

# OOP Project Report – Group 68

Lucas Pereira Barrios, Willem Dieleman, Morty Wu

## 1 INTRODUCTION

### Purpose of application

The purpose of this application is to assist users in organising various tasks. To achieve this goal, the application employs a board-based system that contains lists. Users can add tasks to these lists and can create new lists as necessary. The application also provides several options to customise tasks, such as the ability to add a description, sub-tasks, and tags. The application also allows the user to choose a server to connect to.

### Objective of evaluation

This evaluation aims to identify problems with the user interface, evaluate the effectiveness of design decisions, and provide recommendations to ensure the application meets the users' needs and expectations.

### Prototype

Figure 1 shows the initial screen of the application. The user is prompted to choose a server to establish a connection with.

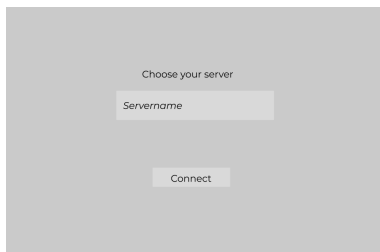


Figure 1: Screen that allows the user to choose a server

Figure 2 shows the board listing screen. The user can see available boards, how many tasks there are, and how many tasks are marked as done on each board.

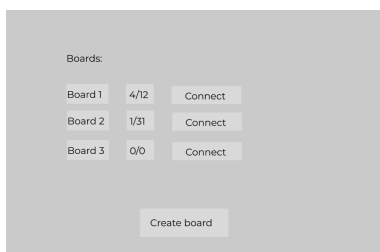


Figure 2: Overview of available boards

Figure 3 shows the screen after connecting to a board. In this overview a user can add lists and tasks. Additionally, the user has the options to remove tasks.

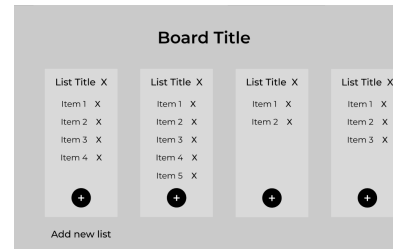


Figure 3: Overview of a board

Figure 4 is the prompt the user is shown when adding a list to a board.

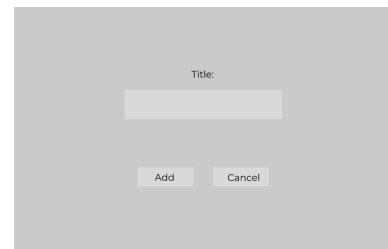


Figure 4: Adding list prompt

If a user desires to change the title of a list, they will be shown the screen in figure 5.

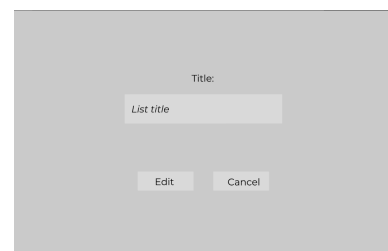
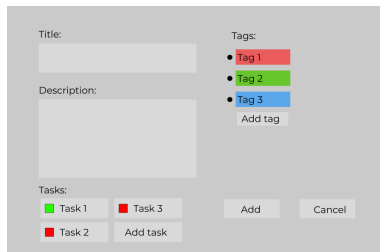


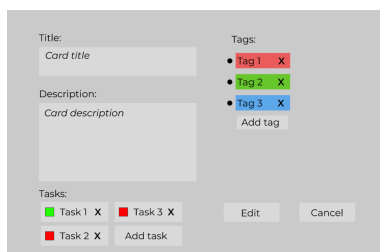
Figure 5: Screen to edit a list's title

Figure 6 shows the screen for the addition of a card to a list. The user has the option to give the card a description, tags and additional sub-tasks.



**Figure 6: Adding task prompt**

If a user wants to edit a task, the screen in figure 7 is shown.



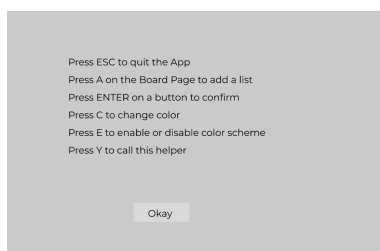
**Figure 7: Editing of a task**

Figure 8 shows the screen after a user clicks on a task. The user is shown the description, tags and sub-tasks of the task.



**Figure 8: Task overview**

Additionally, there is a screen with all of the available shortcuts a user can utilise, this screen is shown in figure 9.



**Figure 9: Help screen**

## 2 METHODS

### Experts

We recruited another OOPP group as our experts, while we were being their experts. We ended up finding group 51, which are 6 people, as our experts. Due to some laziness and ignorance from the other group, we ended up getting feedback from just two or three experts. They're expertise level is average has they have the same training as we do.

