

High Fidelity Prototype

LAM XIN YI, JESLYN U1822126J

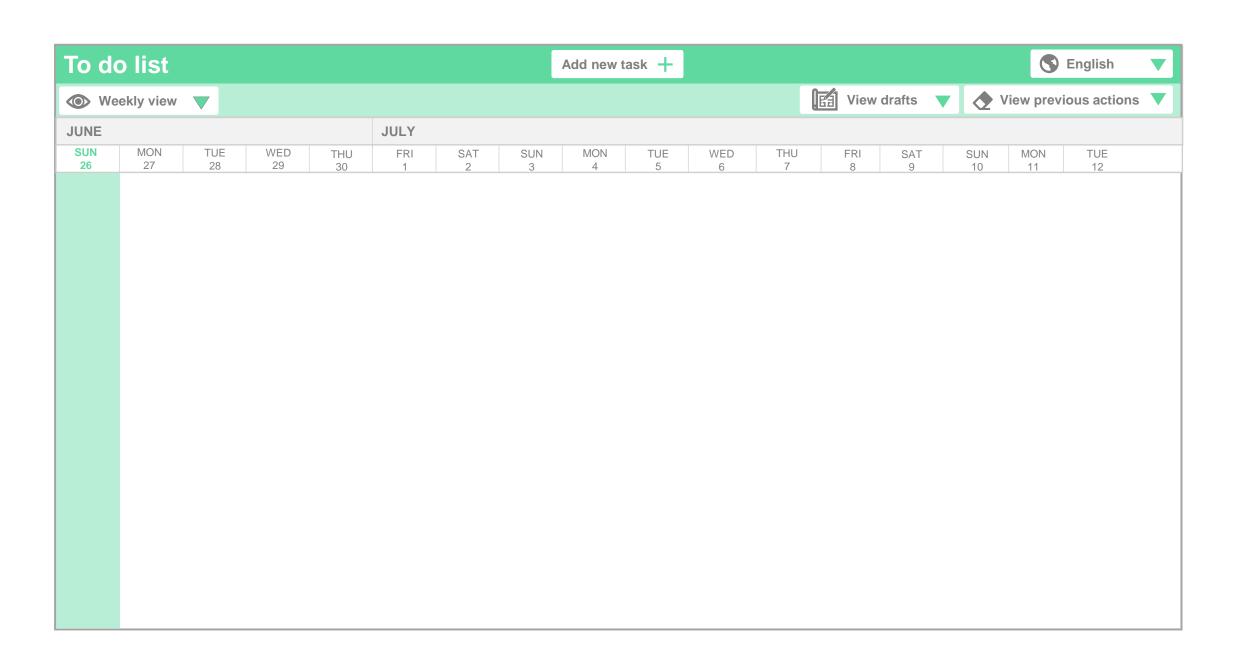




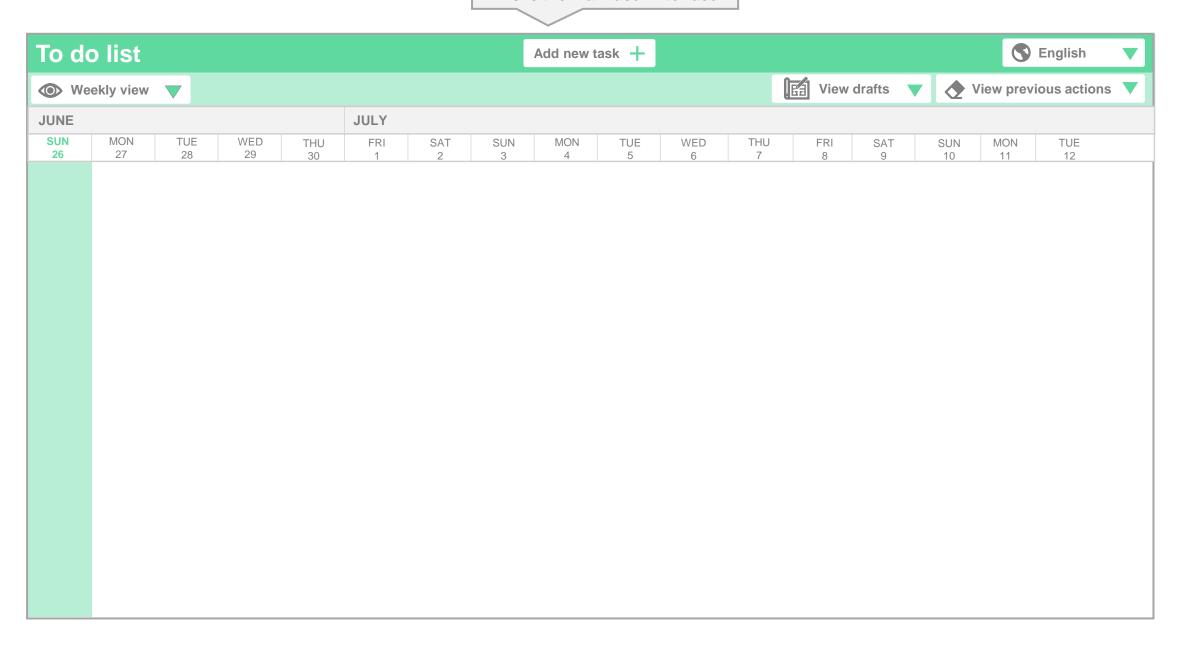


User Legend

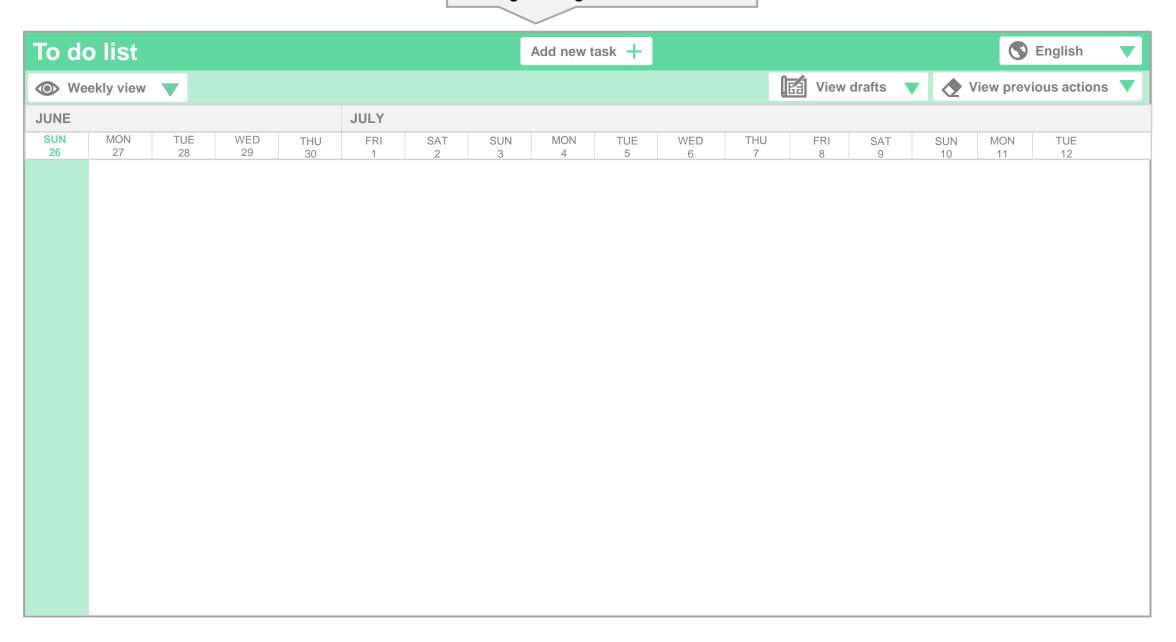
Task progress symbols	Meaning
! xxx	Not started
(A) AAA	Task warning → No time left / Dependency clashes
XYYY	In progress
✓ zzz	Completed



This is the main user interface.



Let's go through the main features!





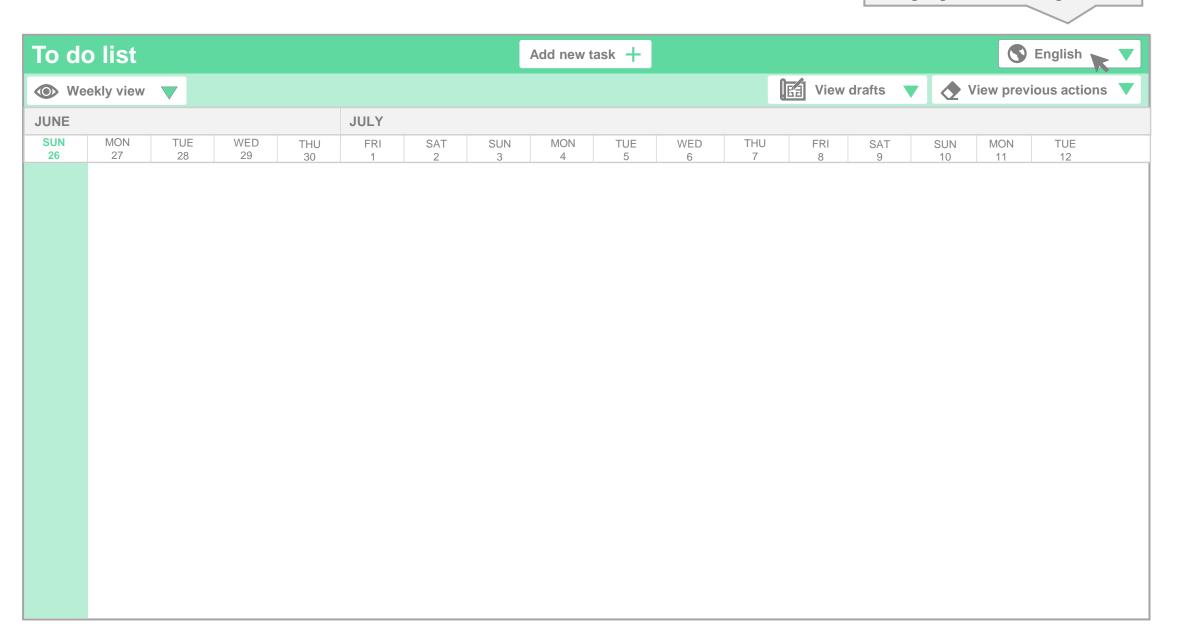
Changing Language

LET'S GO

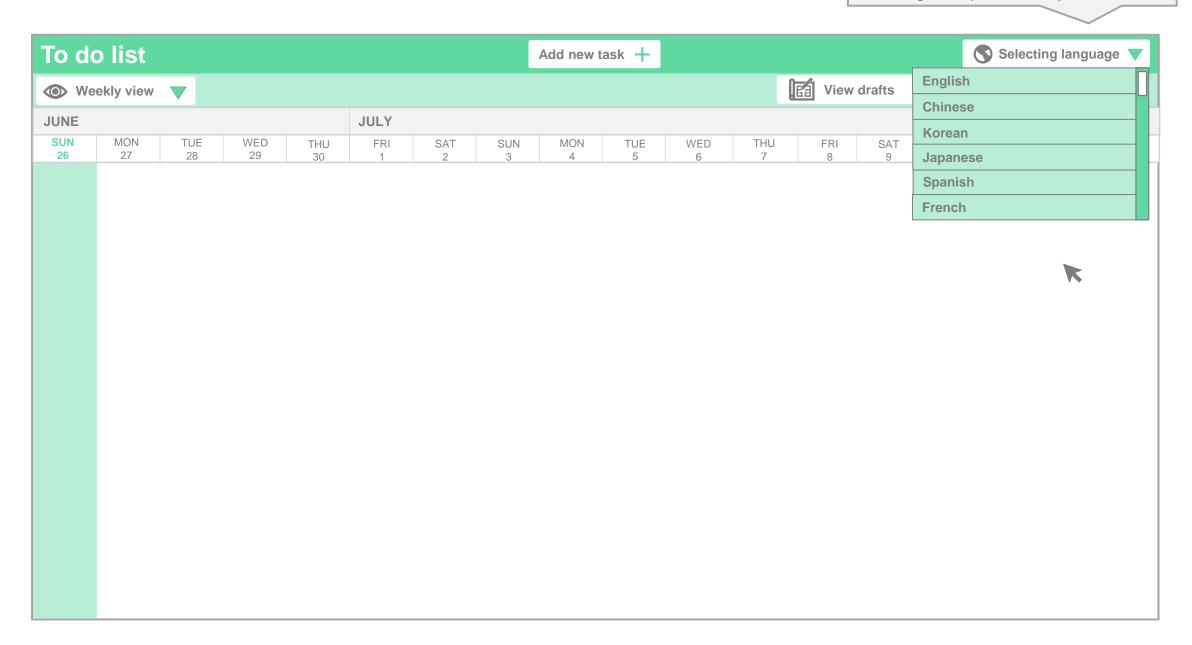




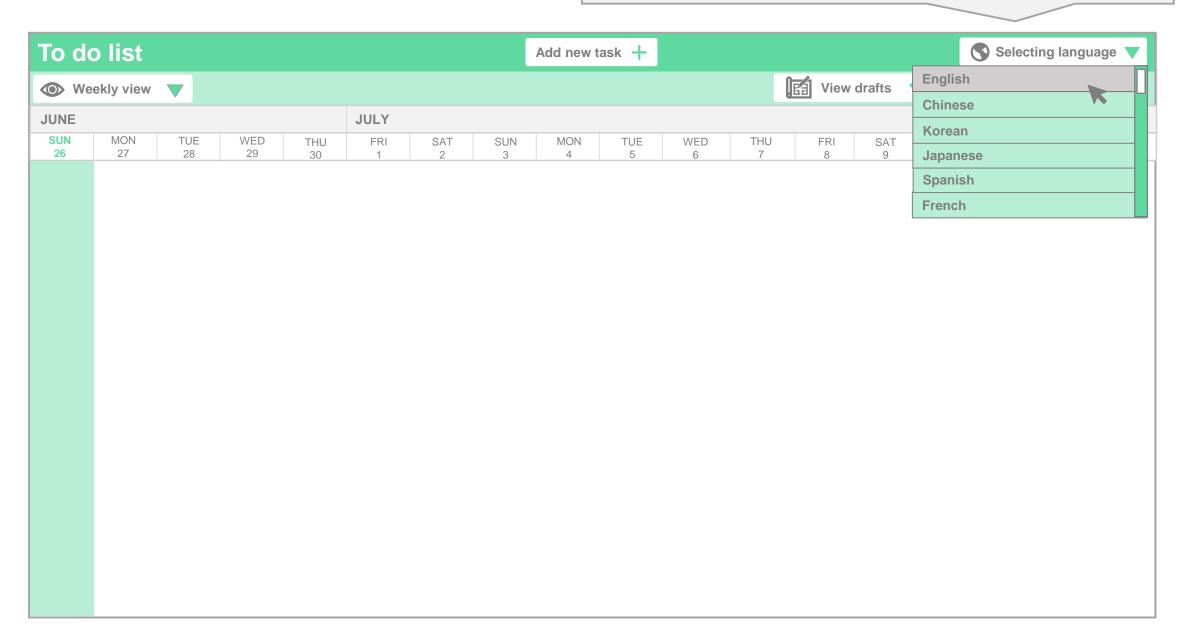
Language can be changed here.



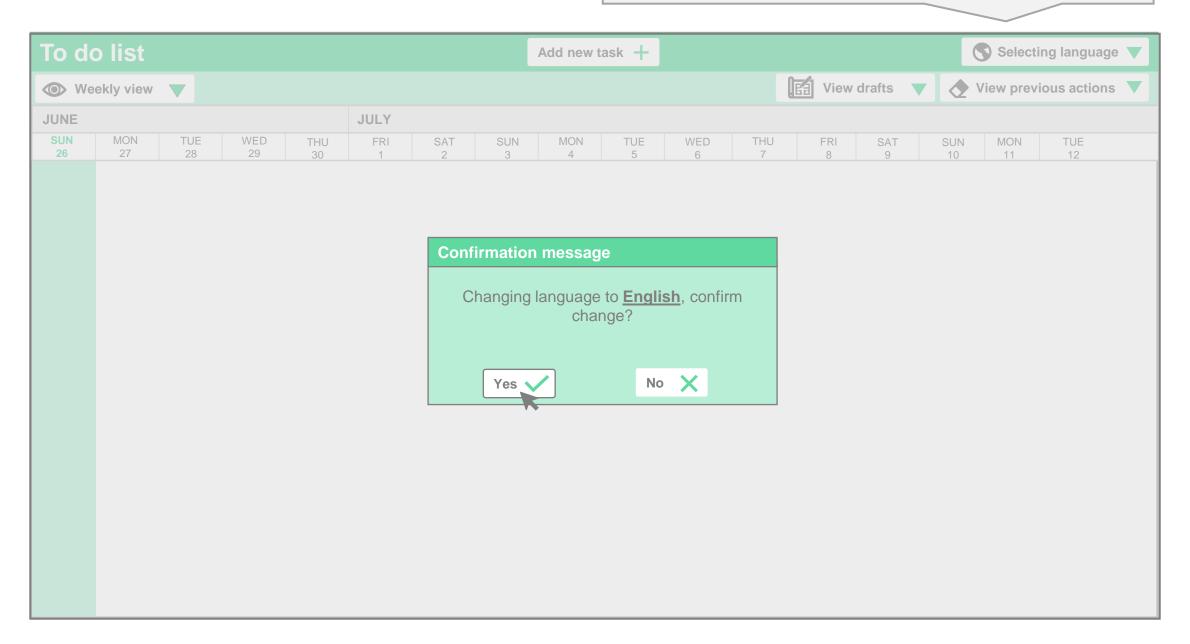
Clicking will open the dropdown menu.



Let's say we would like to change the language to English as an example...



As this is a high impact change, a confirmation message will pop up.



After clicking yes, the language will be updated, feedback will be provided. If no is clicked, user will return to the main page.



Small bar would appear at the bottom left corner for a few seconds to let user know of actions that are done, keeping them in the loop.



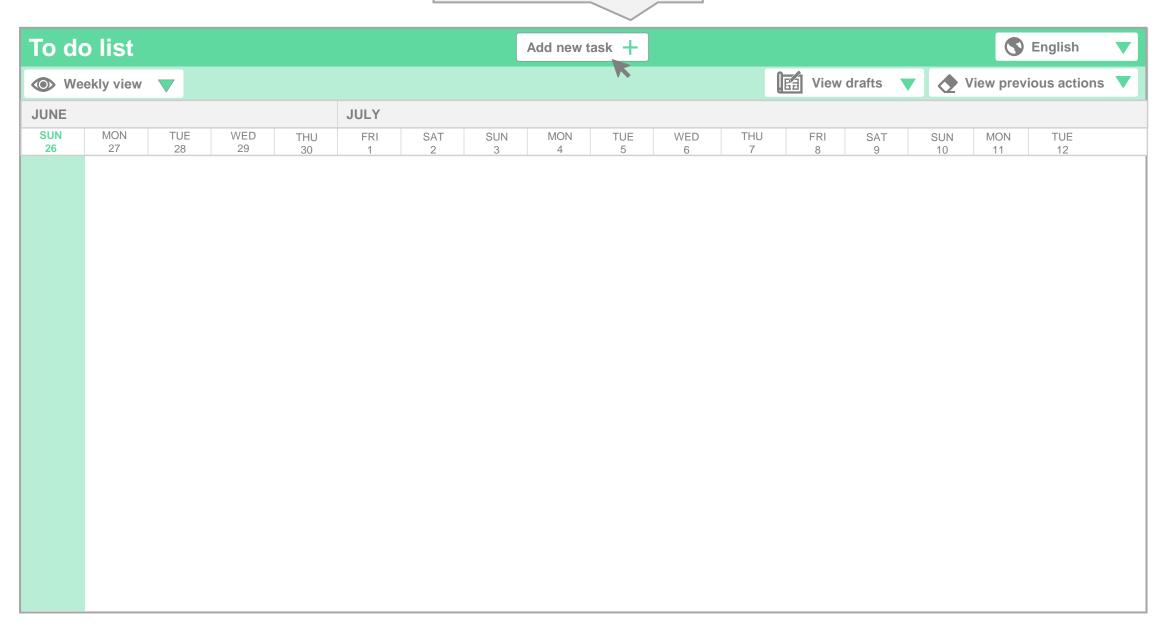
Adding New Task

LET'S GO

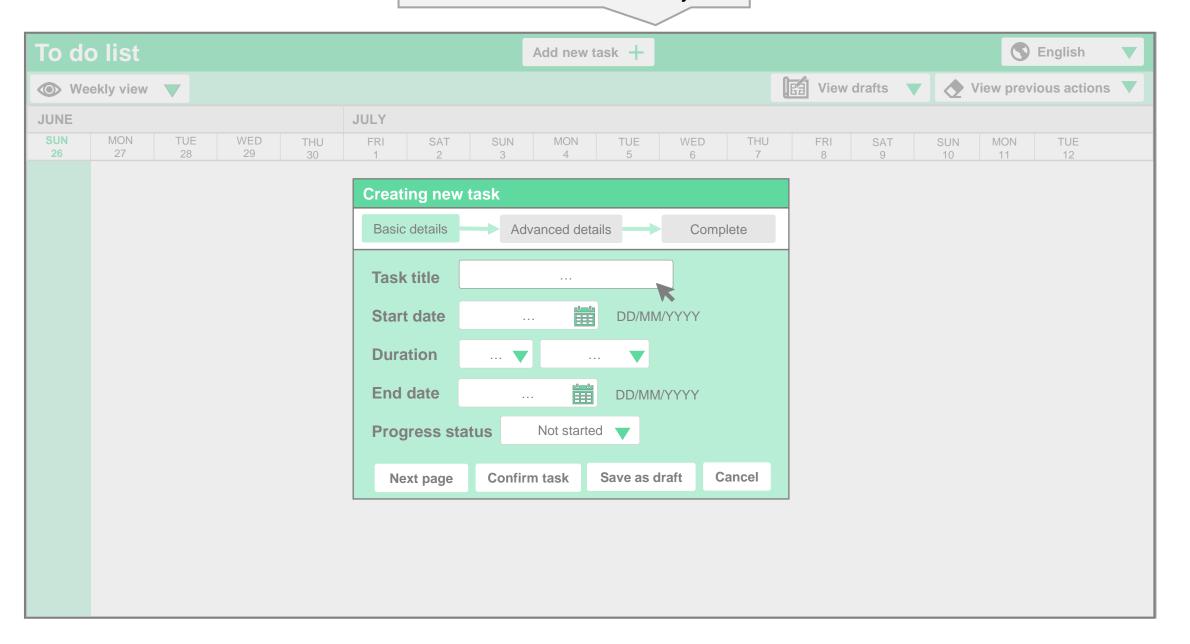




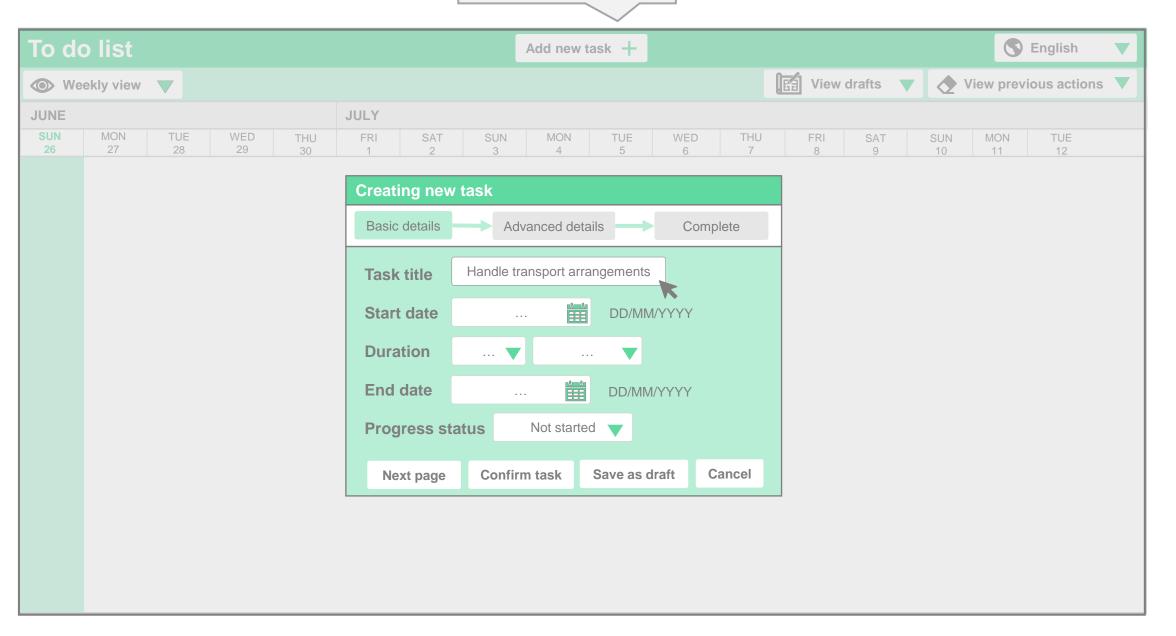
A new task can be added here.



