

Home Page

icon

A place to find your ideal teammate!

Sign up

Login

Admin access

log in page

| | | | |
|--|----------------------|-----------------------|---|
|  website name | Home | About |  sign up |
| <p>log in to ...</p> <p>username <input type="text"/></p> <p>password <input type="text"/></p> <p> <input checked="" type="checkbox"/> Remember me</p> <p><u>Forgot password?</u></p> <p><u>Sign up</u></p> | | | |

Sign up Page

Logo website name Home About login **Sign Up**

Sign Up

username
email
password
confirm your password.
school
phone number

create account

or join with...
Facebook Google Wechat

After login...

username

Logo website name

profile picture User Name
Student at UofT
4.7 ⭐

Account Setting

username: Bob

email: bob@gmail.com

password: [redacted]

phone number: (123) 456-7890

school: uoft

Save Cancel

default

• Profile Page / Home Page

a button, not input text box

The wireframe shows a top navigation bar with a logo, search bar, and account settings. A sidebar on the right lists recommended teammates with ratings (4.7, 5.0, 4.9, 4.6). The main content area includes sections for self-introduction, current projects, past experiences, skills, and comments from past teammates.

- Top Bar:** Logo, Search for teammate, View consideration list, Notifications, messaging, Username (with a dropdown arrow), and a menu icon (with a red arrow pointing to it).
- Profile Section:** Includes a profile picture, background (4.7 rating with a star), change status, invite (with a red arrow pointing to it), see past teammates, and see contact info.
- Self-introduction:** Text area for "self - introduction".
- Currently Working on ...**: A section for displaying current project details. It includes "project name", "with", "who", "who.", and a "finish project" button. A red arrow points to the "display 'none'" note if no current project.
- Past Project Experiences**: A section listing past projects with dates and experience numbers. It includes a plus sign (+) and minus sign (-) for adding or removing experiences.
- Skills**: A section showing skills like C++ and Java, with an "add a new skill" button.
- Comments from Past Teammates**: A section showing an anonymous comment "Great!".
- Bottom Right:** A "top" button with an upward arrow.

display "none" if no current project

background 4.7

change status

invite

see past teammates

see contact info

self - introduction

Currently Working on ...

project name

with

who

who.

finish project

+/-

2018 Aug project experience 1

2019 Sep project experience 2

Skills

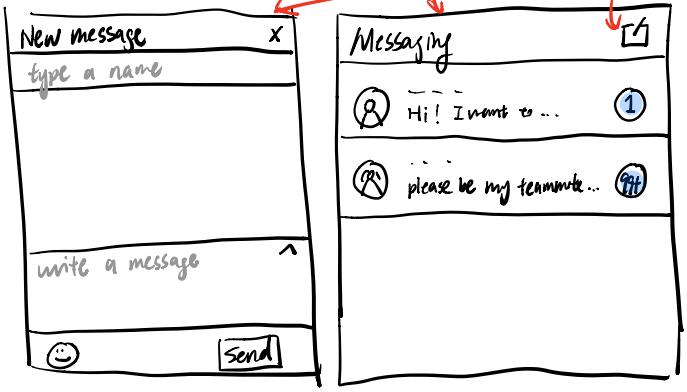
add a new skill

C++ Java

Comments from Past Teammates

anonymous Great!

top



- search page

Logo invitations messaging & Username

Searching for teammate ...

which School?

which course?
 CSC 373
 CSC 209
 CSC 258
 menu

which term? F W S

prefer sex: ♀ ♂

prefer age:

Search

• Search Result page

Sort by 评估 寶瓶排序

Logo invitations messaging & username

Three user profiles are listed:

- User 1: Invite button (highlighted with a red arrow and note: Change to green after invite), Add to Consideration button.
- User 2: Invite button, Add to Consideration button.
- User 3: Invite button, Add to Consideration button.

A red curly brace on the right side indicates "Same format but without add to consideration button". A red arrow points from the "View consideration list" button to a "TOP" icon.

view consideration list

TOP

• finish project page

Logo invitations messaging & username

Please rate your teammates

who.

