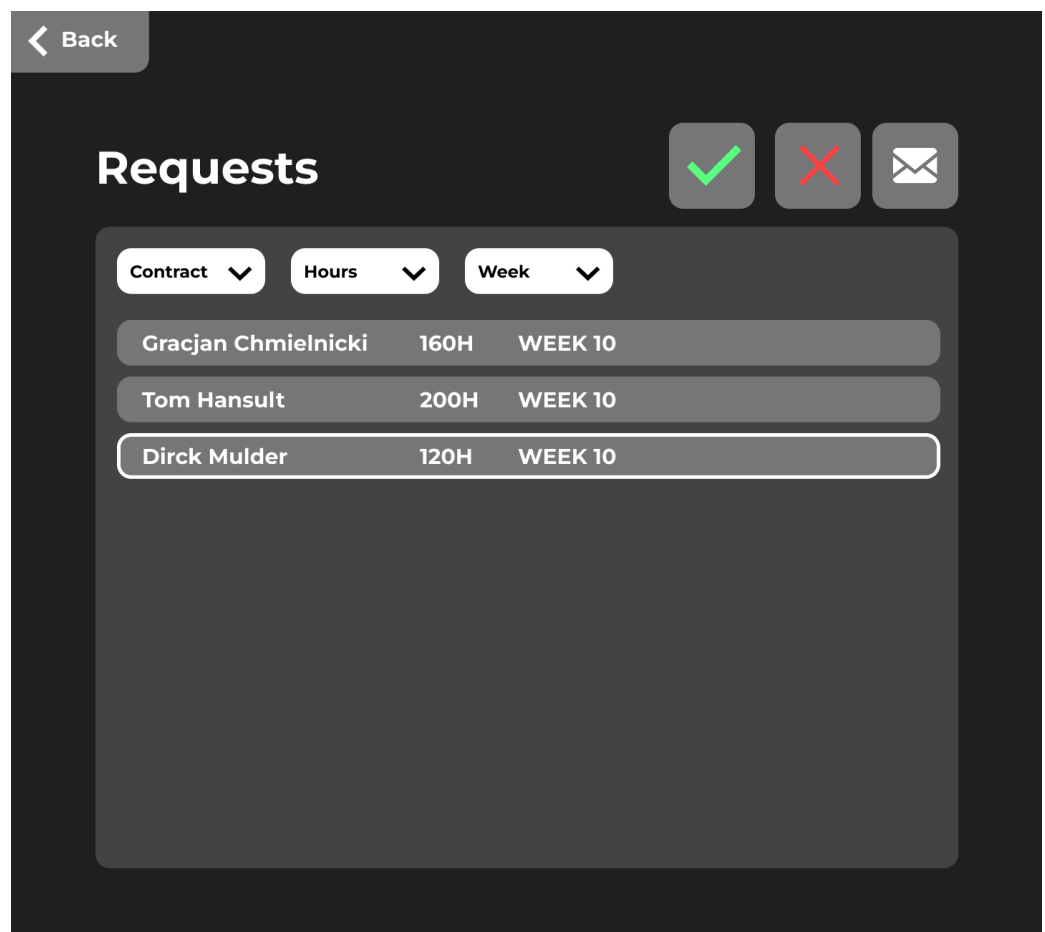
*Figure 15: EarnIT - requests*

To see this screen user navigates from homepage by clicking 'Requests' top card.

The top section of the screen features three buttons: approve, reject, and message, which correspond to the selected entry from the sheet.

The sheet displays all invoices flagged as suspicious, requiring resolution by the EarnIT staff.

*Figure 16: EarnIT - single request*

To see this screen user navigates from 'Requests' page by double clicking one of the entries.

The top section of the screen displays three buttons: approve, reject, and message.

The central part presents a sheet containing all the entered days within a weekly interval.

Additionally, comments are displayed below to allow both parties to explain their respective situations.

*Figure 17: EarnIT – create links*

To see this screen user navigates from homepage by clicking 'Create links' top card.

The top section enables EarnIT staff to select users and companies they wish to link, utilizing intuitive dropdown buttons.

Below, the EarnIT staff can choose the position with which they want to link the user and company. Finally, the "create link" button confirms the connection.
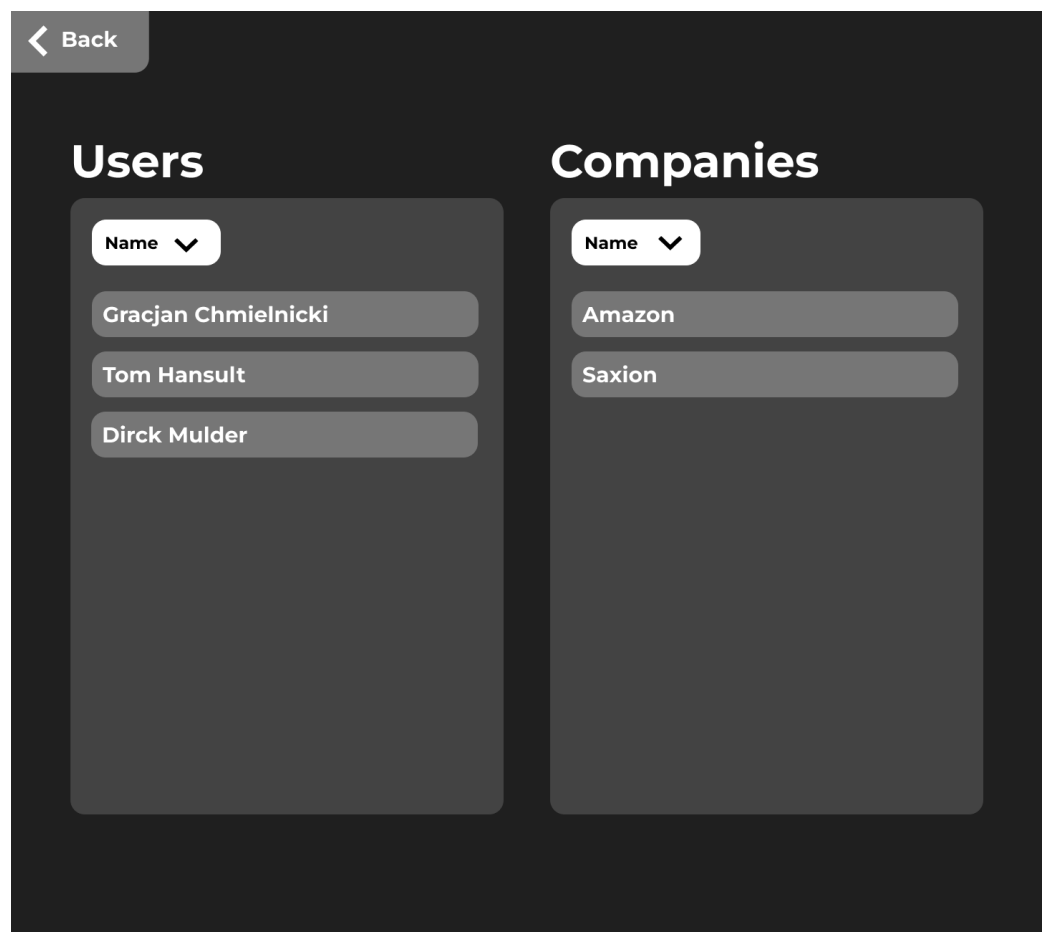
*Figure 18: EarnIT - overview*

To see this screen user navigates from homepage by clicking 'Overview' top card.

Left side of the screen provides a list of all app users while right side presents list of all companies.