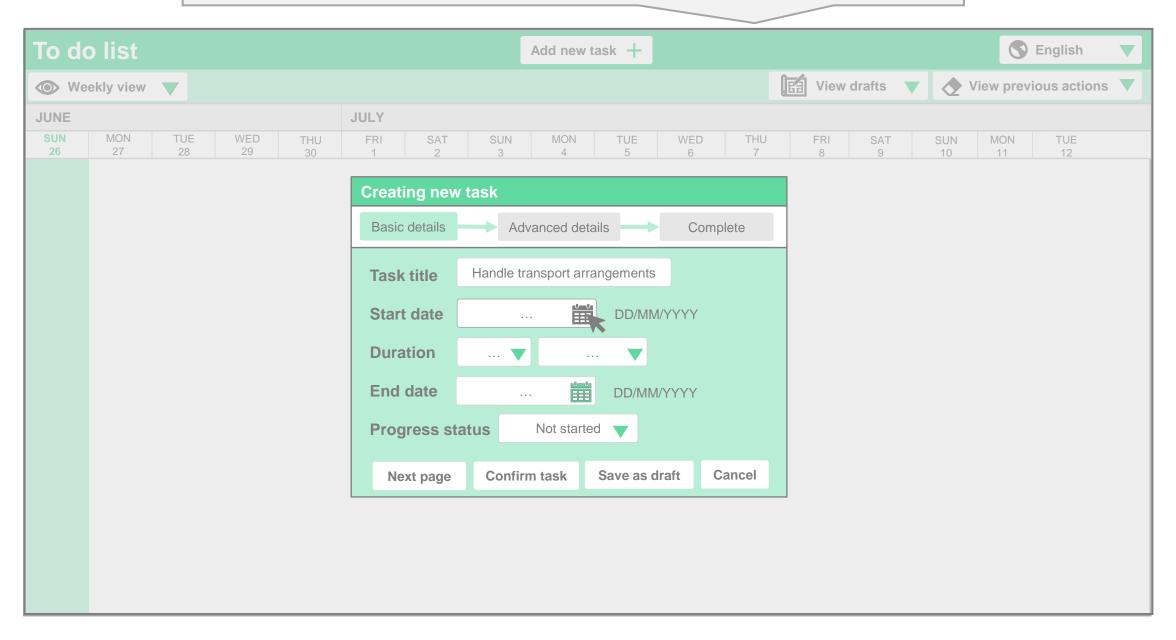
Task details will then have to be keyed in.



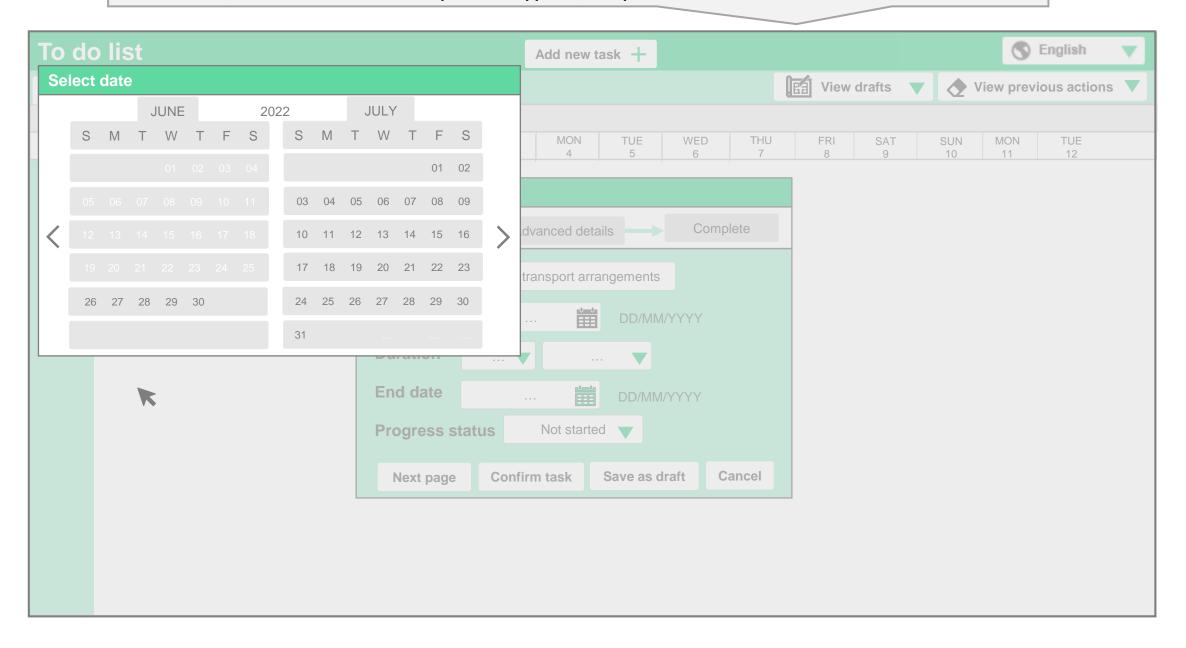
Keying in task title now...



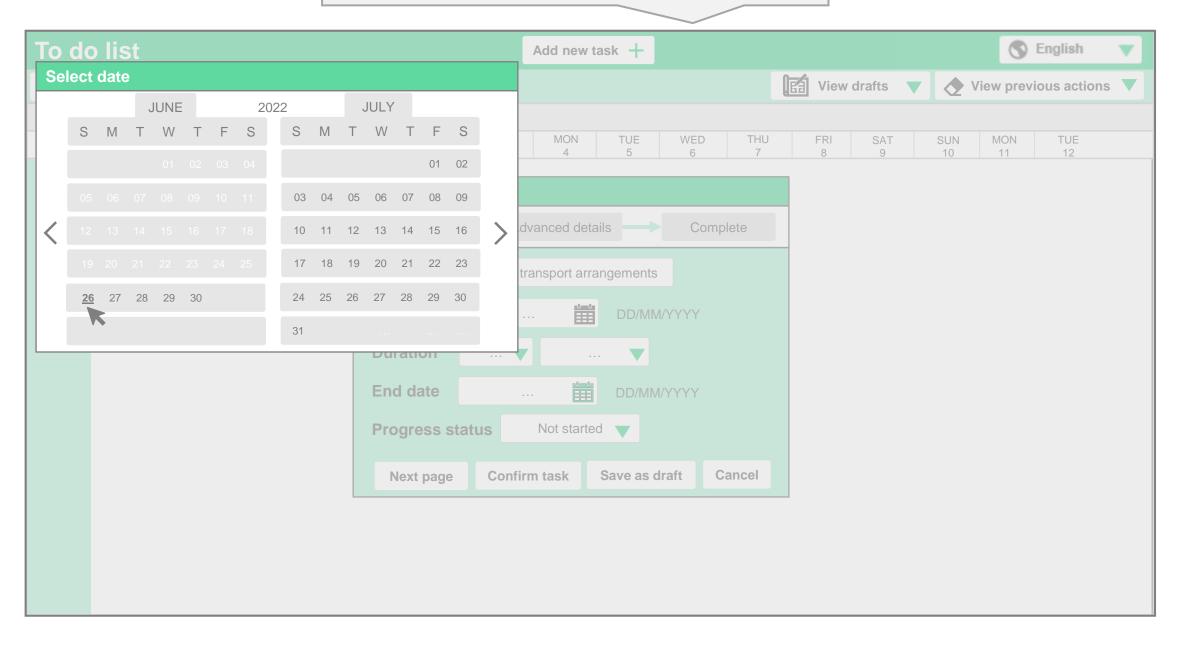
After task title is keyed in now, we need to key in the dates. Click on the calendar icon to proceed.



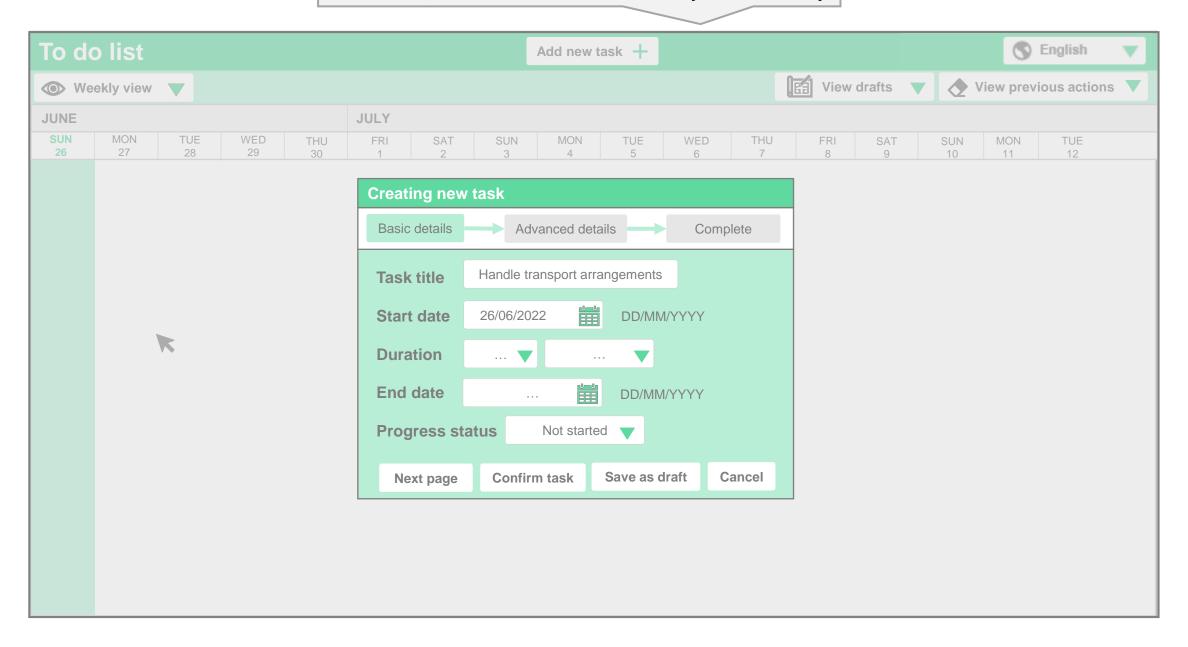
When clicked, the interface for users to input dates appears, with past dates shaded out and next month shown as well.



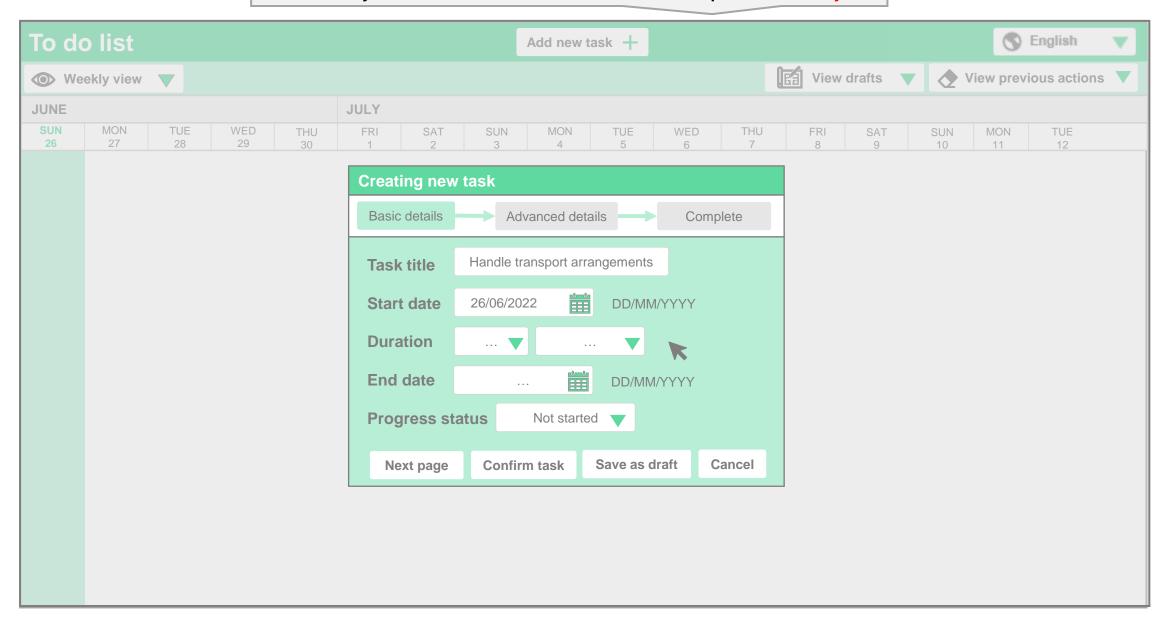
To chose a date, user just needs to click on the preferred date.



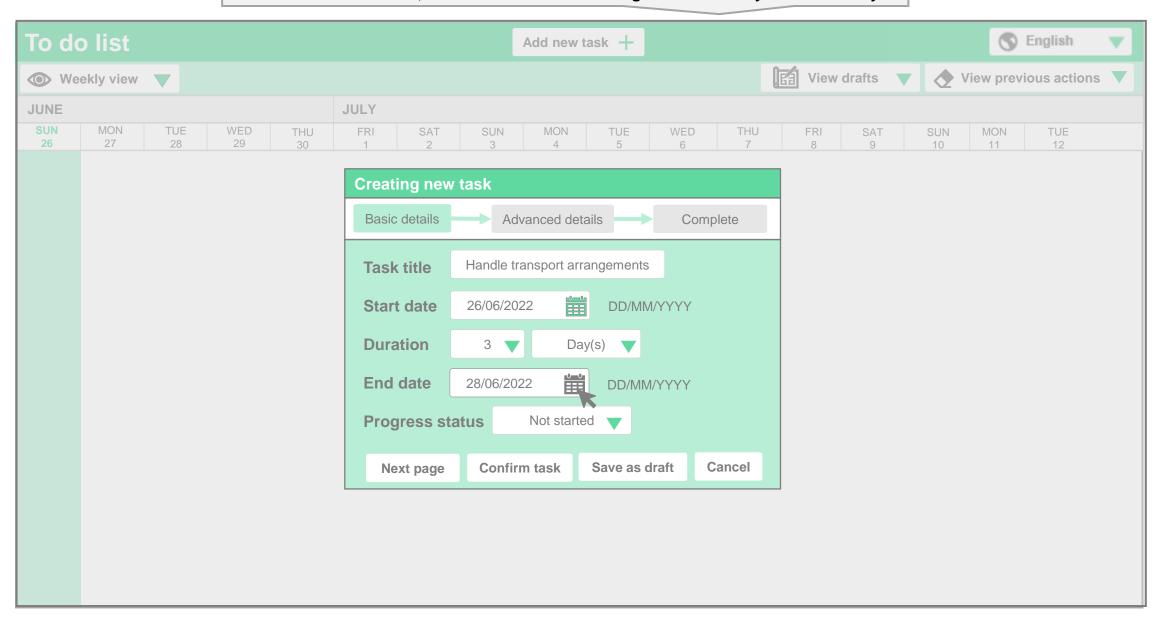
Just like that, the start date is entered into the system seamlessly.



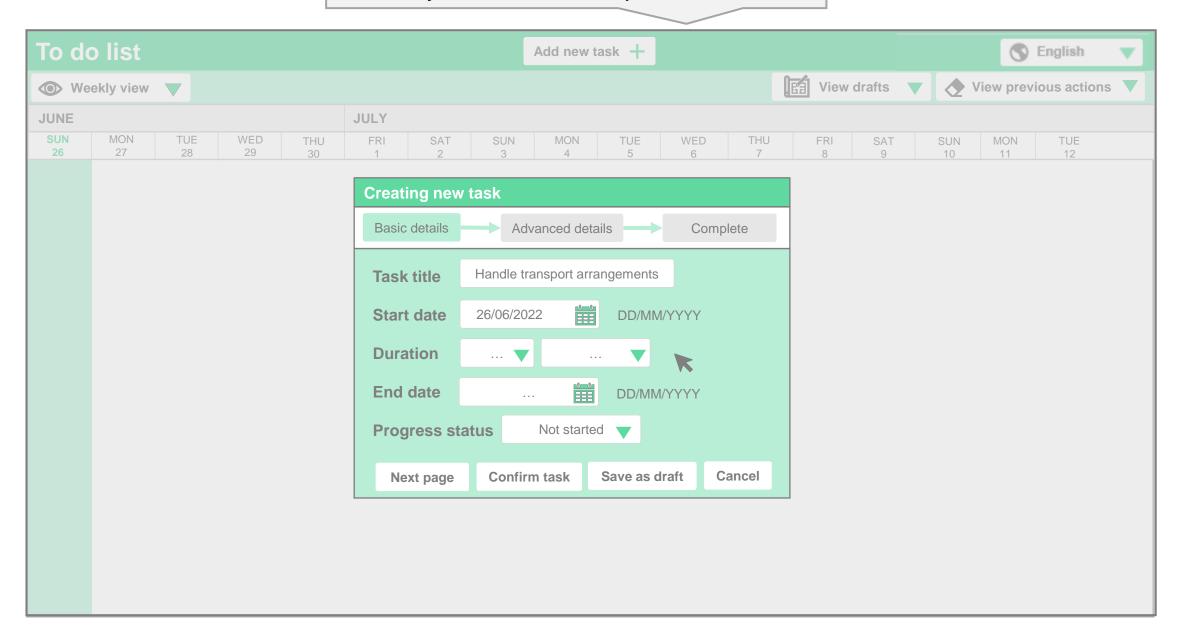
Now the user just needs to either key in the duration of the task, or the end date, and the system would then be able to fill in the other input automatically.



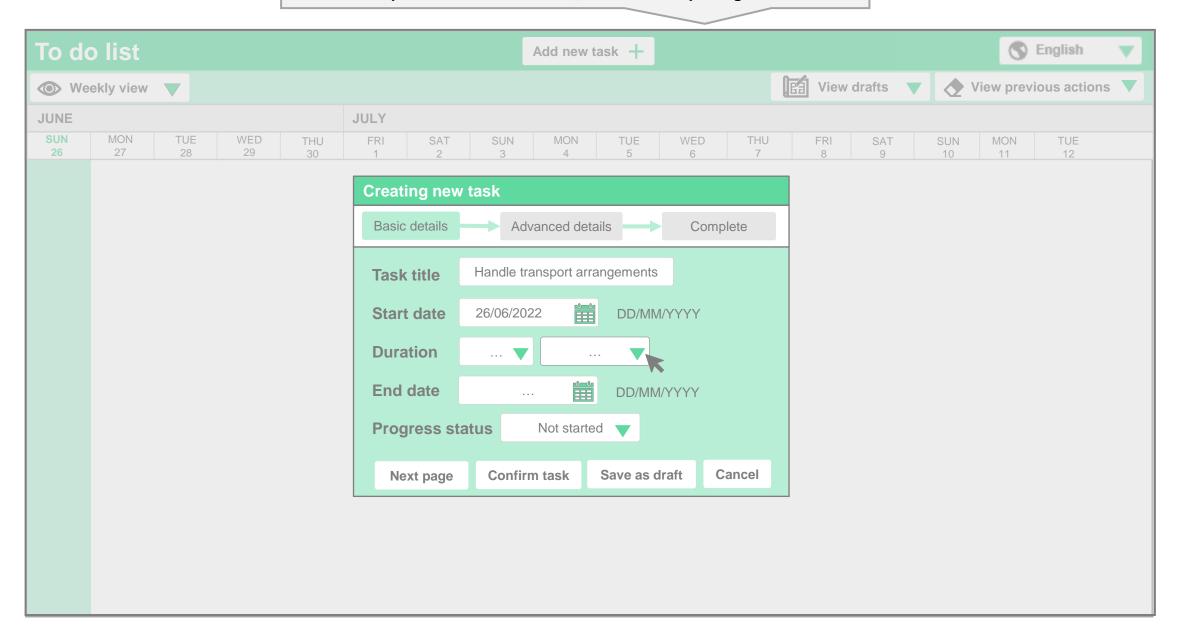
Selecting the end date would work the same way as before, and with the end date selected as 28/06/2022, the duration would be recognized it as 3 days automatically.



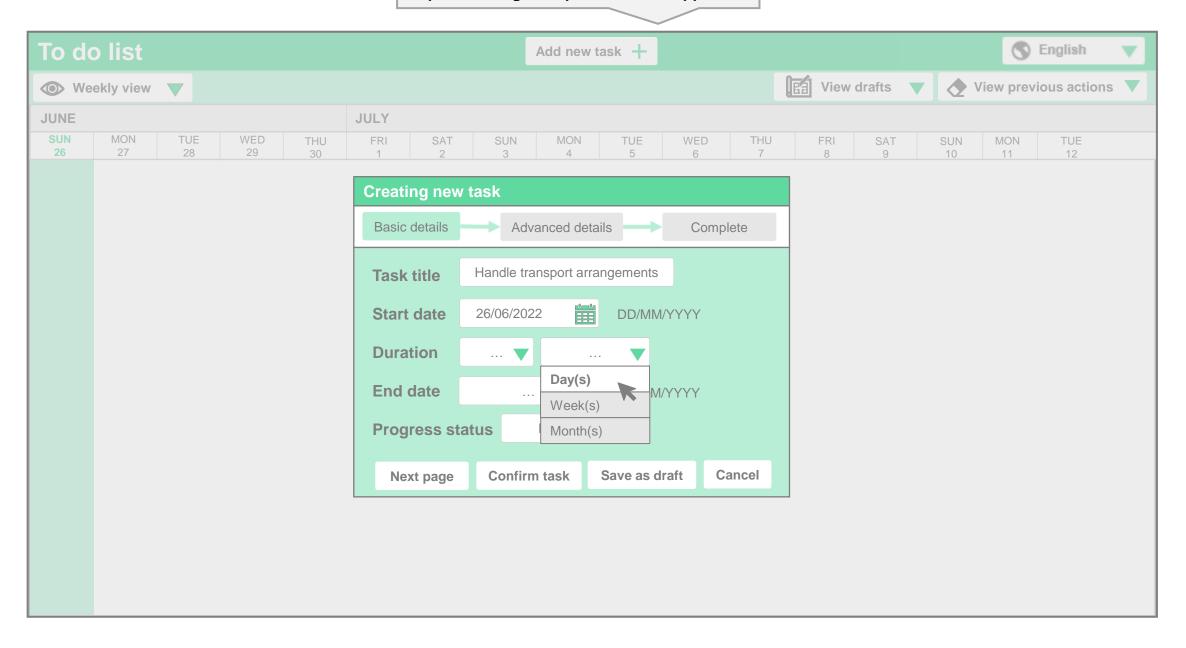
Another way to do this would be to input the duration instead.