### Procedure

We provided the expert with a prototype of what we would imagine our full UI would look like. The prototype consisted of a PDF with screens of all our features (see previous section).

We gave our experts a guide on how we would like to receive their feedback. They were tasked to explore the UI as a typical user would and try to envision how they would complete common tasks and workflows within the prototype. They needed to take notes on missing features and usability and design issue as well as suggest UI improvements for those problems.

### Measures

The format of the feedback they needed to give is the following:

1. Problem description: a brief description of the problem
  2. Likely/actual difficulties: the anticipated difficulties that the user will encounter as a consequence of the problem
  3. Specific contexts: the specific context in which the problem may occur
  4. Assumed causes: description of the cause(s) of the problem
  5. Suggestion: how should the UI be updated to resolve the problem
- They were asked to each do it individually and at the end combine all their findings into one big list of improvements. They were also asked to provide a short section containing feedback over the overall application.

## 3 RESULTS

The feedback we have received can be divided in 8 action points. Each point will be described below:

### Minimalistic design

The design we made for review was quite minimalistic. We chose for this option since we would then be able to change the design during the development process. However, we received the feedback that our design was too minimalistic. The experts suggested adding some icons to make the application more user-friendly

### Helper Scene

In our design, there is a dedicated scene for explaining the keyboard-shortcuts. This scene can be opened through the main scene and by pressing Y. The experts suggested adding a small "?" or "Help" button in every scene so that it is more easy to find the meaning of each keyboard-shortcut

### Return button

Our current design does not have an option to return to the "choose a server" page. Whenever a user has chosen a server, this server will be used for the application. When a user wants to connect to a

different server, they will have to close and re-open the application. The experts suggested adding a back button that would return users to the "Choose a server" page.

The experts also missed a return button on the board scenes, which prevents users from directly going back to the main screen. They suggested adding return buttons on all the screens, allowing users to easily navigate the application

#### **Edit title**

There currently is no button that users can click to go to the "Edit title" screen. This screen will appear when a user clicks on the title of a card. The experts found this interaction not intuitive and suggested adding a button to edit the title (and description) of a card.

#### **List continues of screen**

Whenever there are too many lists to show on the screen, the lists will continue off the screen. The hidden lists can be seen by scrolling through the application, which will reveal the off-screen lists. The experts missed an indication that shows that users can scroll through the lists that are currently not on the screen. This could for instance be a scroll-bar or an arrow.

#### **Card indicators**

On the main overview of all the boards, each board has an indicator that shows how many cards there are currently on the board. This could for instance be 4/31. This number is not properly explained and for users this can be quite confusing. The experts suggested adding an explanation or an icon to show what the number means for every board.

#### **Delete board**

Our application does currently not have an option to delete boards. Whenever a board is made it will stay in the main screen. Lists and cards can be removed by users, but boards not. The experts suggested adding the option to remove a board. They noted that there is not yet an option for editing (the name) of a board, which would also improve user interaction.

#### **Tag creation**

The experts noted that the tag creation is not properly explained. There is not a clear menu for adding tags to cards. Adding a menu where users can add colors and tags to a card would improve the application.

## **4 CONCLUSIONANDIMPROVEMENTS**

### **Adding Cards and Boards**

The card creation scene should be made more expansive by adding input boxes for the details: description, tasks, and tags.

The add and cancel buttons should be swapped or a warning should be created when pressing the cancel button. **Board view**  
Make the lists move dynamically with the list of boards.

### **General UI and buttons**

A disconnect button should be created and placed somewhere (for

example above the list of boards). Make the password box smaller by not showing the entire text and move it somewhere else, like next to the search bar. A functionality to edit the board name should be added and clearly presented. The welcome page UI design isn't consistent with the rest of the app design and should be changed. The location of the toggler of the sidebar should be fixed in one place. Make the cards smaller to fit the list. Showing 3 cards per list isn't enough usually. Extra information should be added to the overview of the cards. (tags, colors, etc.)

### **Search function**

Make a separate window to show the boards containing the cards, and lists, or simply highlight the specific card or lists, or boards.

### **Tags**

A more intuitive design should be added. A color panel that let the user pick a customized color would be ideal. A short explanation should also be added to guide the users. There shouldn't be search functionality for the tags. Instead, when we create a tag that already exists, the request would be rejected.

## **5 CITATIONS**

You can cite papers, e.g., [1]. To make the references appear, make sure to compile the latex sources, then bibtex, and then latex twice.

## **REFERENCES**

- [1] First Author, Second Author, and Third Author. 2018. An Exemplary Paper For The References. In *International Conference on Silly Walks*.