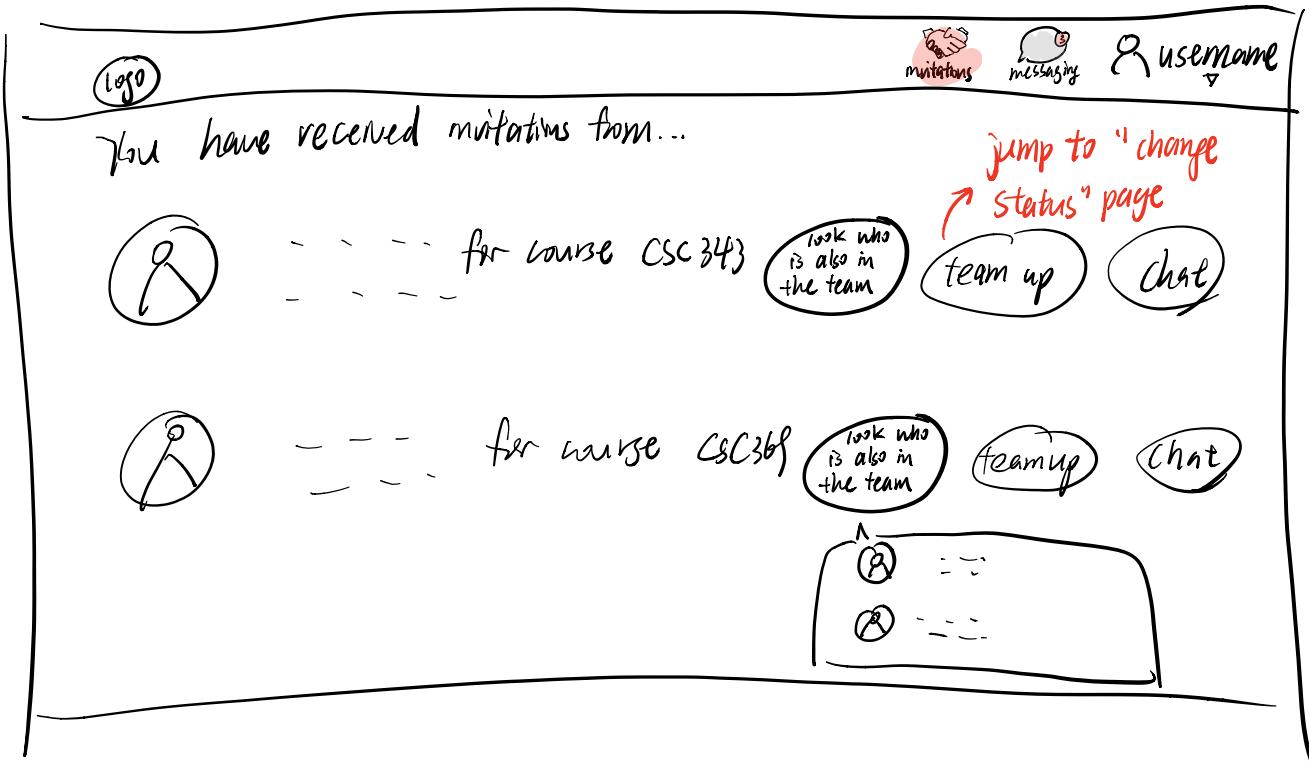
rate

comment

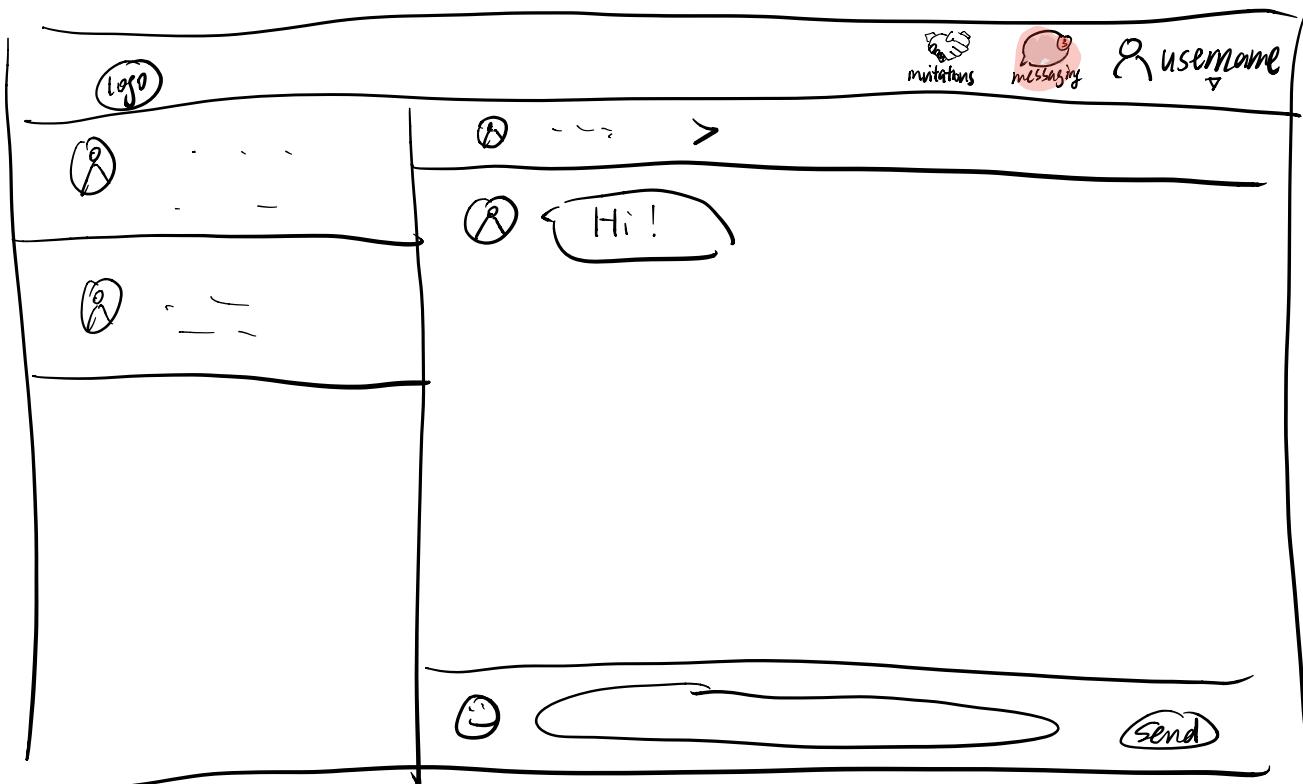
Comment anonymously

finish project cancel

• invitation button page



• messaging button page



- change status 頁面

The diagram shows a wireframe of a user interface for changing status. At the top, there is a navigation bar with a logo icon, notifications (6), messaging (1), and a dropdown for username. Below the header, the text "change your status to..." is displayed. Two options are listed: "not accepting request" (radio button) and "looking for teammates for courses..." (checkbox). A note indicates that the default is "Not". A green box highlights "Not". A red arrow points from the text "add course" to a plus sign (+) icon. The main form area is titled "Course 1:" and contains fields for "course code" (with placeholder "enter course code") and "term" (with placeholder "F/W/S"). A section field has "ex. L0201" as an example. A checked checkbox next to the text "Write a message about what contribution you can make as a teammember for this course (optional)" is followed by a text input field labeled "write a message...". At the bottom right are "Finish" and "Cancel" buttons.

change your status to...

(radio) not accepting request default is Not

(checkbox) looking for teammates for courses... at Not

Course 1:

course code enter course code term F/W/S

section ex. L0201

(checked) Write a message about what contribution you can make as a teammember for this course (optional)

write a message...

finish cancel