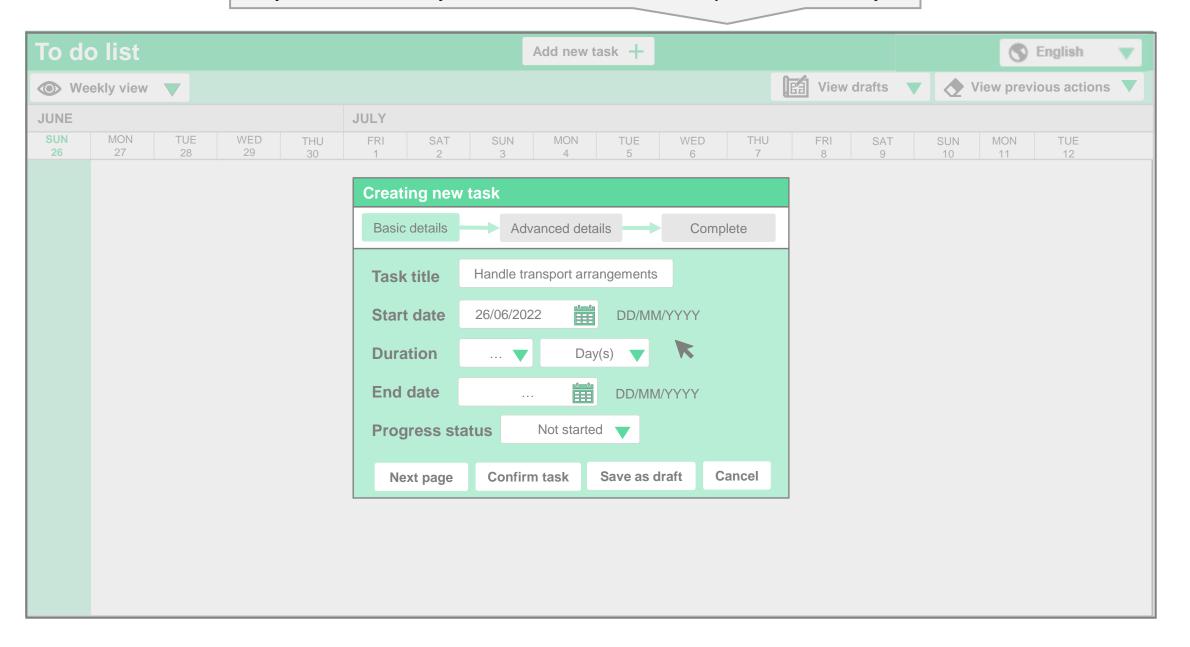
User can input the number and unit, now we are inputting the unit first.



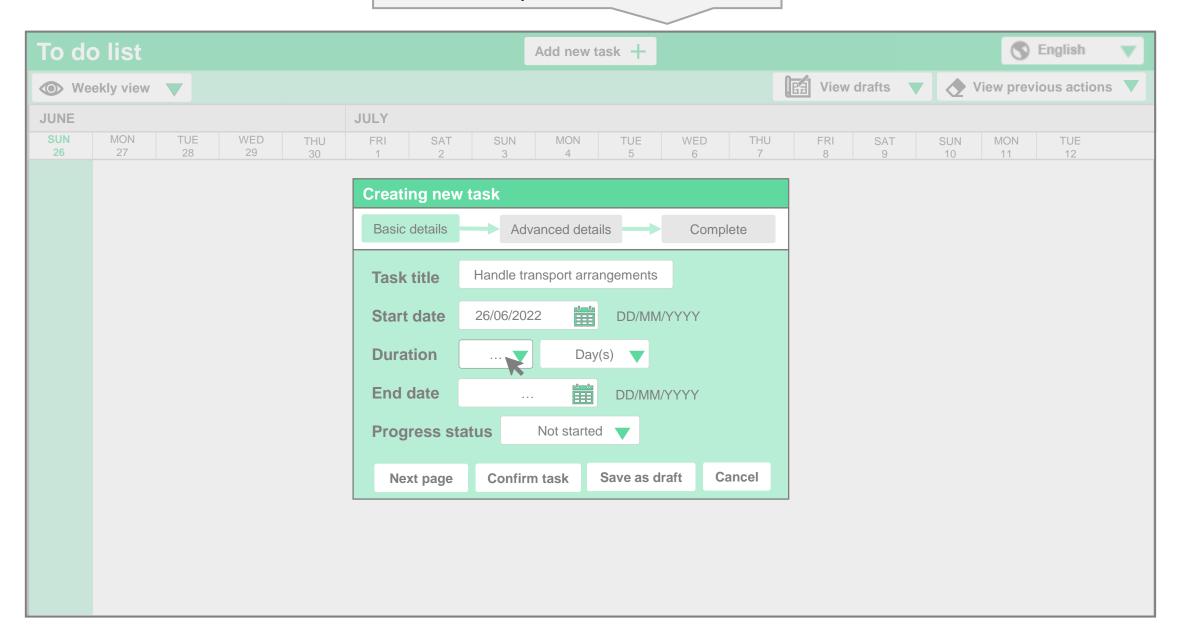
Upon clicking a drop-down menu appears.



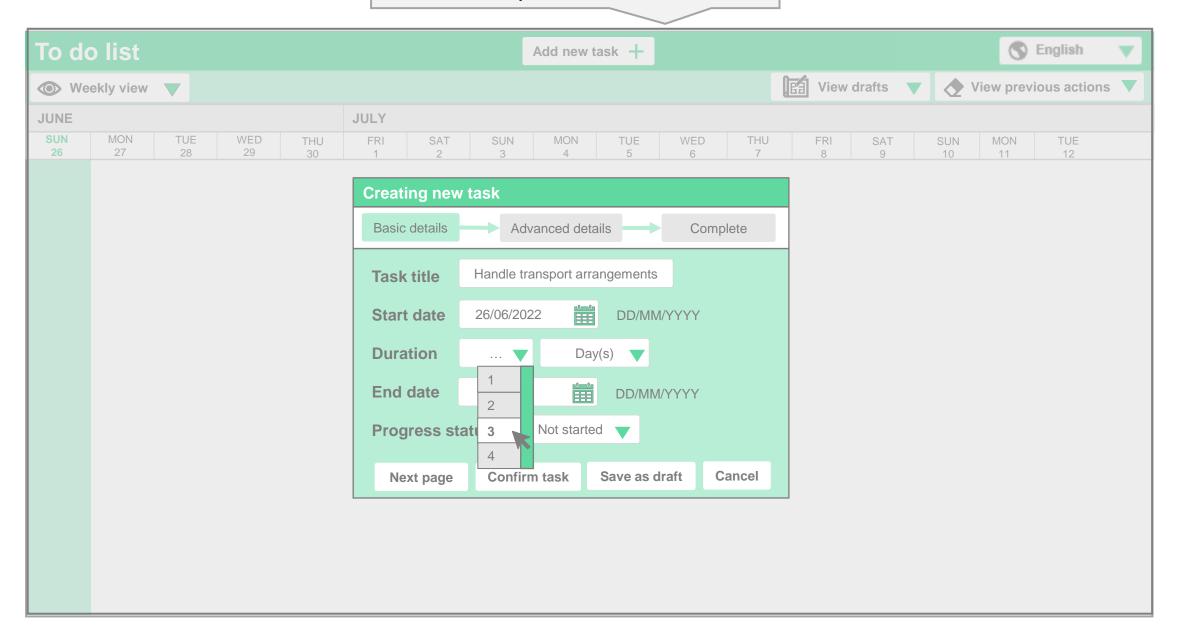
Days is now successfully selected. Now we would want to input the number of days.



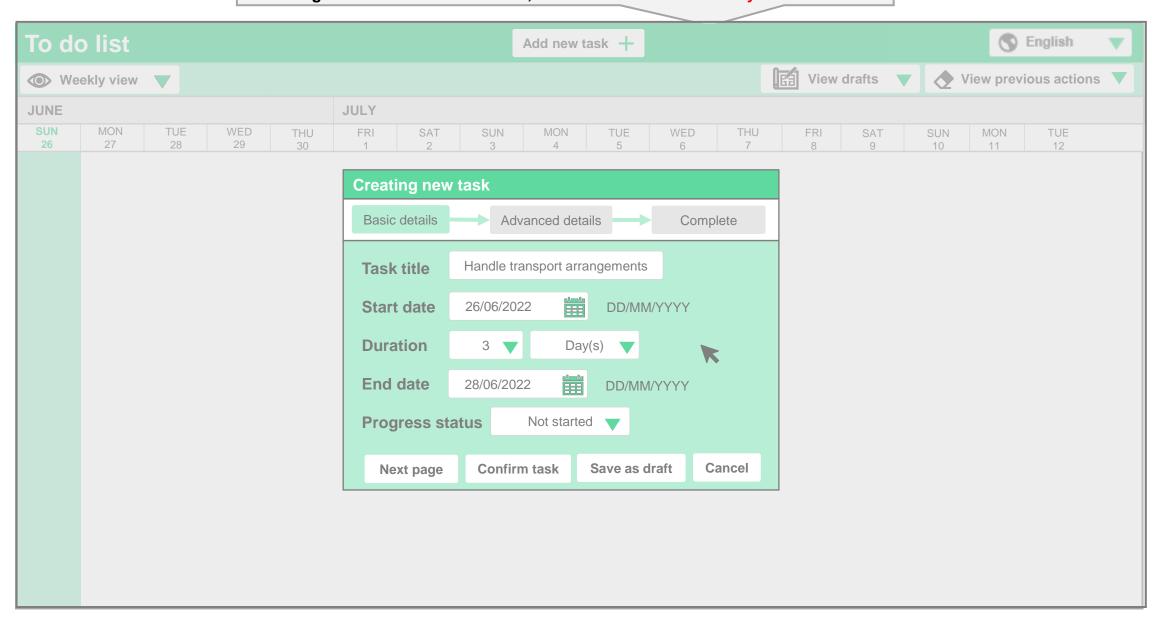
Hover over the input box and click on it to select.



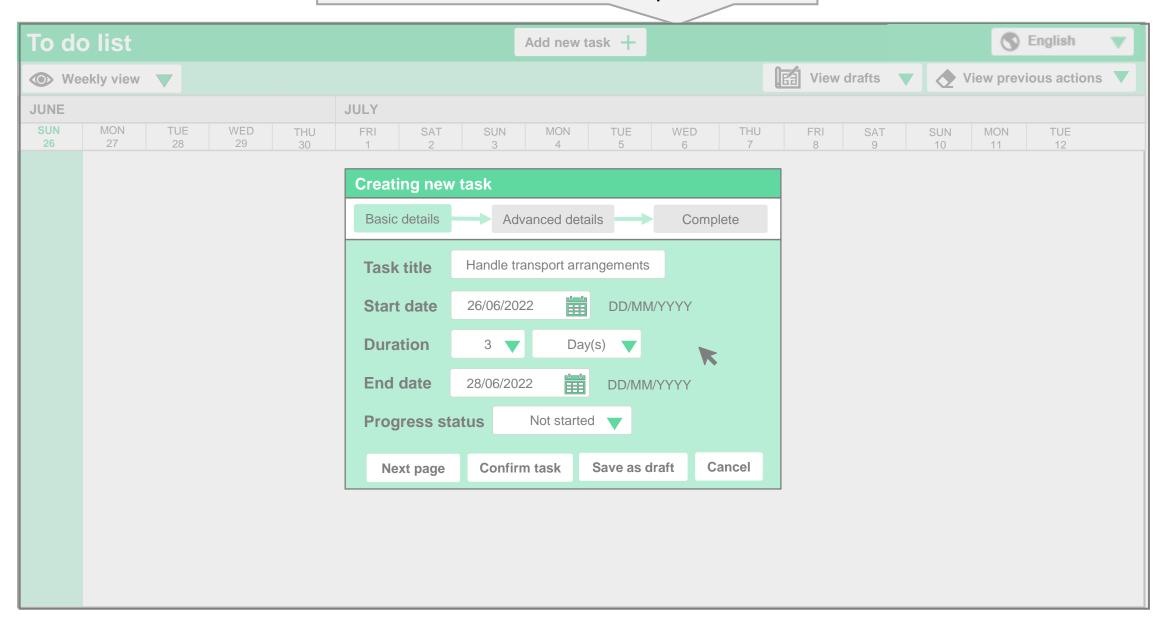
Hover over the input box and click on it to select.



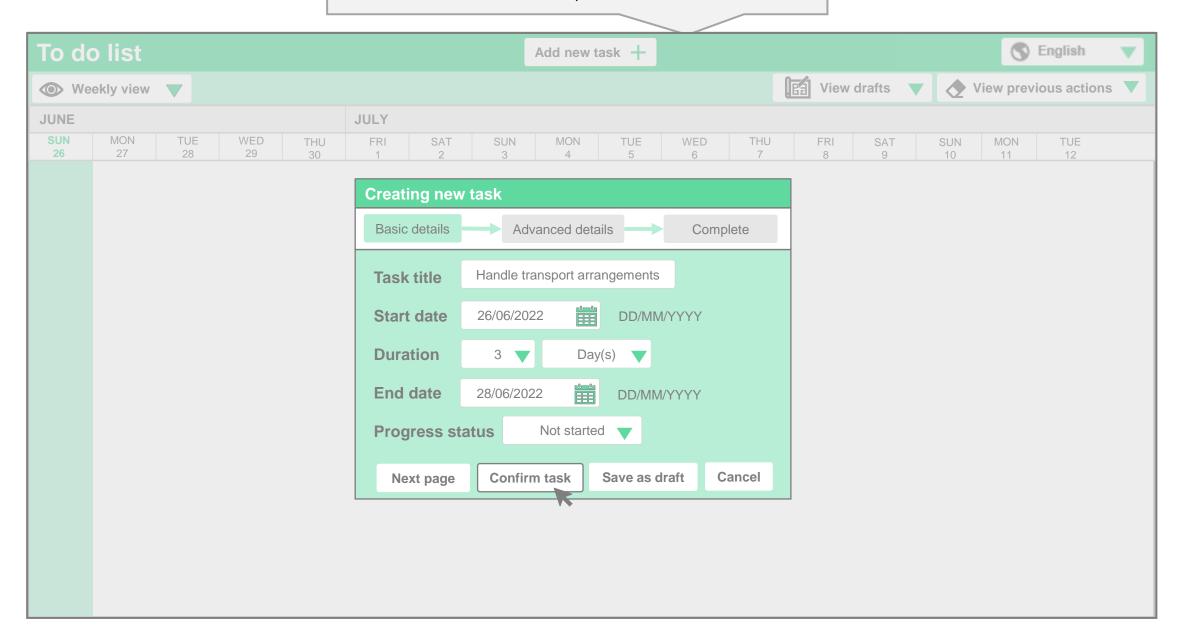
Now the number of days is selected successfully as well, as you can notice, by selecting the start date and duration, the end date is automatically filled in as well.



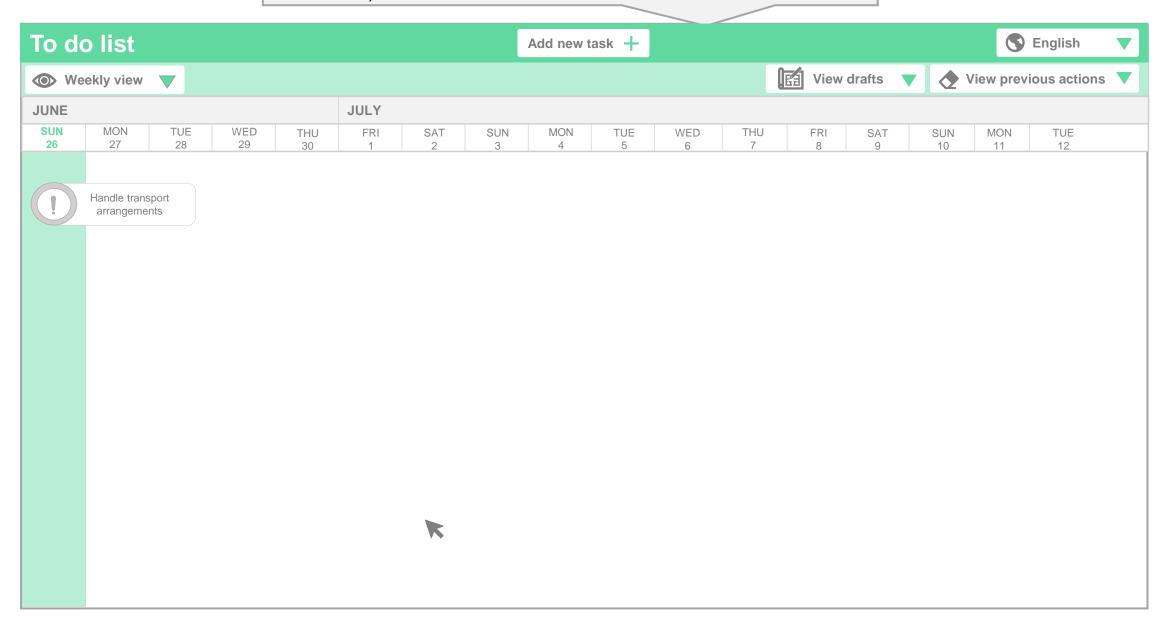
After this page is done, user can either confirm this task as it is now or add in more advanced and optional details.



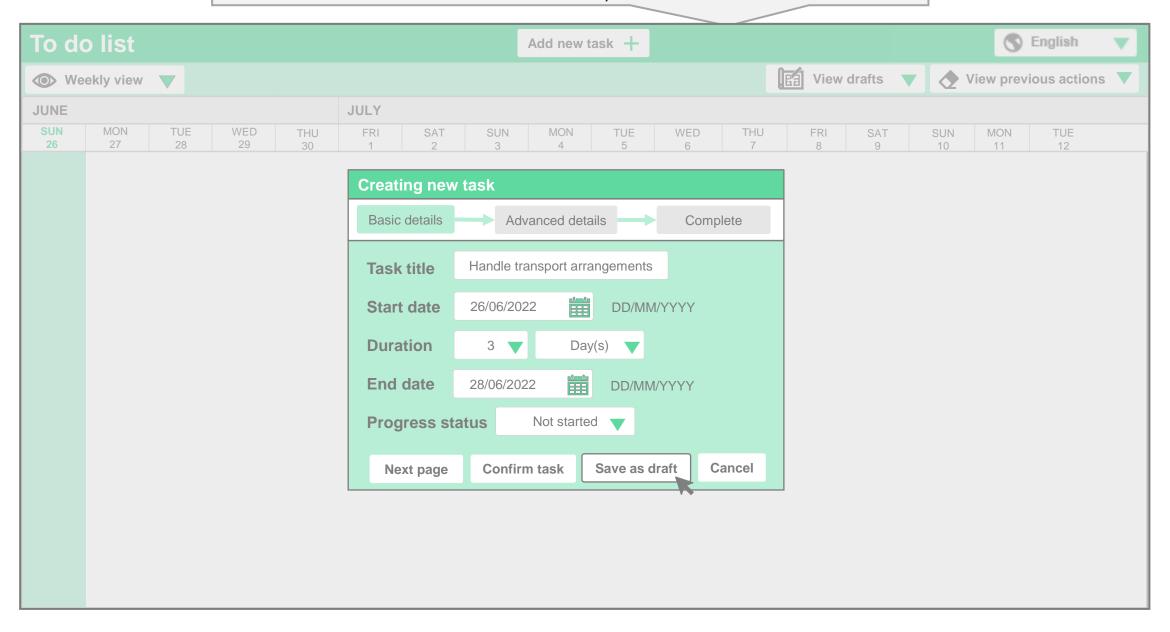
If we were to confirm task now, the task would then be saved.



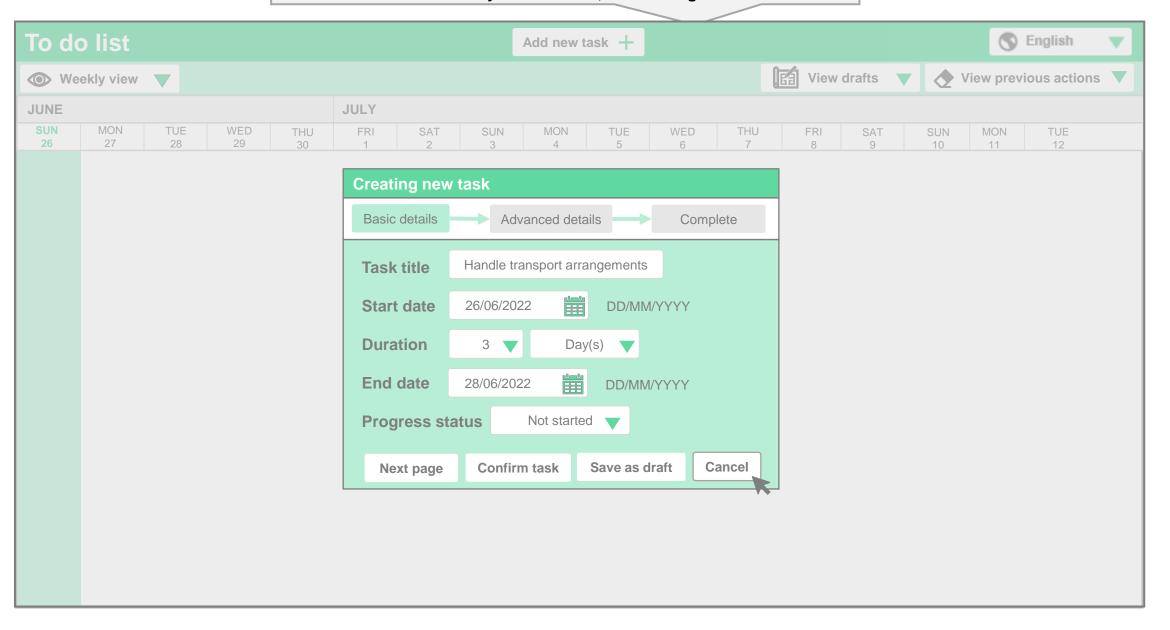
This is a small teaser of how the task would look like once the task is confirmed, but now we would like to look at the advanced details instead.



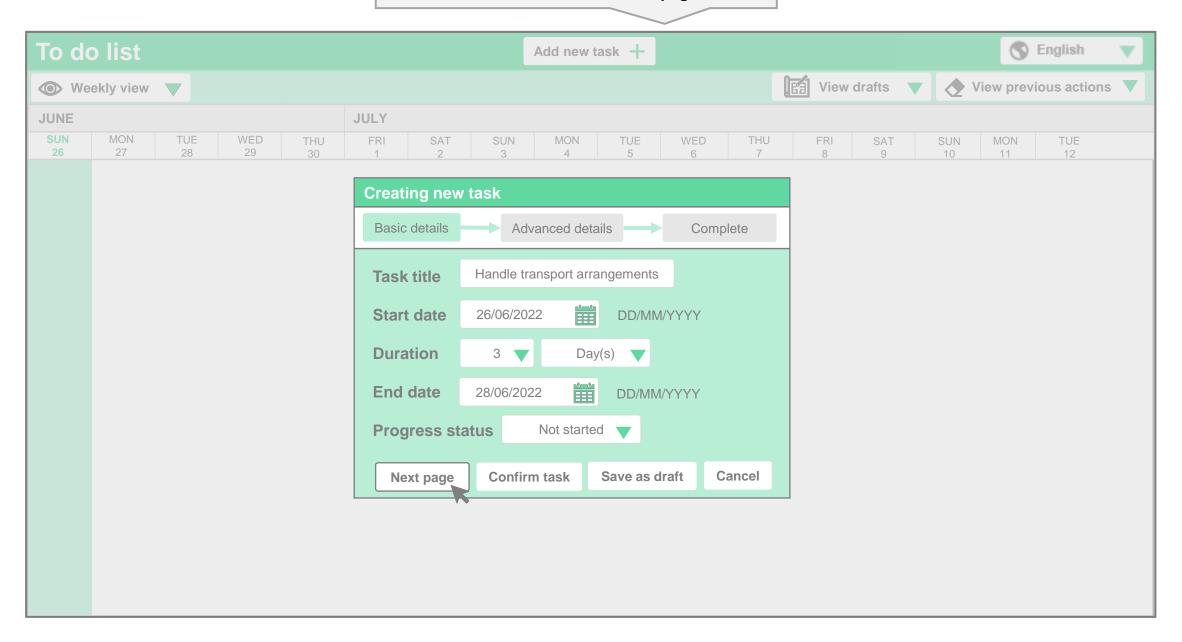
Now instead of clicking on confirm task, we are back at our previous page. From here you can observe that there is a save as draft feature, which will be talked more about later.



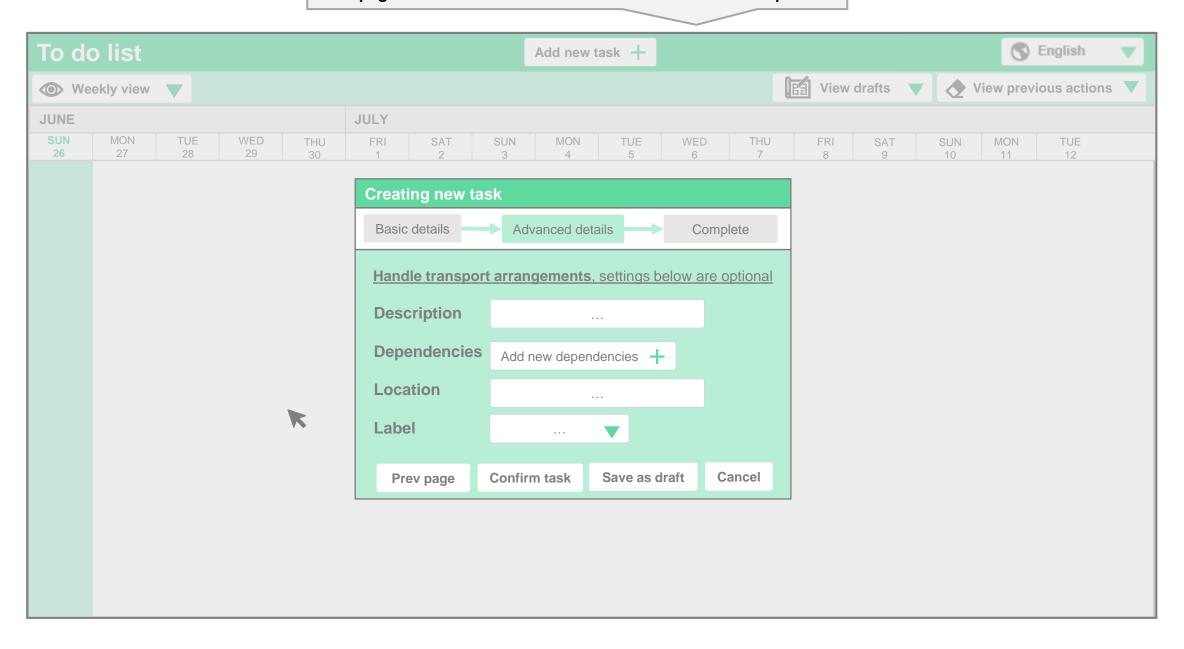
You can also observe that there is a cancel button so users can choose to cancel whenever they would like to, maintaining user control.



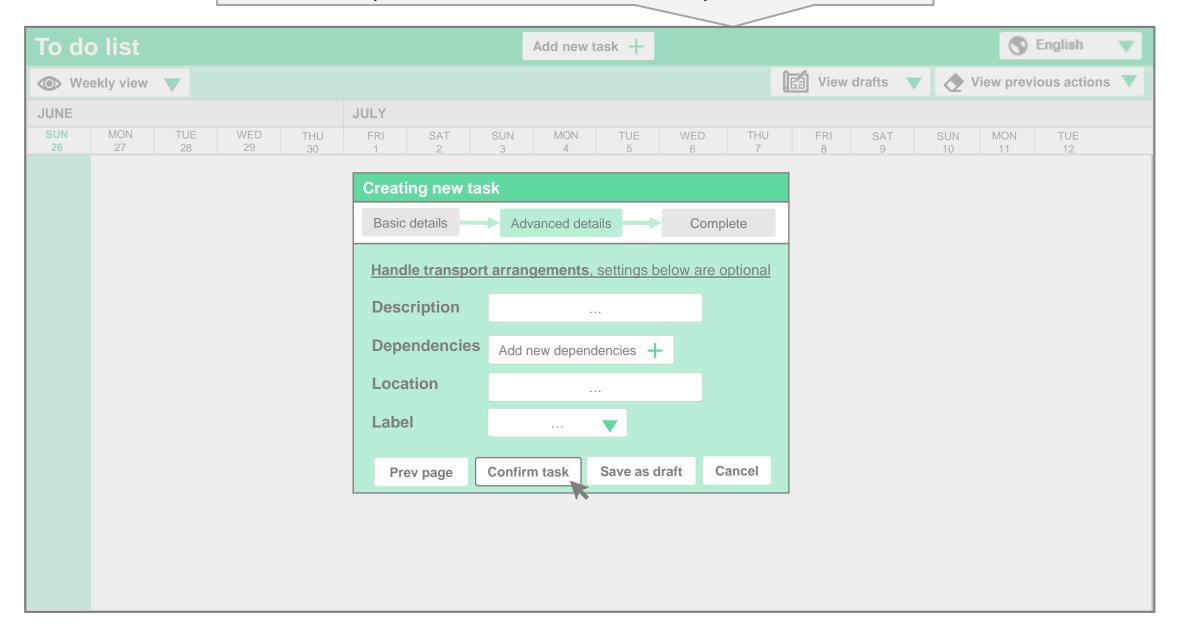
Now let's talk more about the next page button.



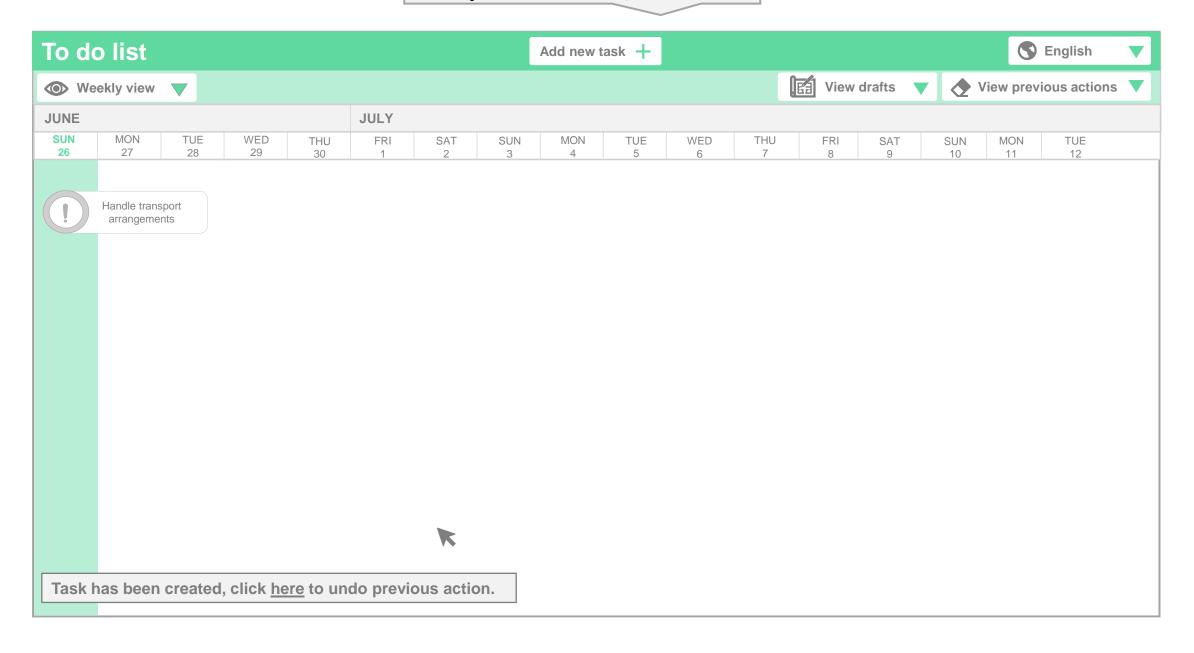
This page allows users to add advanced details which are optional.



We will talk more about the dependencies, location and label later. Let's confirm task for now and we will proceed to add more tasks to demo how dependencies can be added.



We only have one task now, let's add more.





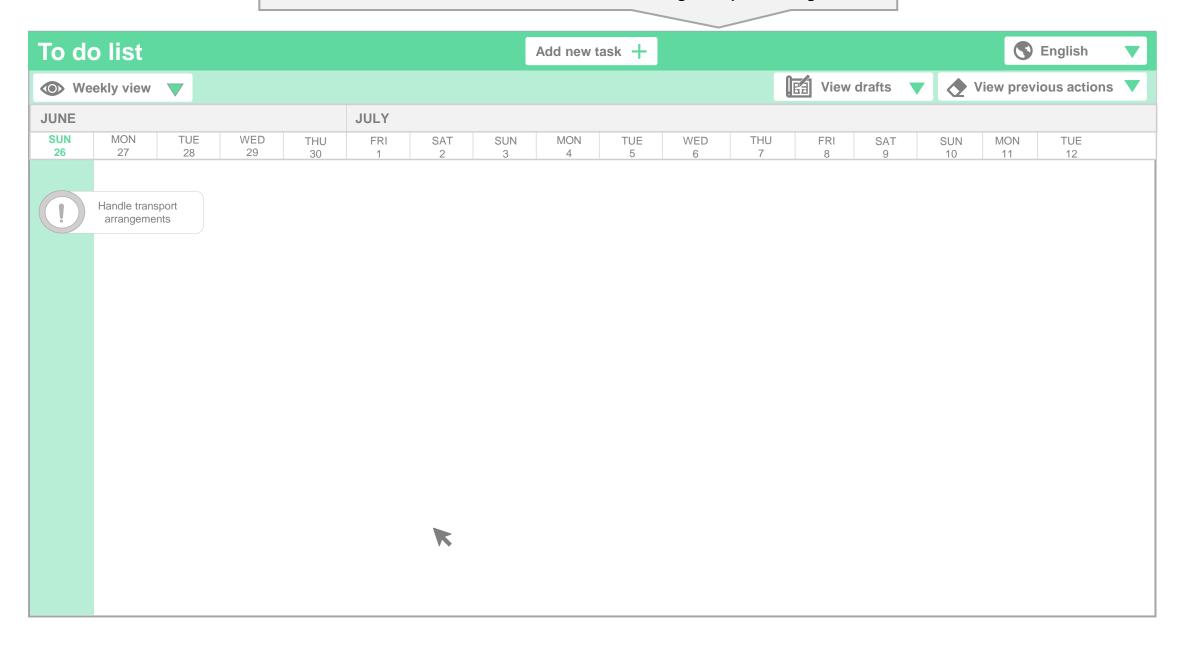
Adding Dependencies

LET'S GO

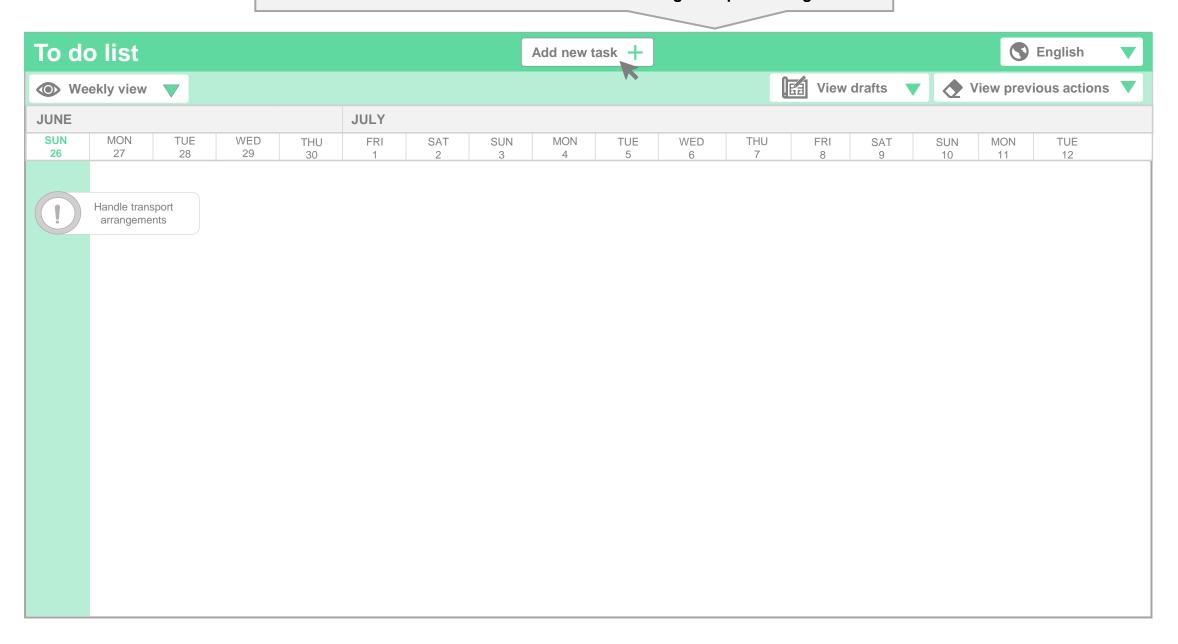




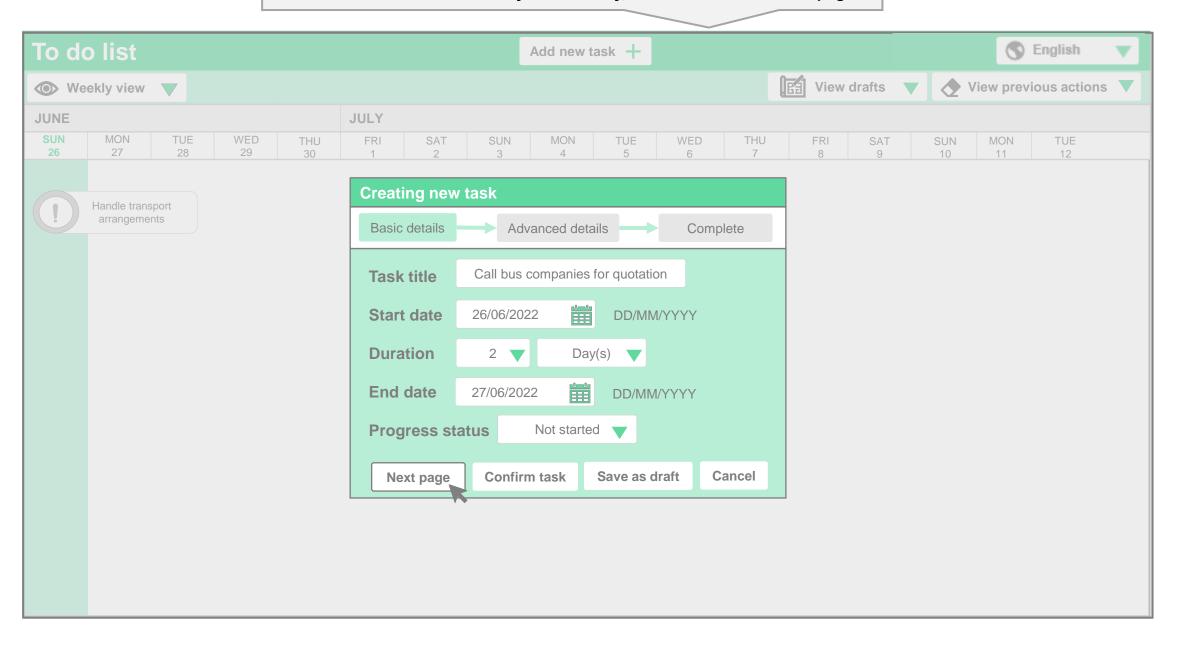
Let's create another task that is a subtask of handling transport arrangements!



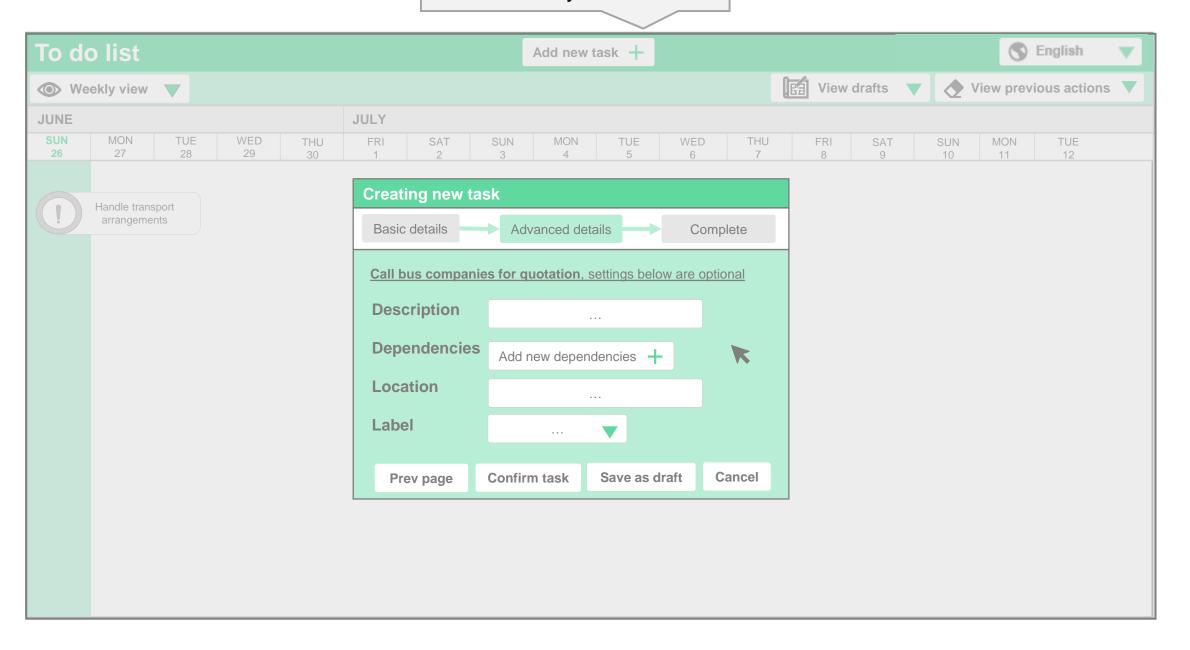
Let's create another task that is a subtask of handling transport arrangements!



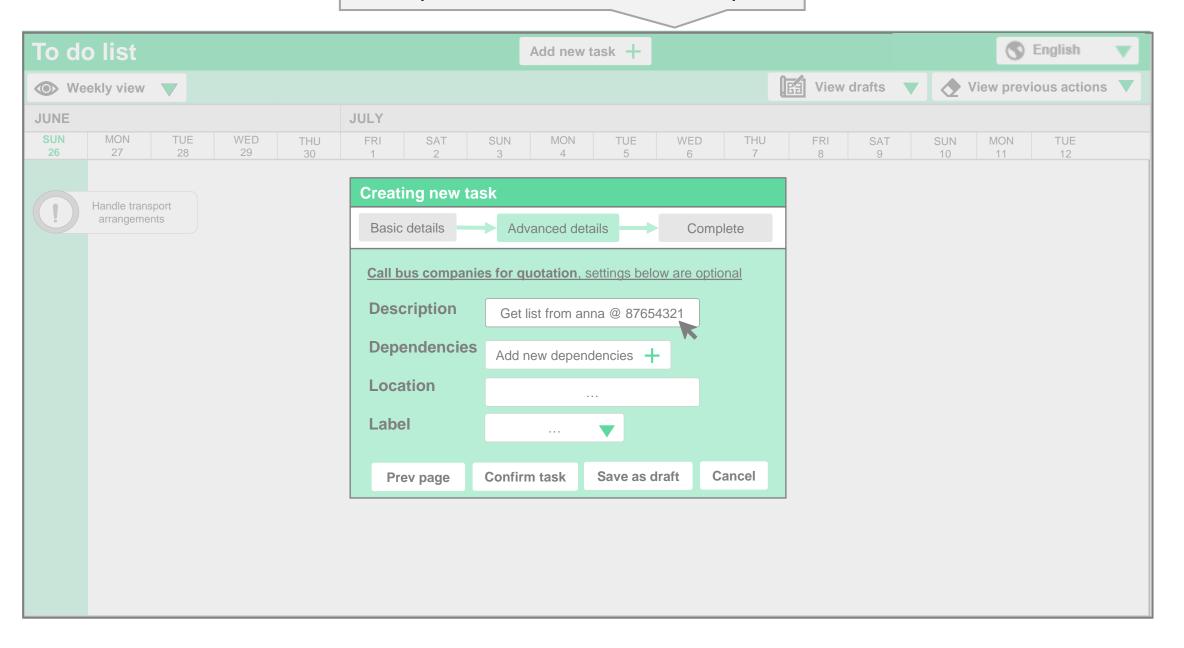
Basic information has been keyed in already, so let's head to the next page.



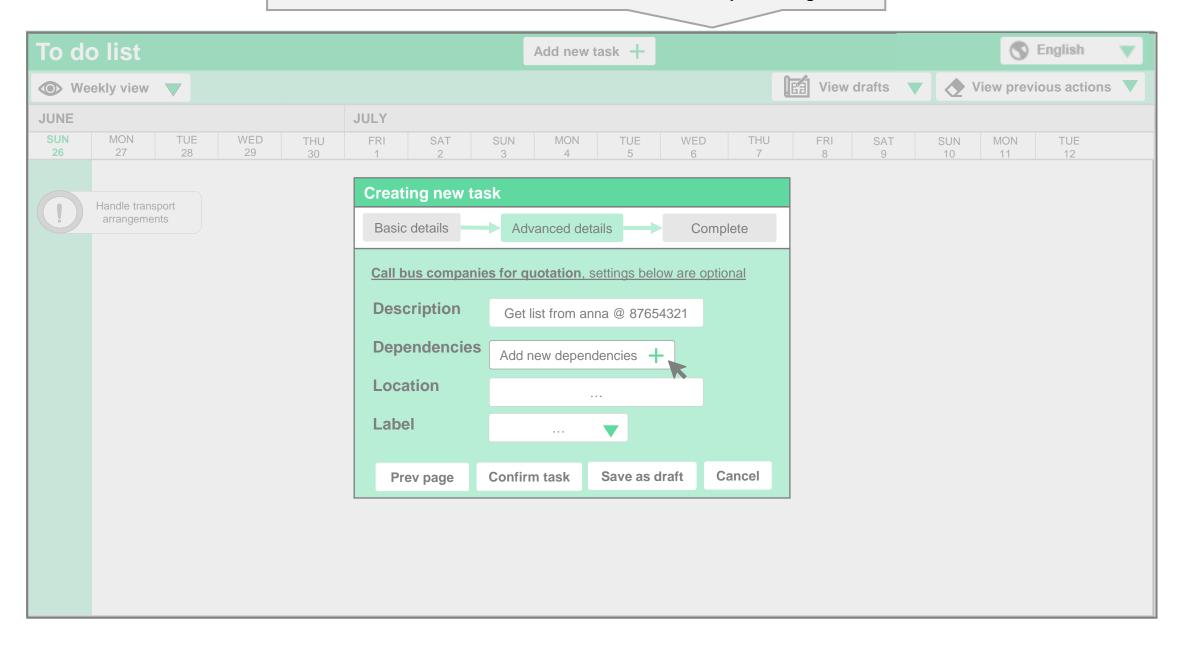
Now we can key in more details.



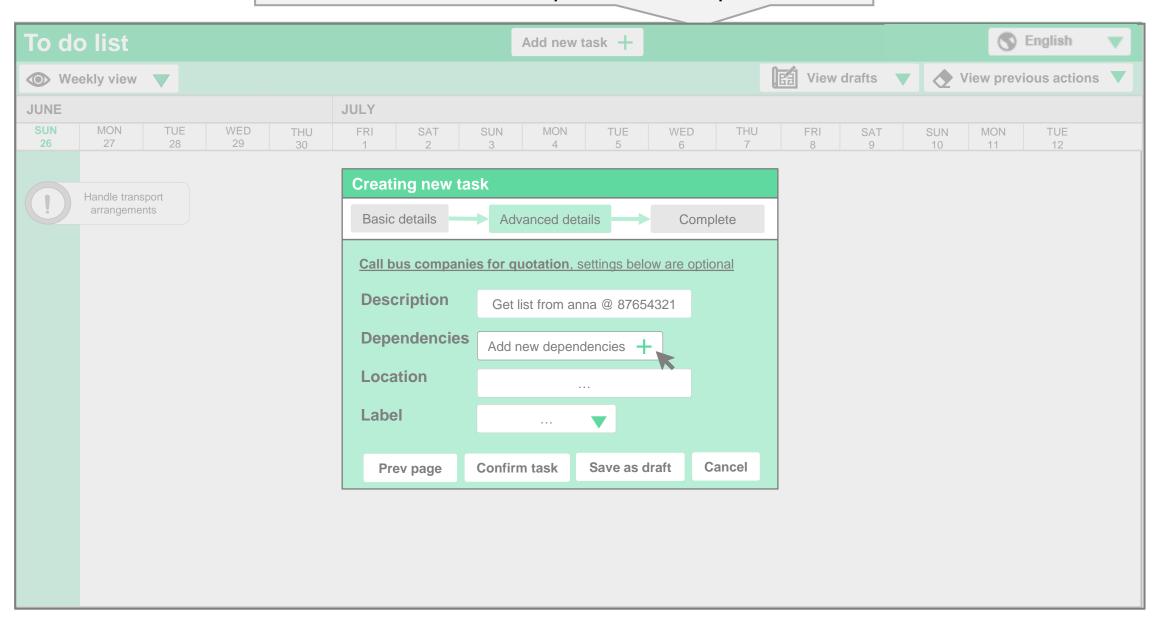
More specific details can added be in the description.



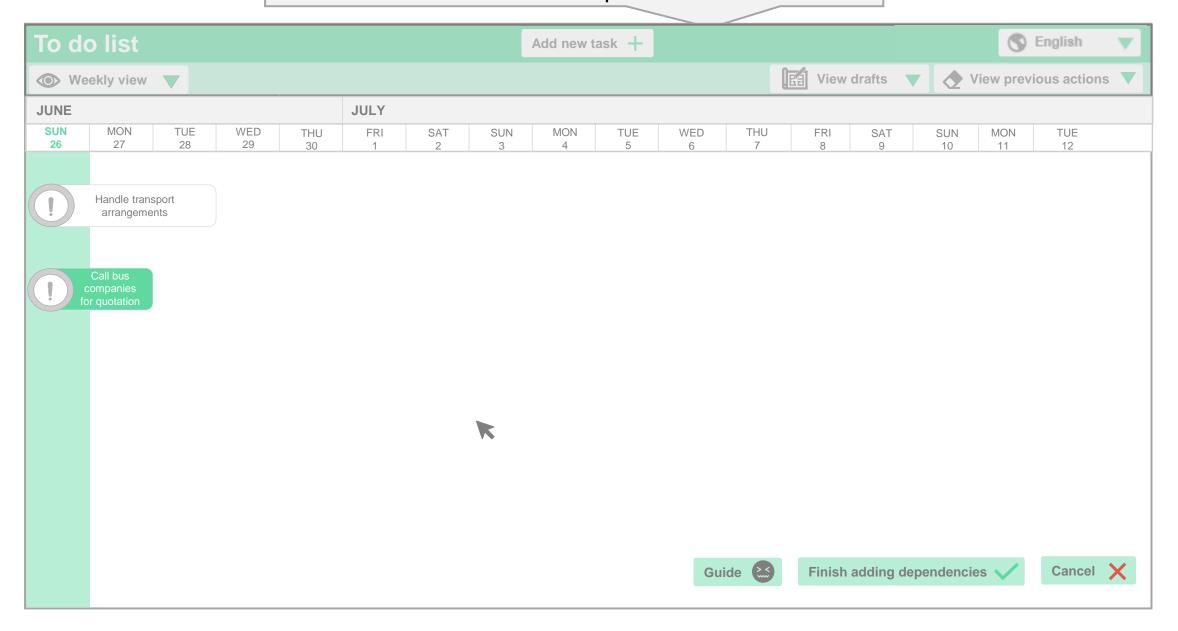
Now we would like this task to be a subtask of handle transport arrangements.



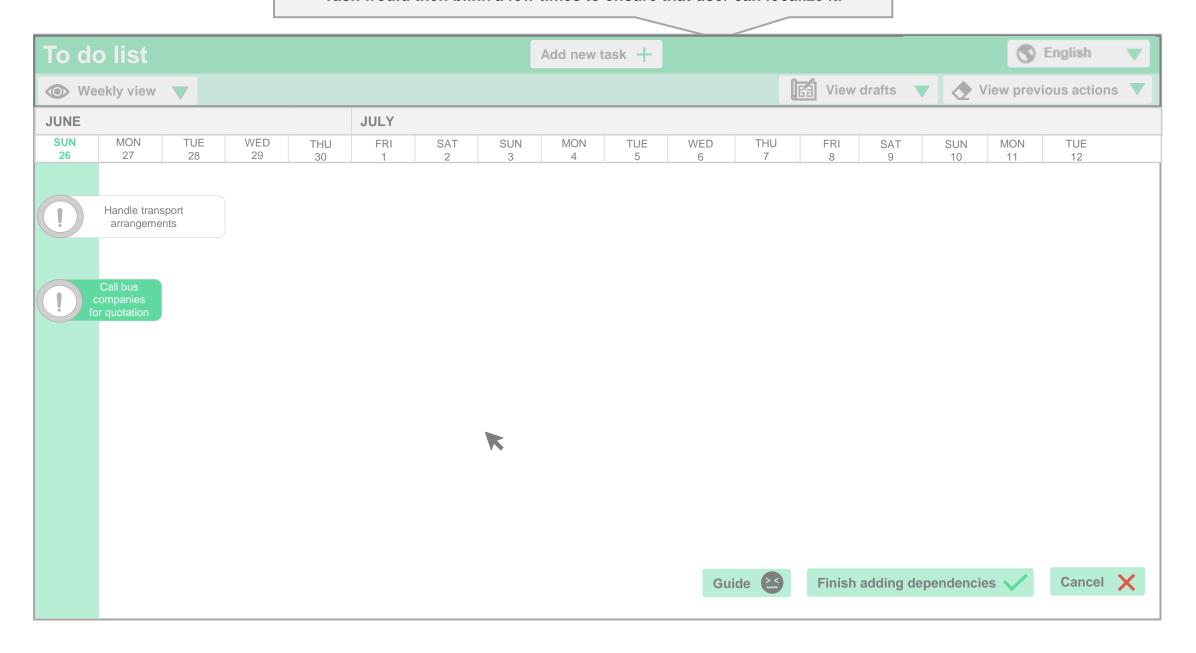
Upon clicking, add new dependencies, the user interface would then allow the user to add whichever dependencies that is required.



The task currently being worked on is shaded in green and would be waiting for user's input.



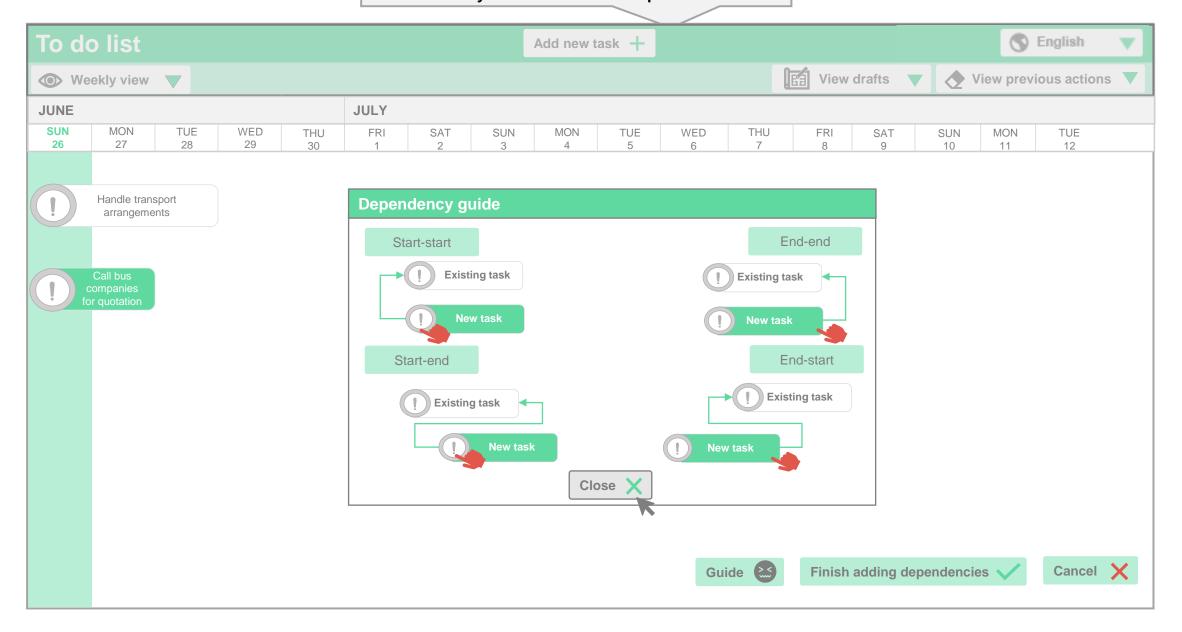
Task would then blink a few times to ensure that user can localize it.



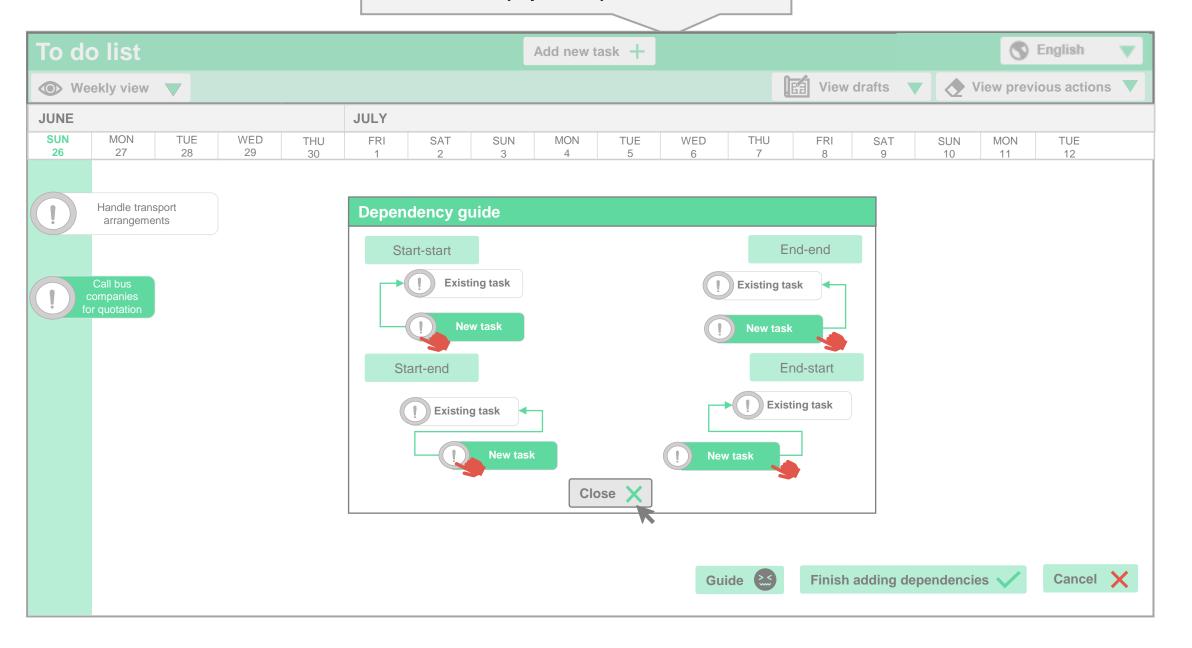
To ensure that this user interface is easy to use for users, they can view the guide whenever necessary.



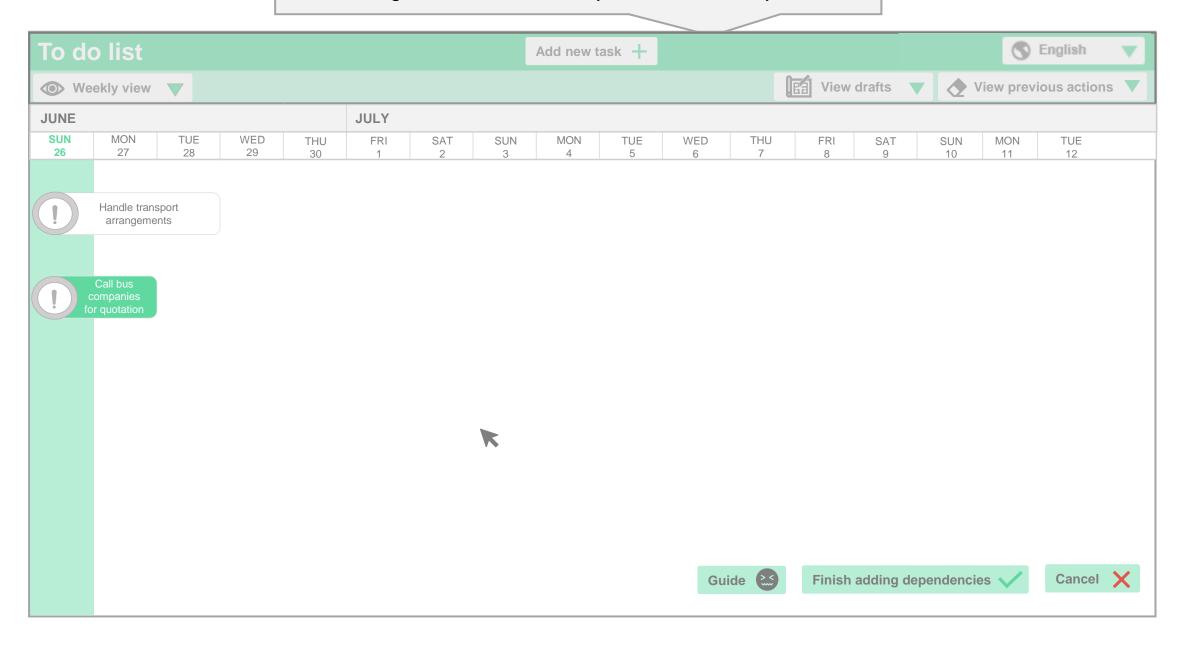
The guide consists of animations to let user know what they need to do to add dependencies.



Animations will play in a looped fashion for users.



After clicking the close button, we can proceed to add our dependencies.



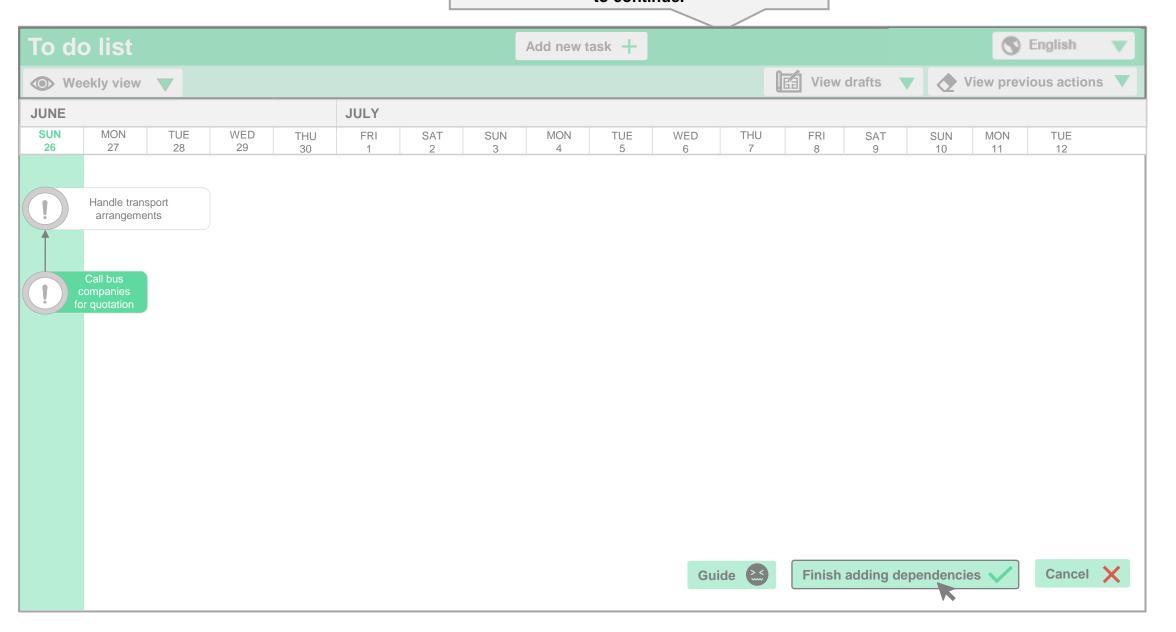
We have now added a start-start dependency.



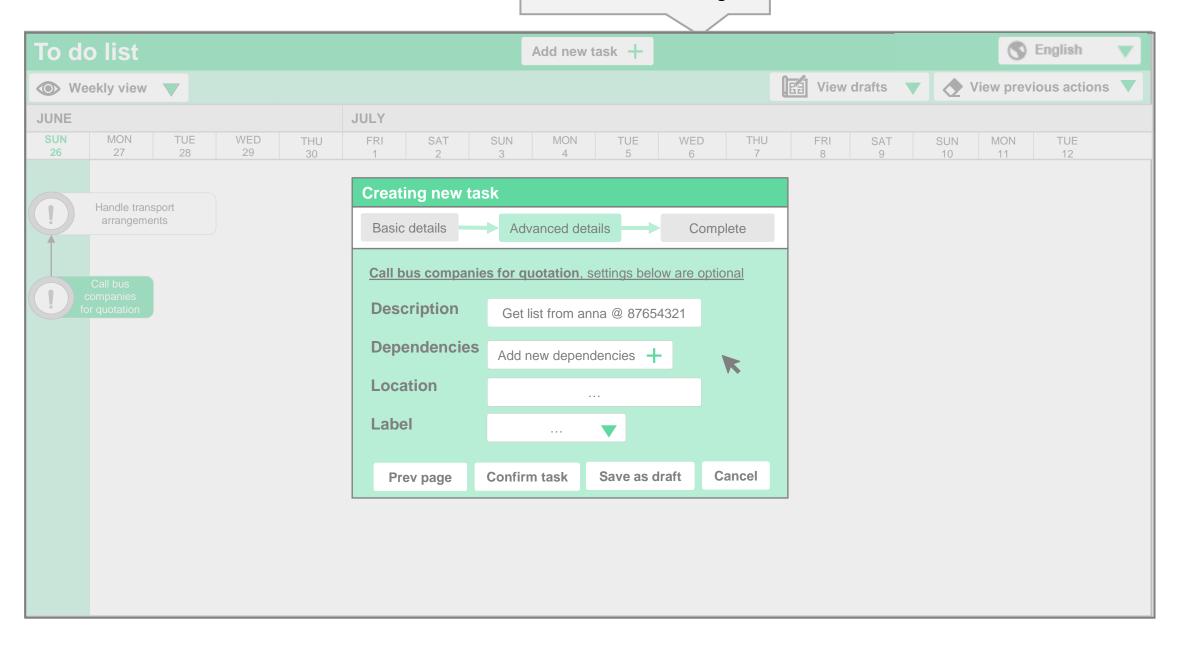
We have now added a start-start dependency.



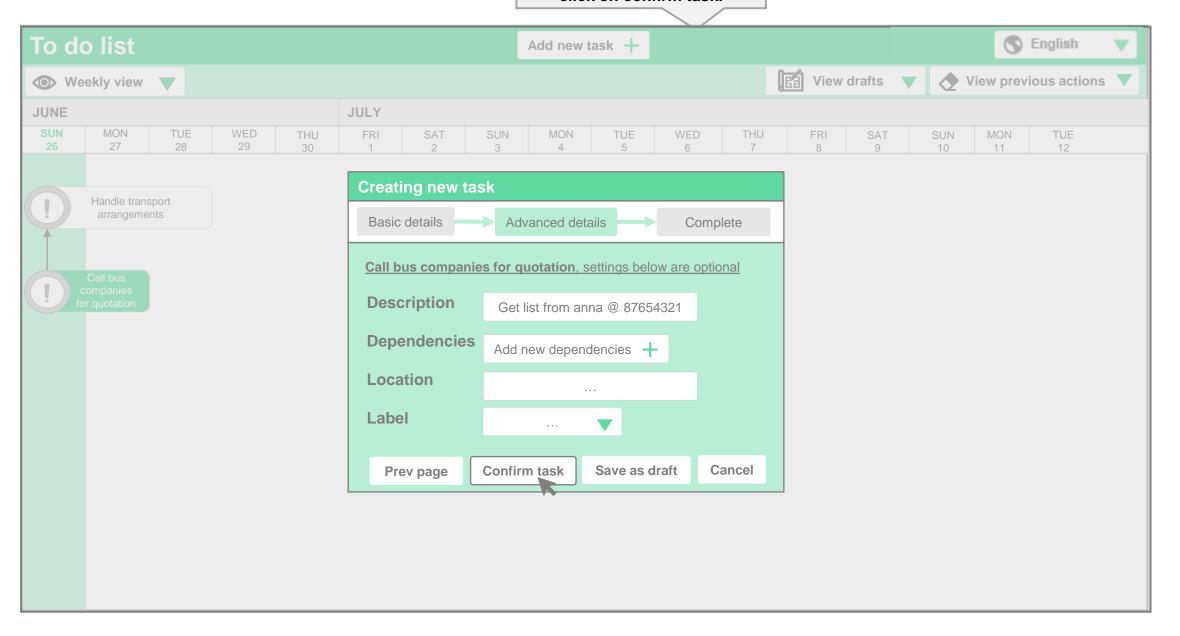
We can then click finish adding dependencies to continue.



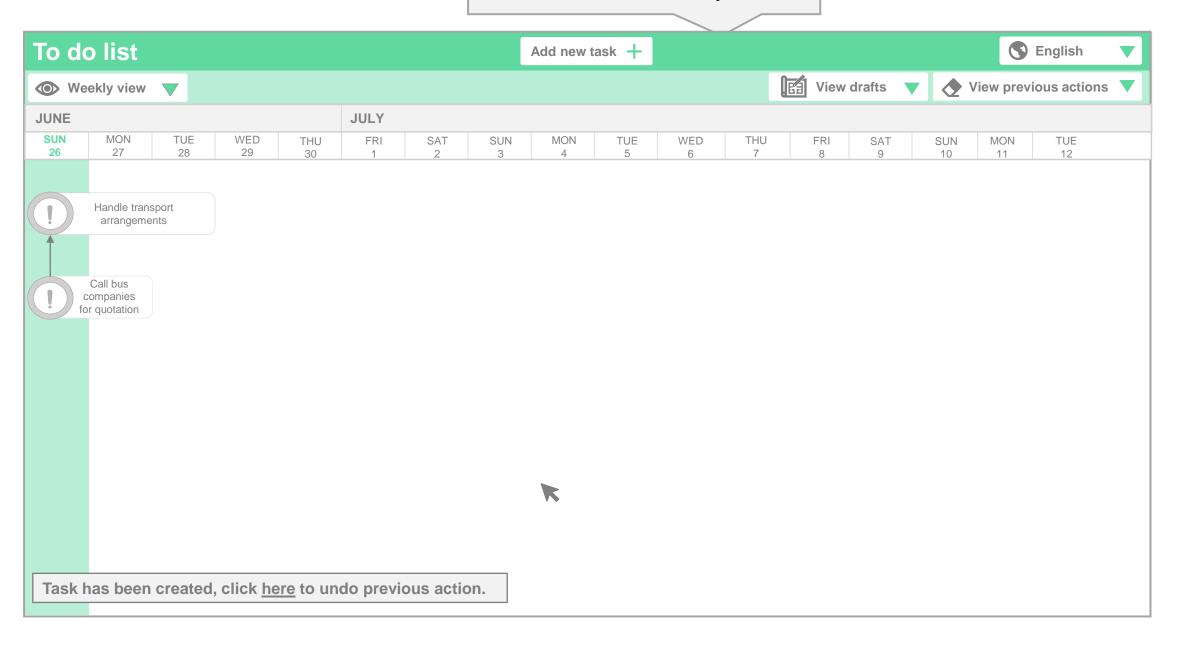
Now we are back here again.



We can now go ahead and click on confirm task.



Now the task is successfully added.





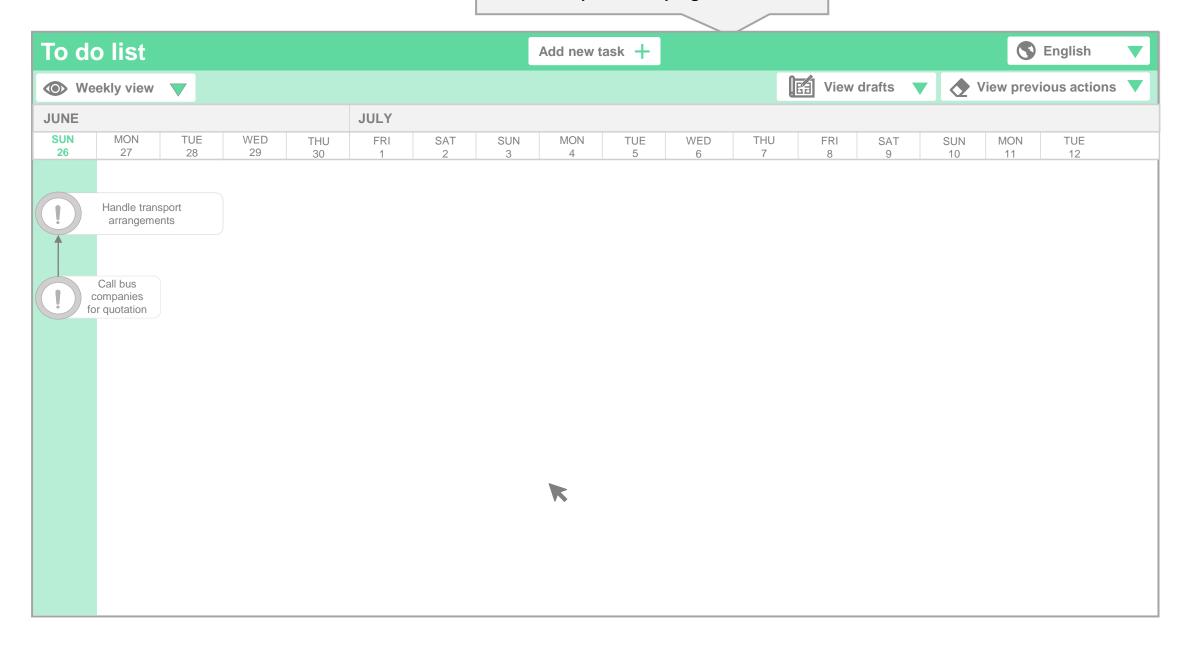
Update Task Progress Status

LET'S GO

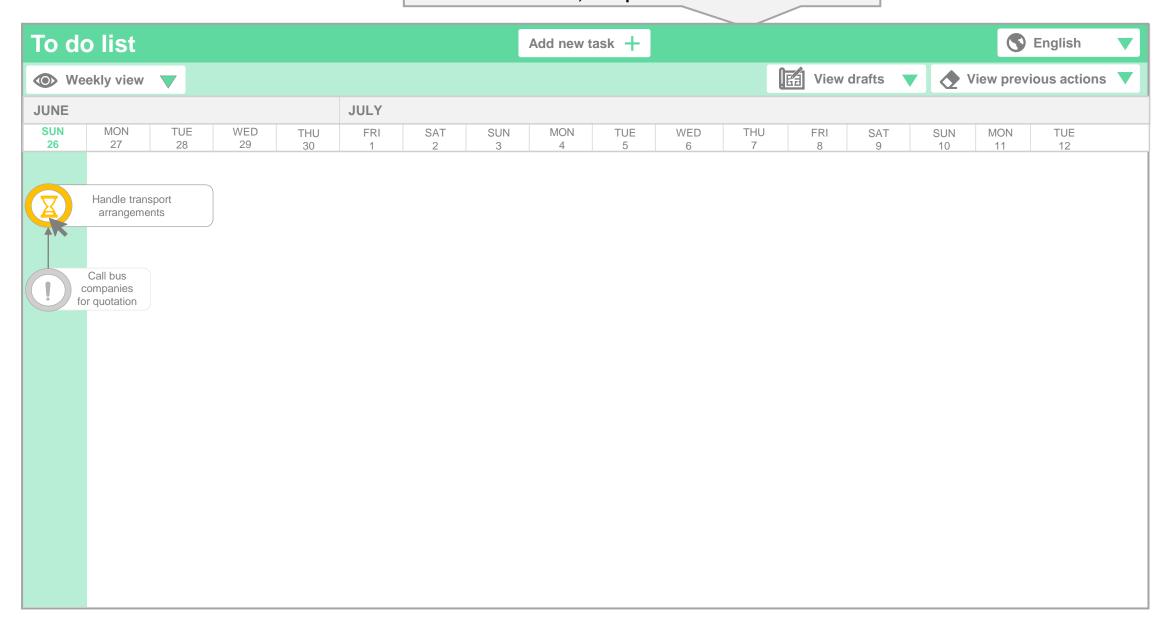




Now let's update task progress statuses.



To go from not started to in progress, users can hover over the task bubble, then proceed to click and hold.



The user interface would then update the status as the user holds on to the left click button for a few seconds.





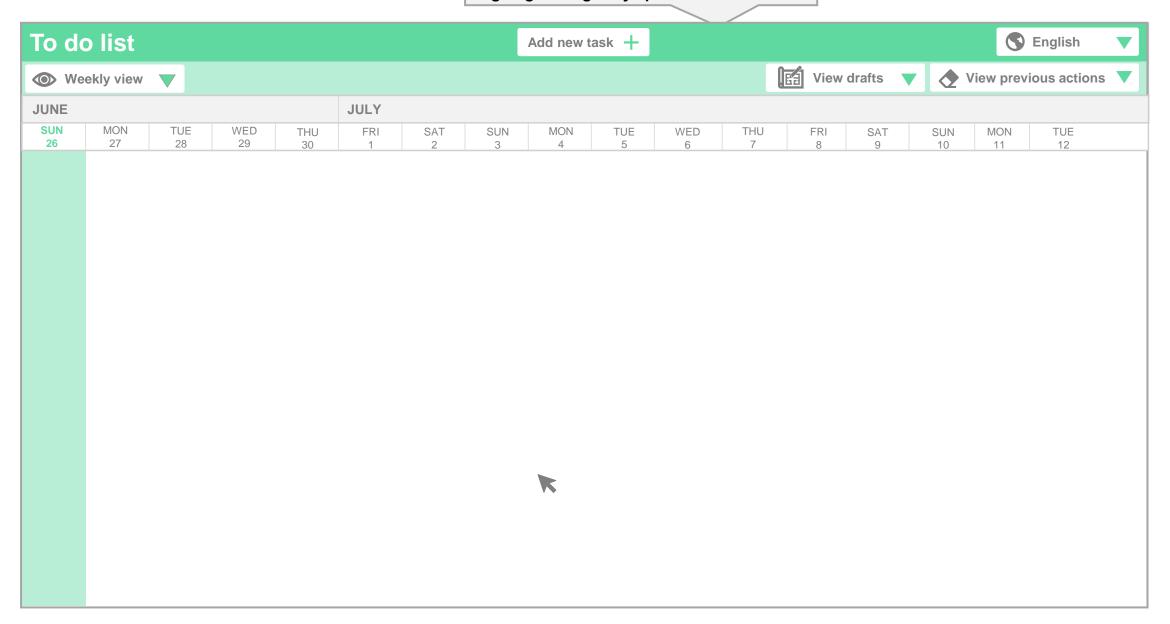
Different Task Views

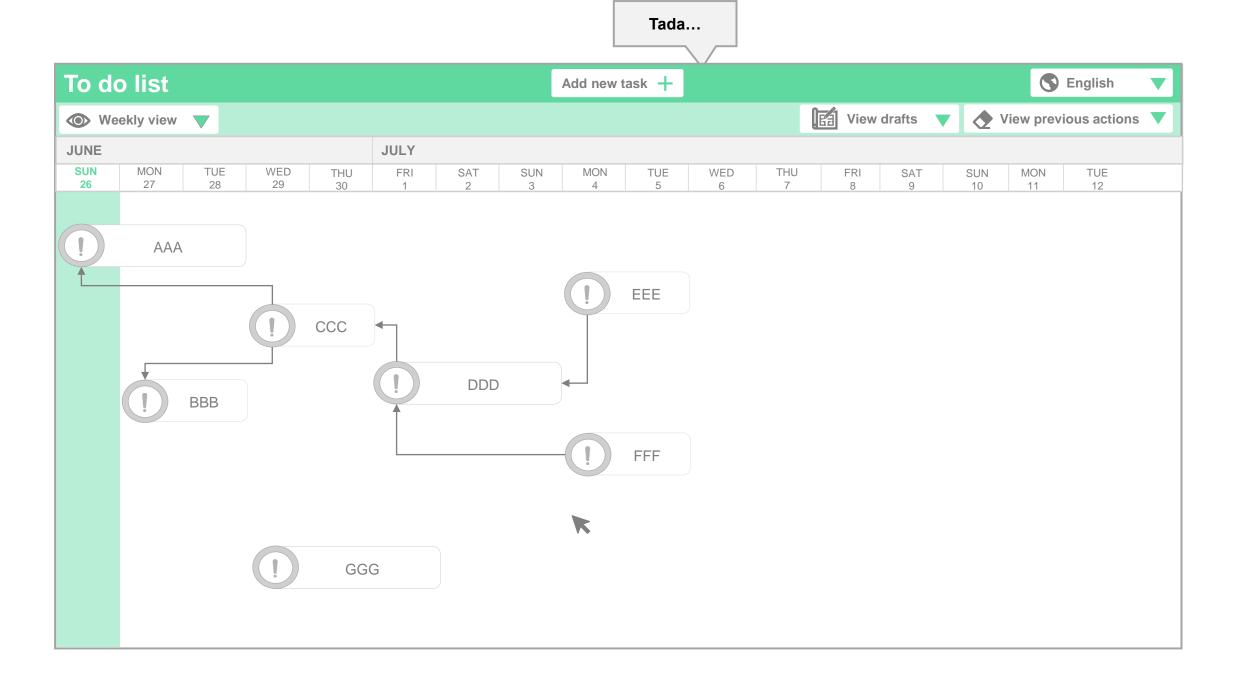
LET'S GO



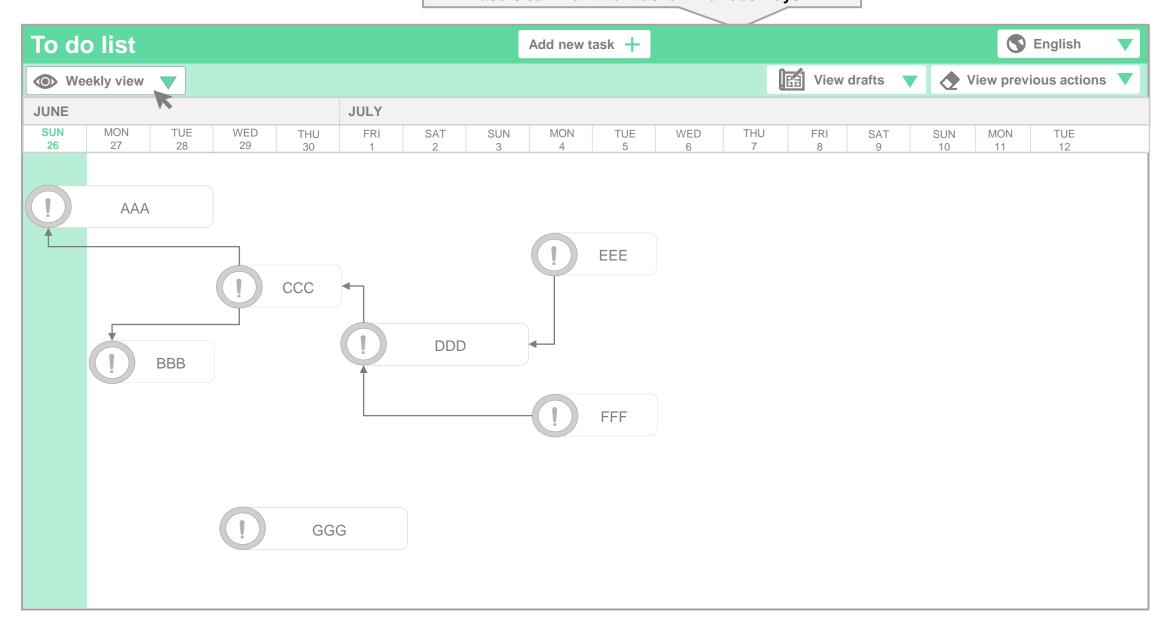


Now to demo different task views, we are going to magically spawn more tasks...

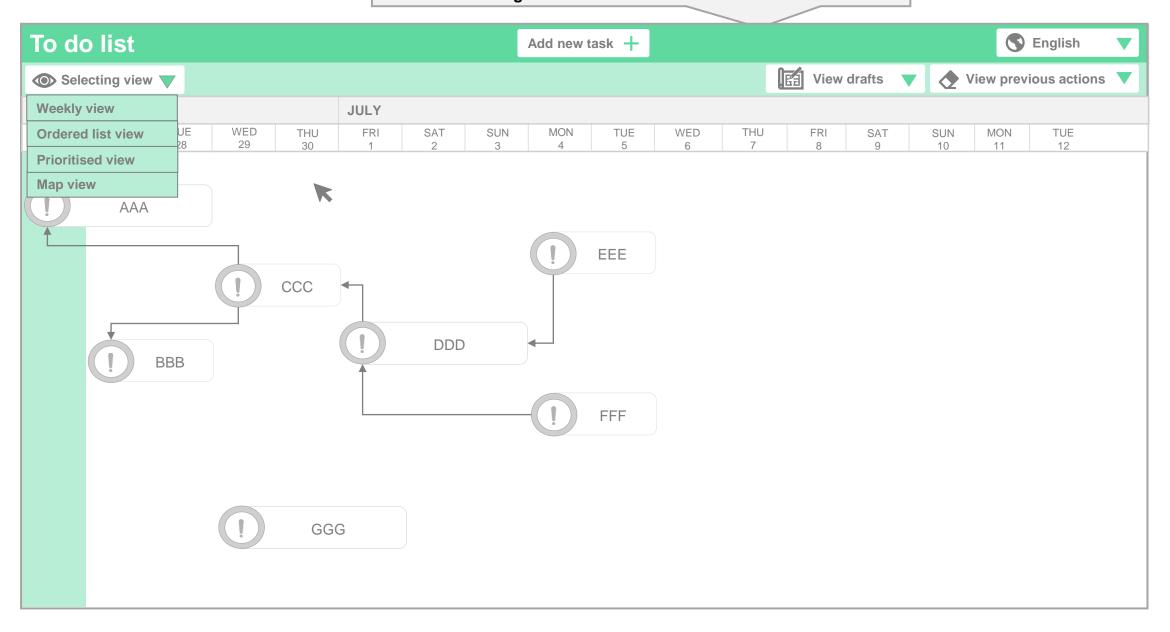




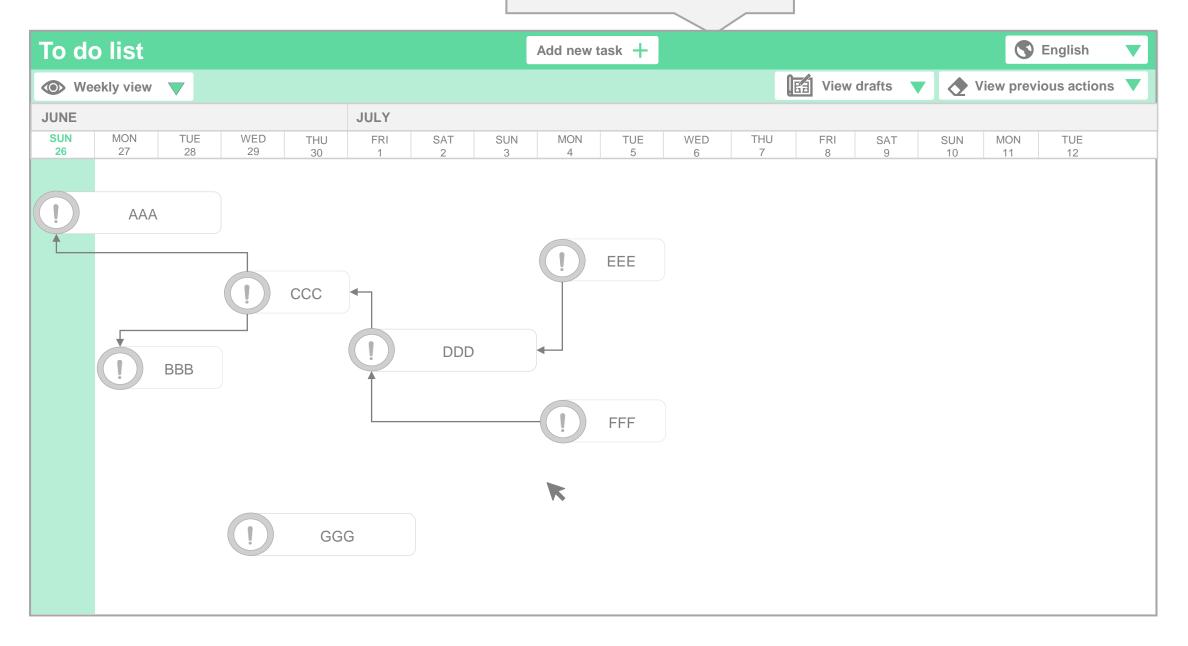
Here is where we can change to different view so that users can view their tasks in various ways.



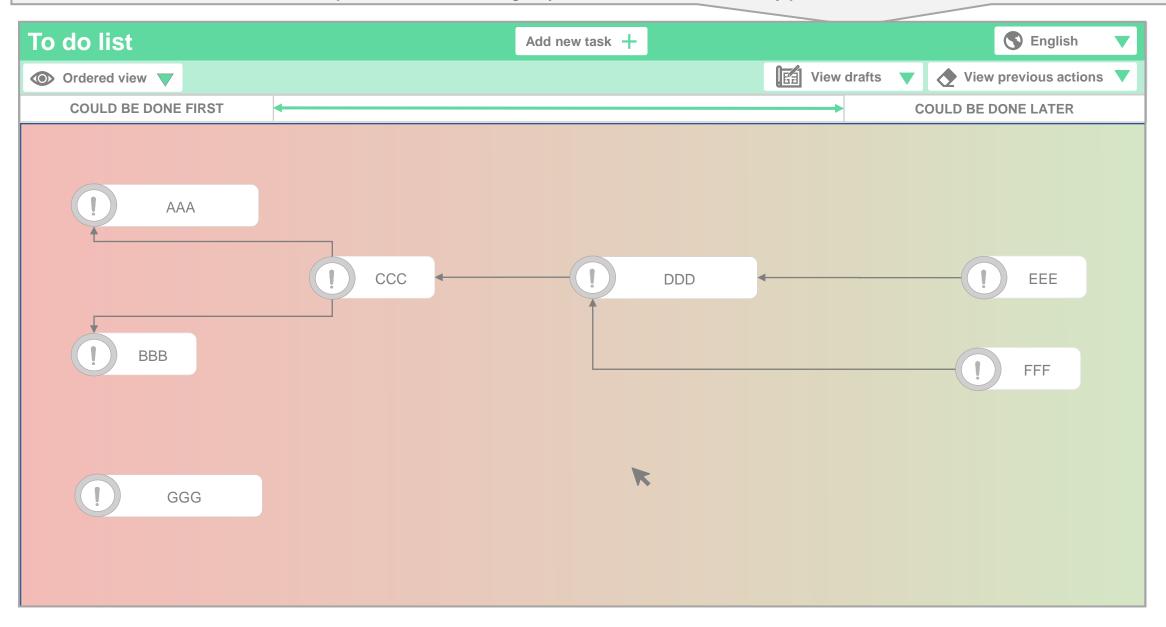
Now we can see the various kinds of views available, lets quickly see through the various views available for the user!



First up is weekly view...



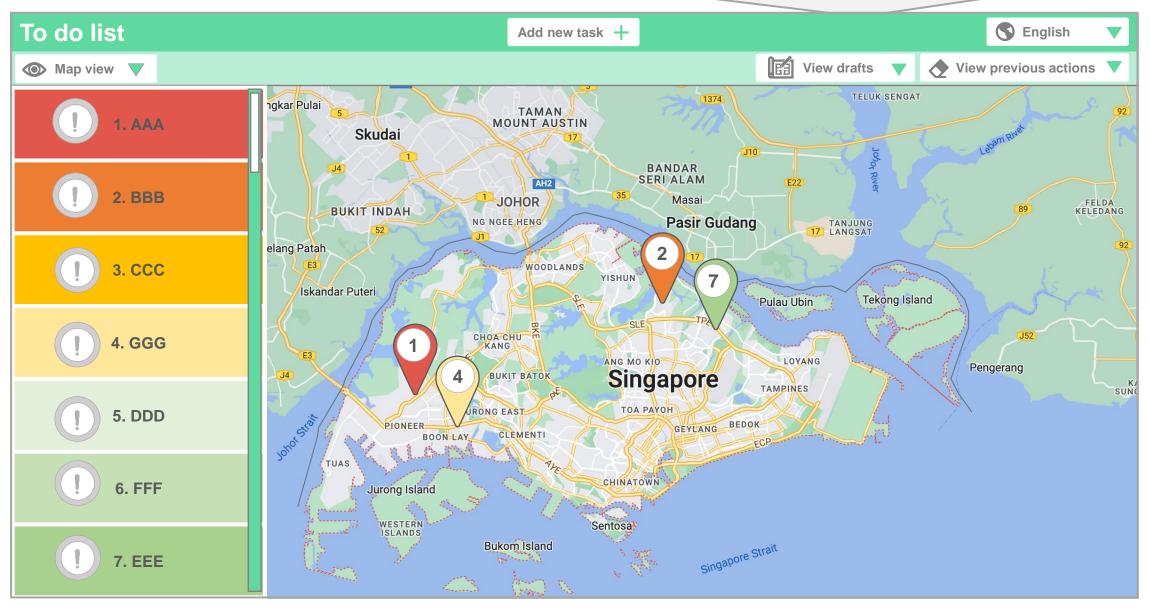
Second one is ordered view, heavily inspired by the Eisenhower Matrix, popularized by author Stephen Covey in his book, 7 Habits of Highly Effective People. This is now I manage my school/work tasks as well, by prioritization!



Third one is prioritized list view, which is slightly like prioritized view, but it is for some users that may prefer to only see one task at the top of the list, as they only want one task on their mind at any one time.



Fourth and final one is map view, with increasing transportation cost, and for the sake of convenience it could greatly help user view what tasks are located near each other, as they are able to realize that they could kill two birds with one stone in their trips and perhaps clear task 1 and 4 on the same day, elevating user experience.





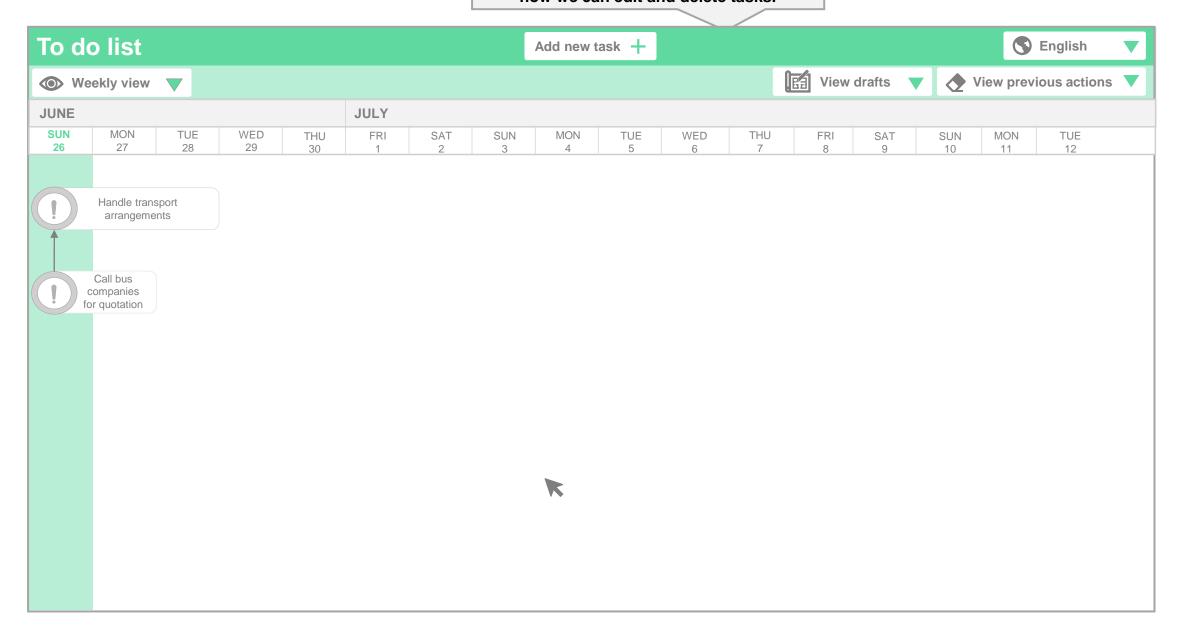
Editing and Deleting Task

LET'S GO

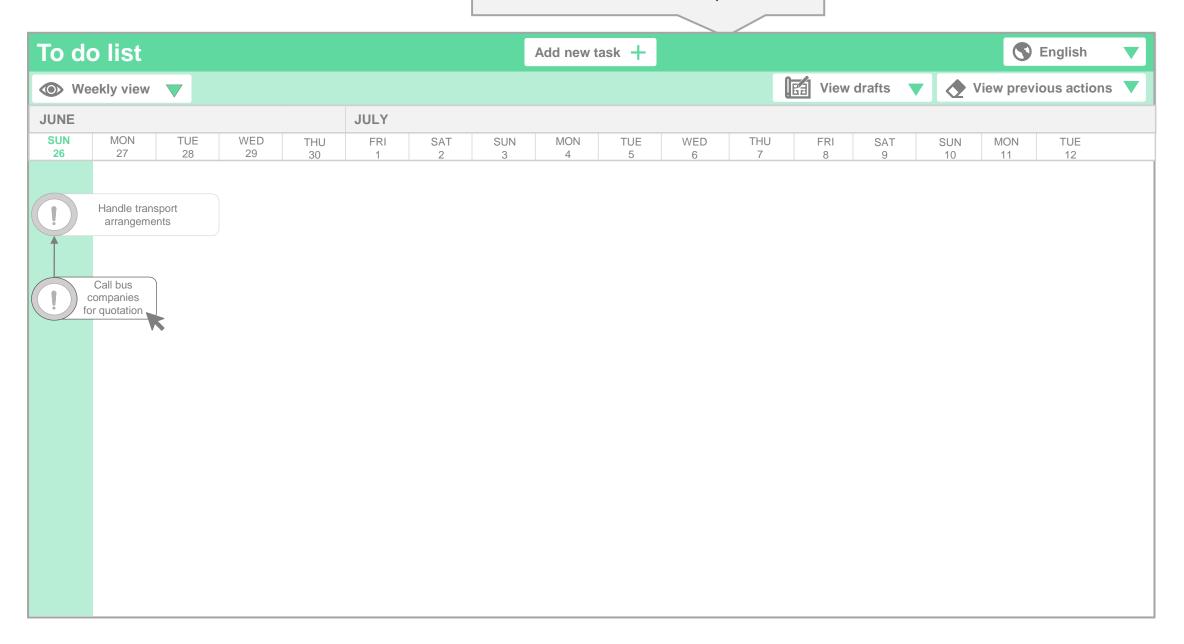




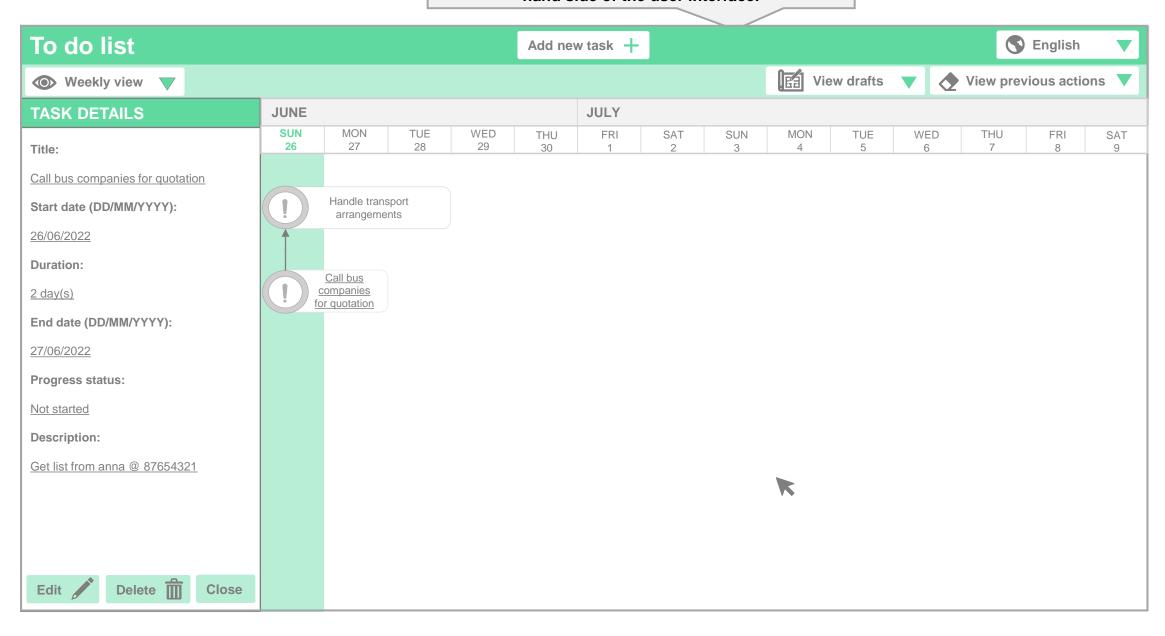
Now back to the classics, we will look at how we can edit and delete tasks.



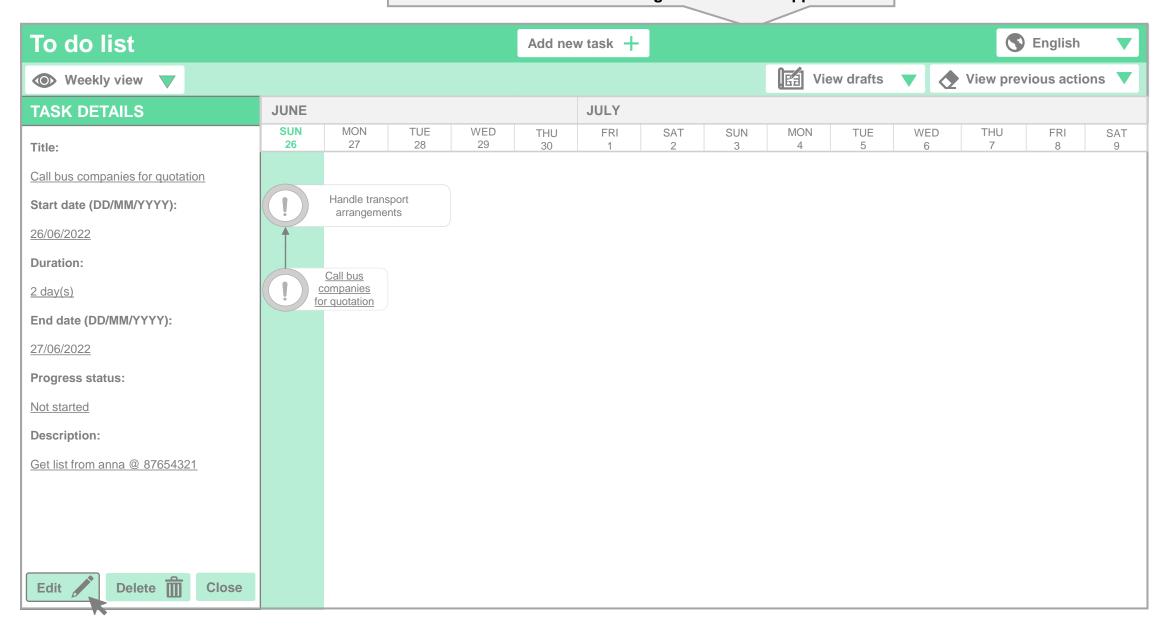
To view more details of tasks, click on it.



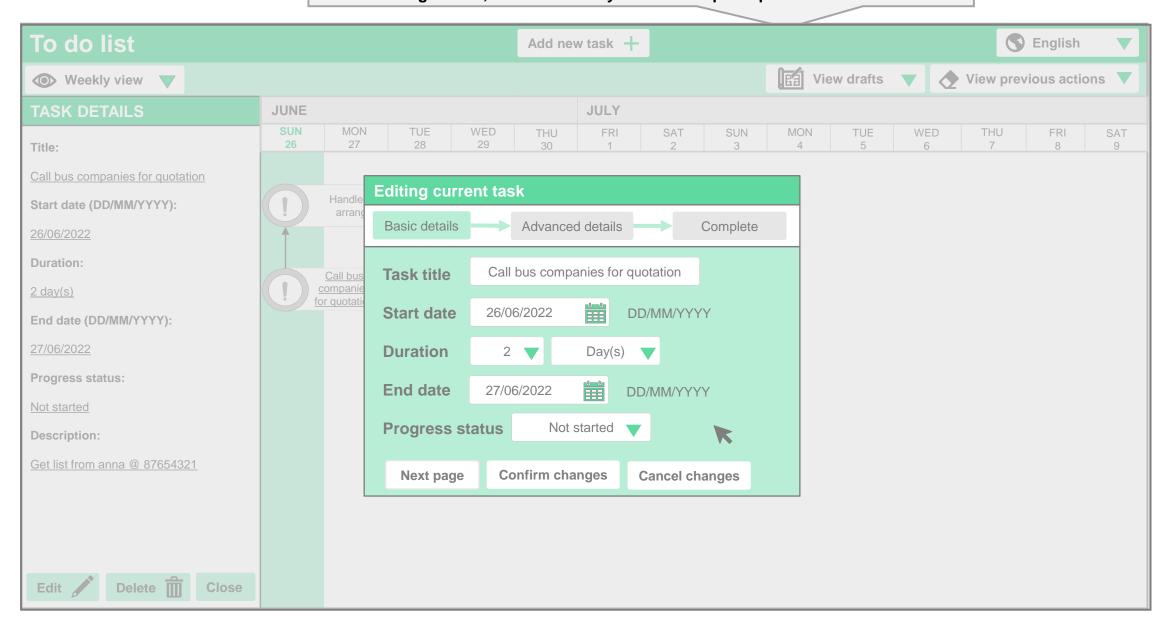
After clicking, more details will slide in from the lefthand side of the user interface.



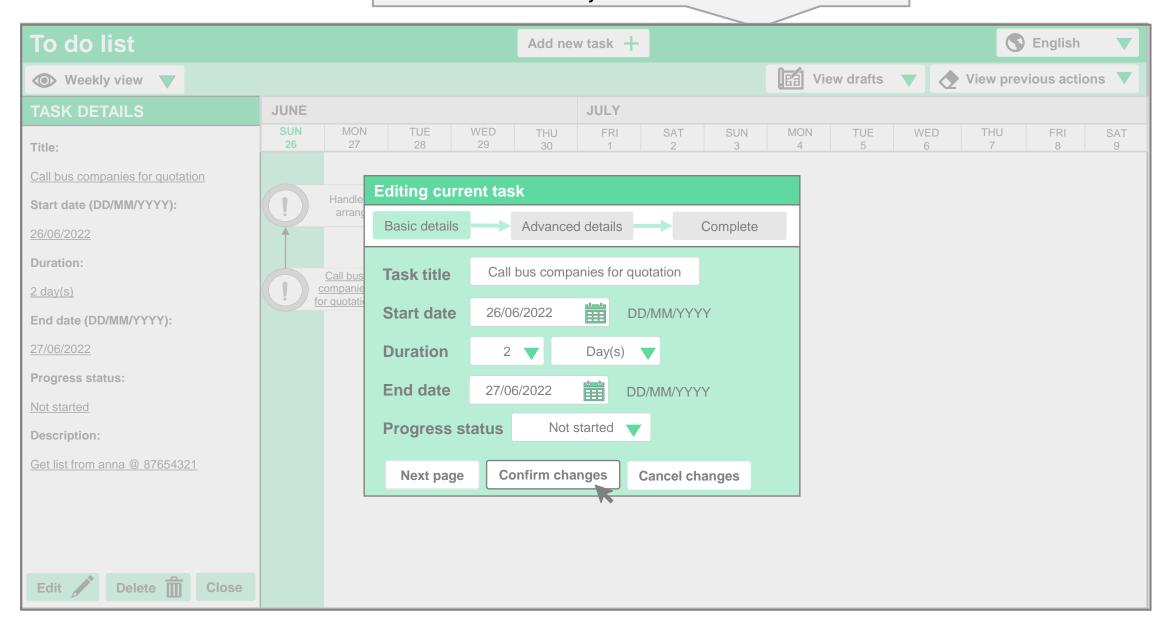
If the user wants to edit the task, they can just tap on the edit button and a familiar looking window would appear.



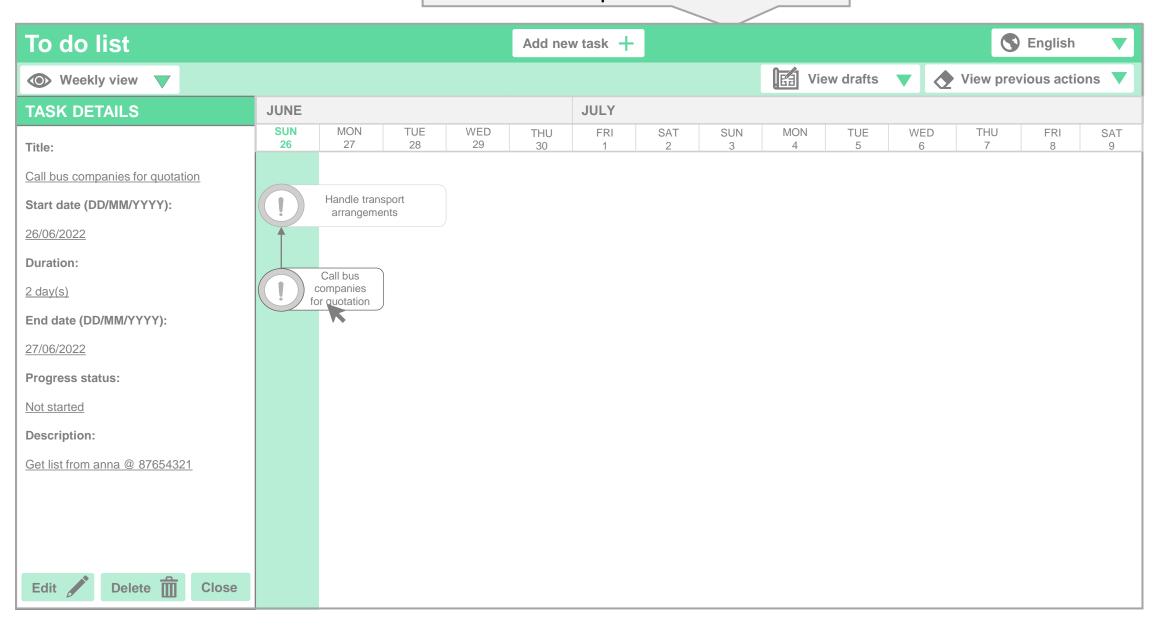
Window, with the same structure as before appears for user to edit task, with it being similar, it would be easy for users to pick up and feel at ease.



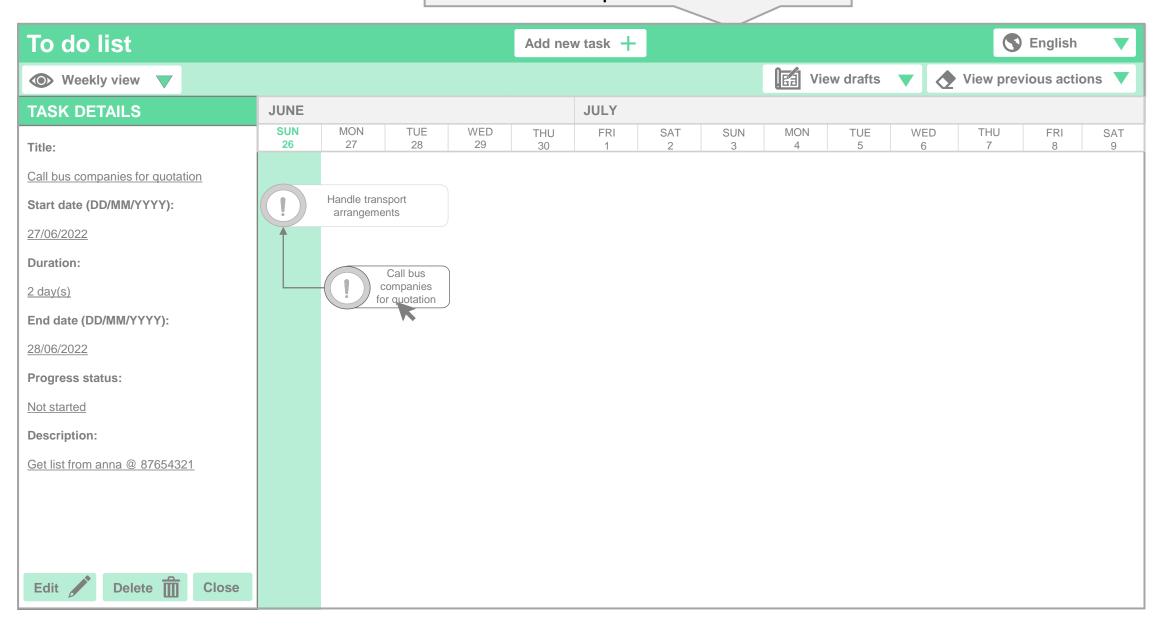
Now we know how this works already, so let's close the window, and move on to other ways at which users can edit task details!



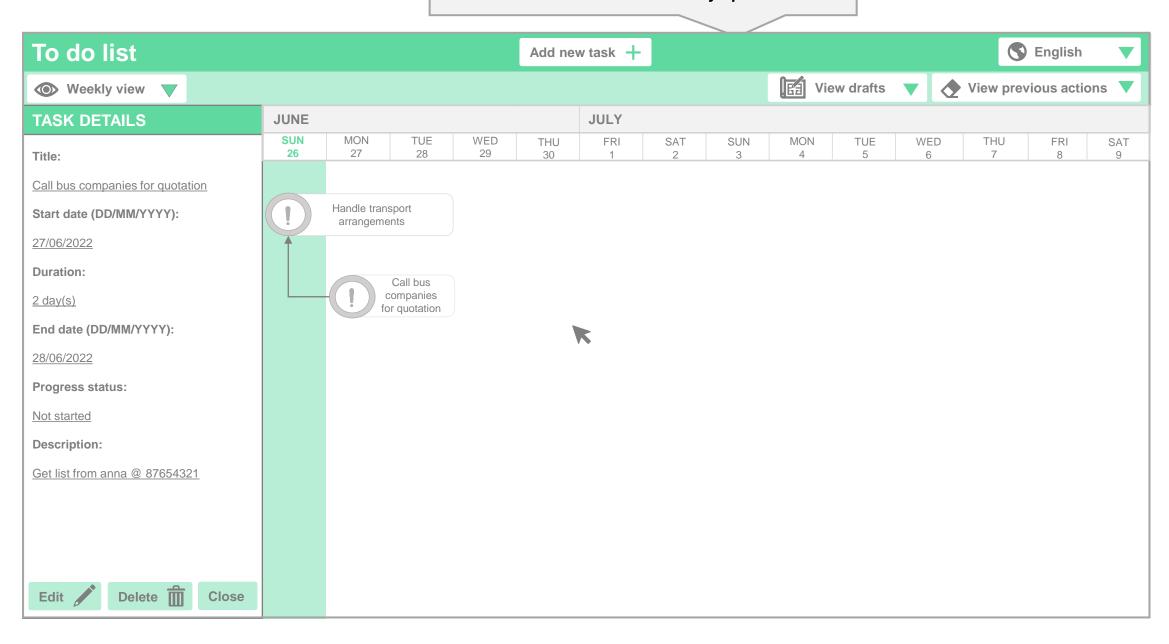
To change start and end dates user can drag and drop as follows.



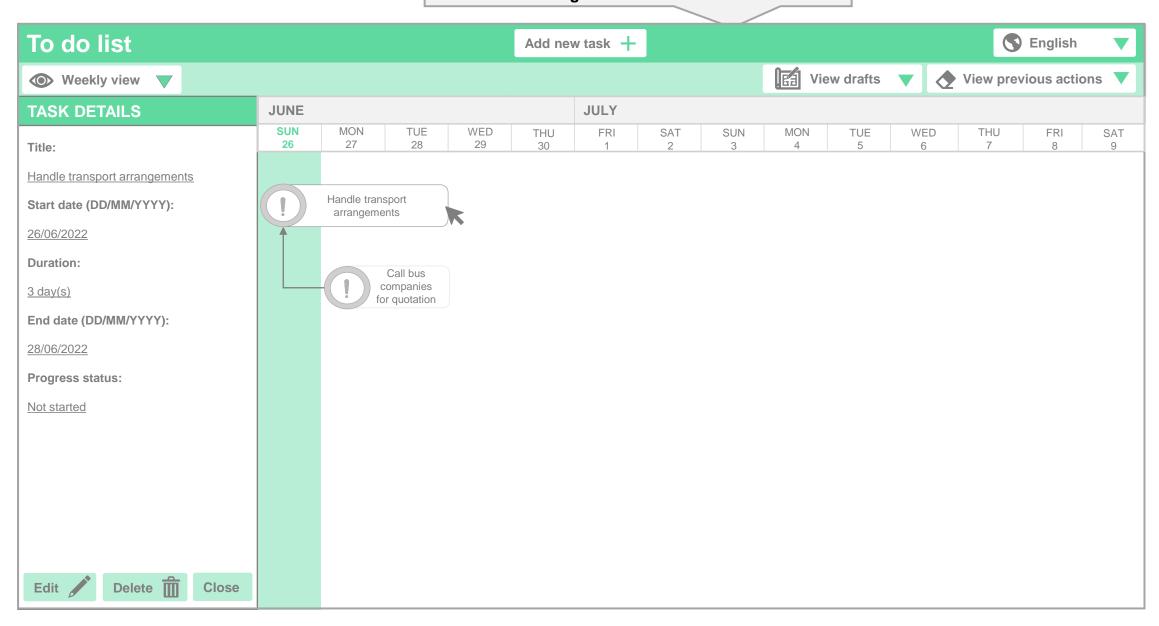
To change start and end dates user can drag and drop as follows.



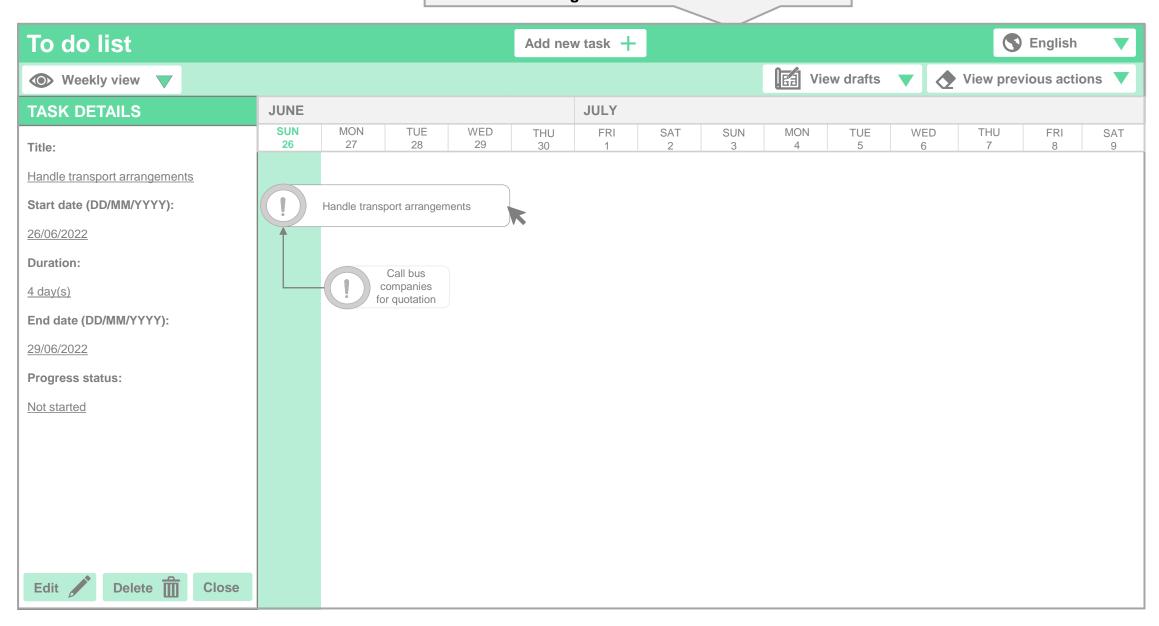
And it would be successfully updated!



To extend end dates or delay start dates, user can also drag the tail or head of tasks.



To extend end dates or delay start dates, user can also drag the tail or head of tasks.





Manage Drafts

LET'S GO

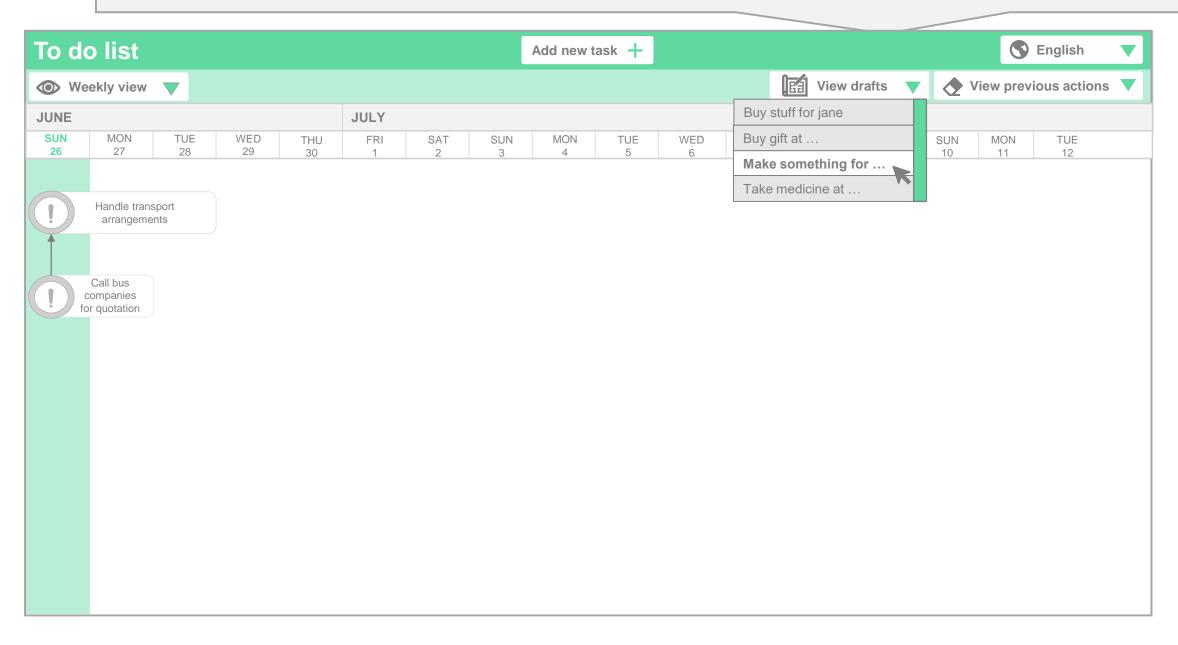




Maybe some users do not know the full details of the task or maybe they feel like taking a break when adding tasks halfway, so we have this save draft feature to ensure that users have control and feel at ease, they can always save task as a draft first.



So, with this feature, users can quickly get back their drafts and get back to adding the task into their schedule when they would like to.





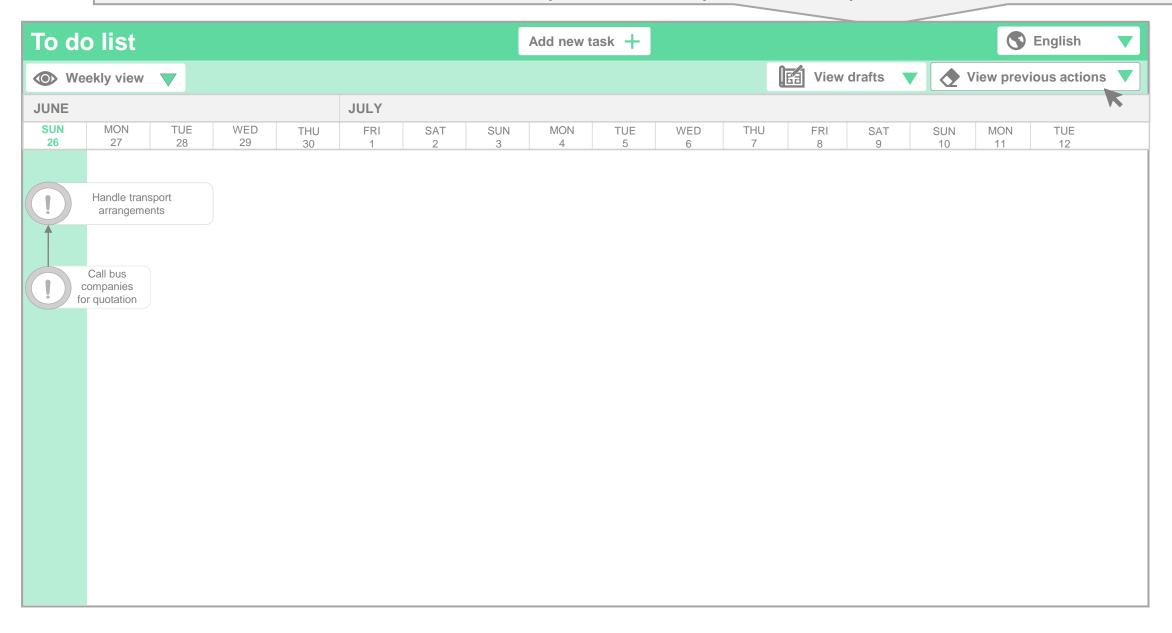
Manage Previous Actions

LET'S GO

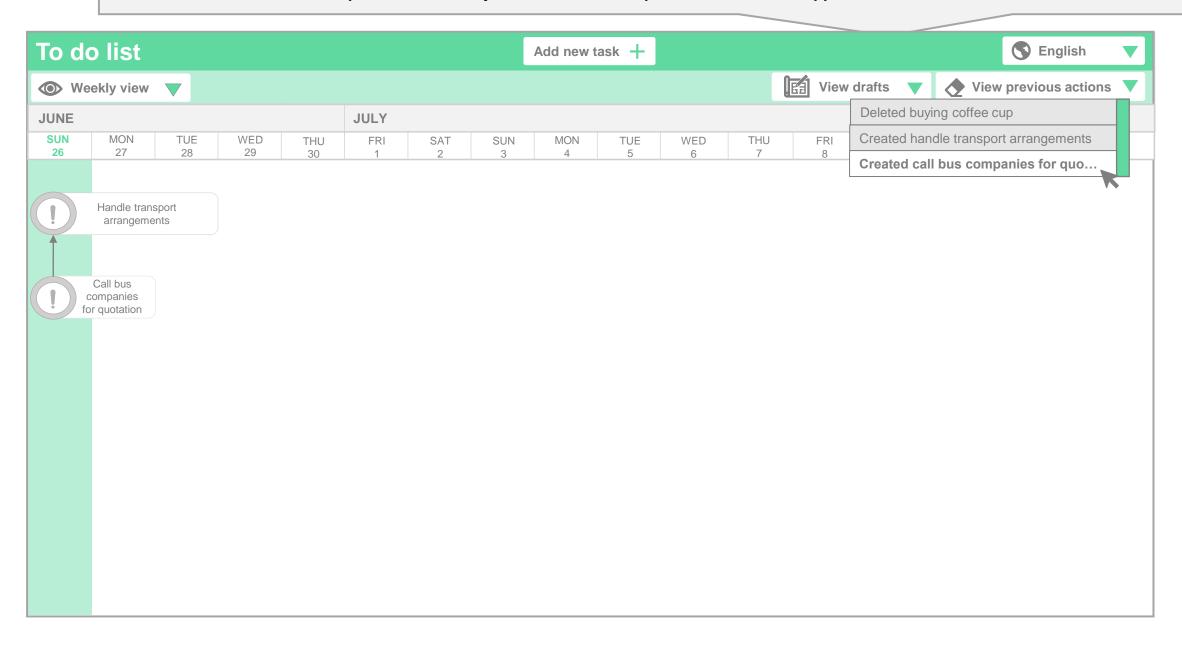




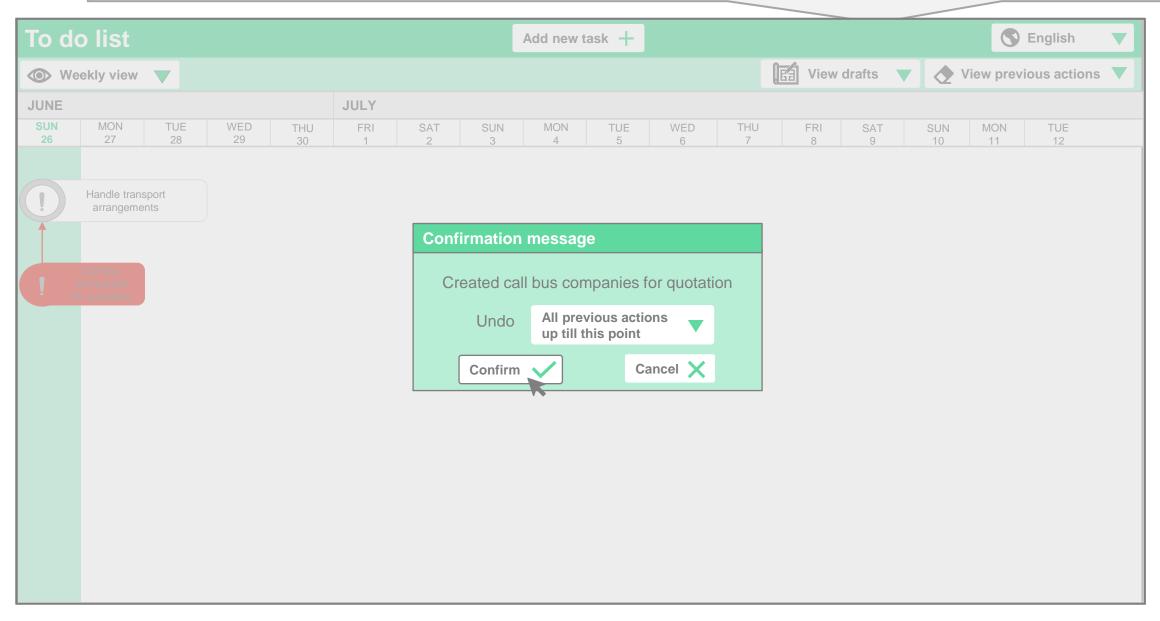
To make sure user maintains a sense of control, list of previous actions are saved and tracked. So, at any one time the user wants to go far back in time and undo many actions at once or just one action, they can do so.



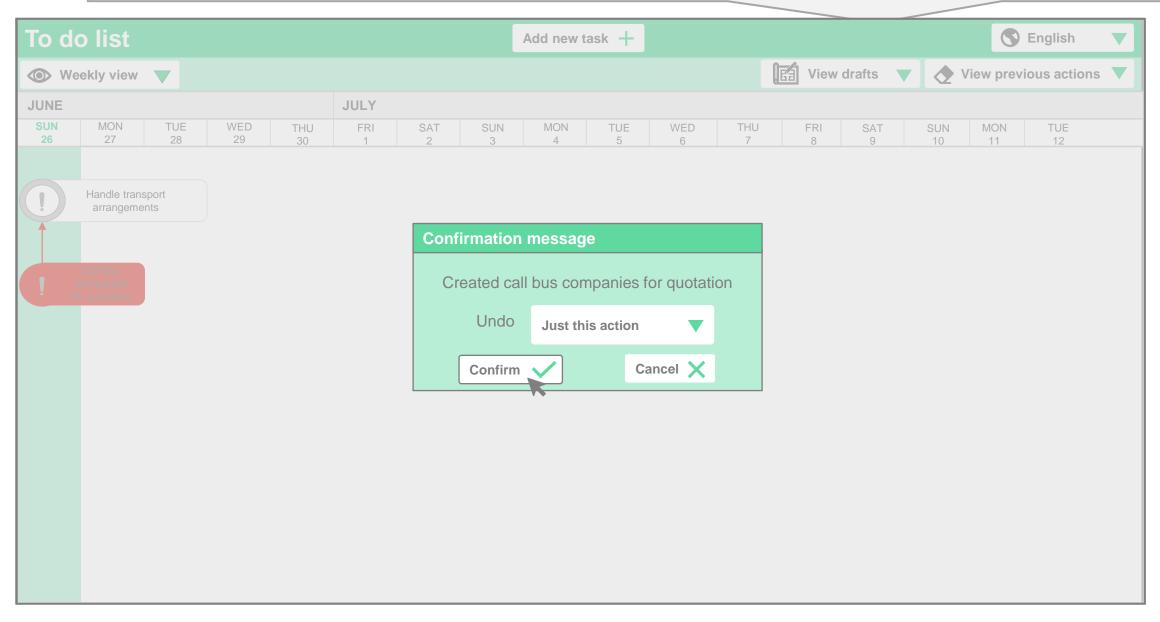
To view list of previous actions, just click and the drop-down menu would appear. We can click on the item.



Affected items are highlighted in red, and user can either undo all previous actions up till this point or...



User can choose to undo just this action as well.







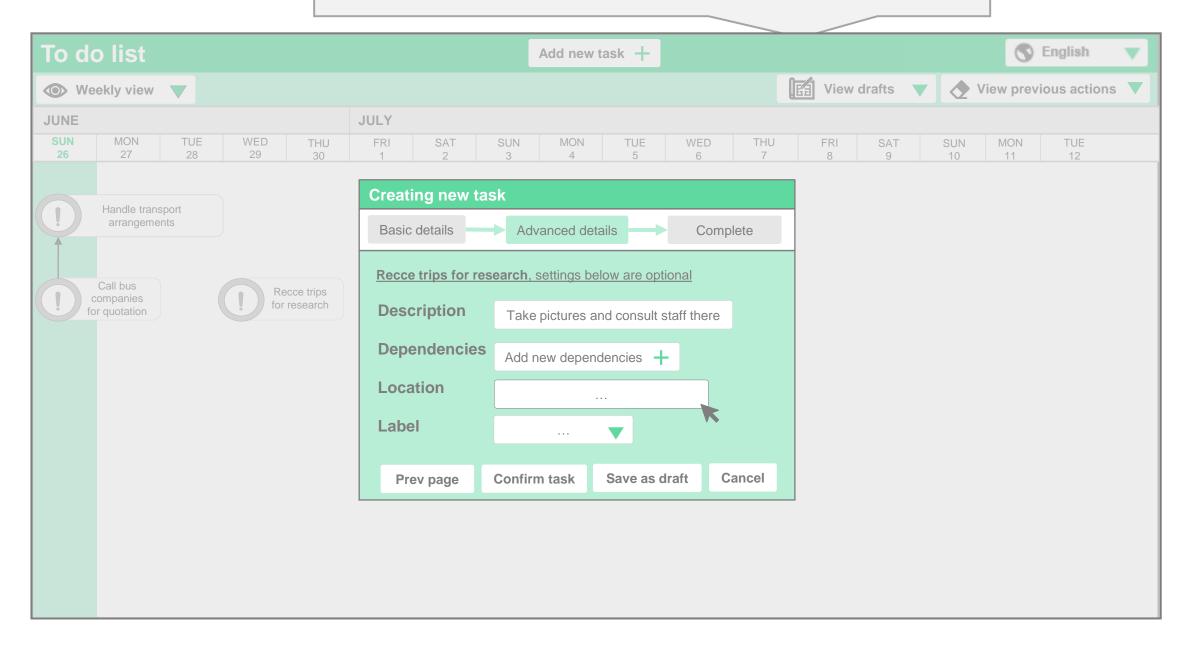
Manage Locations

LET'S GO

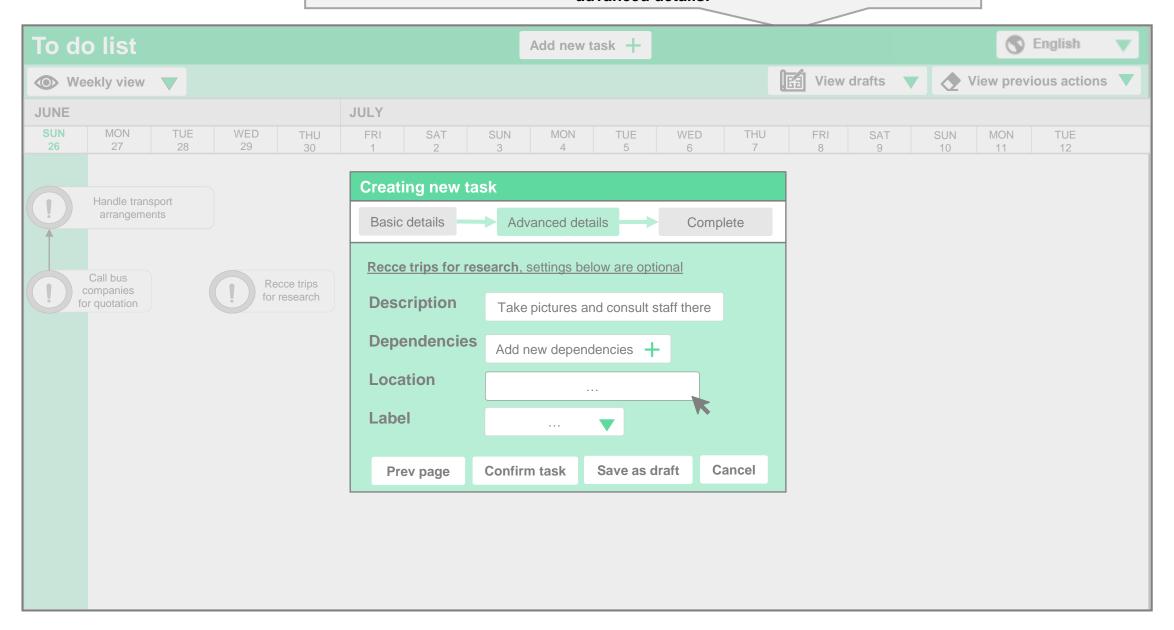




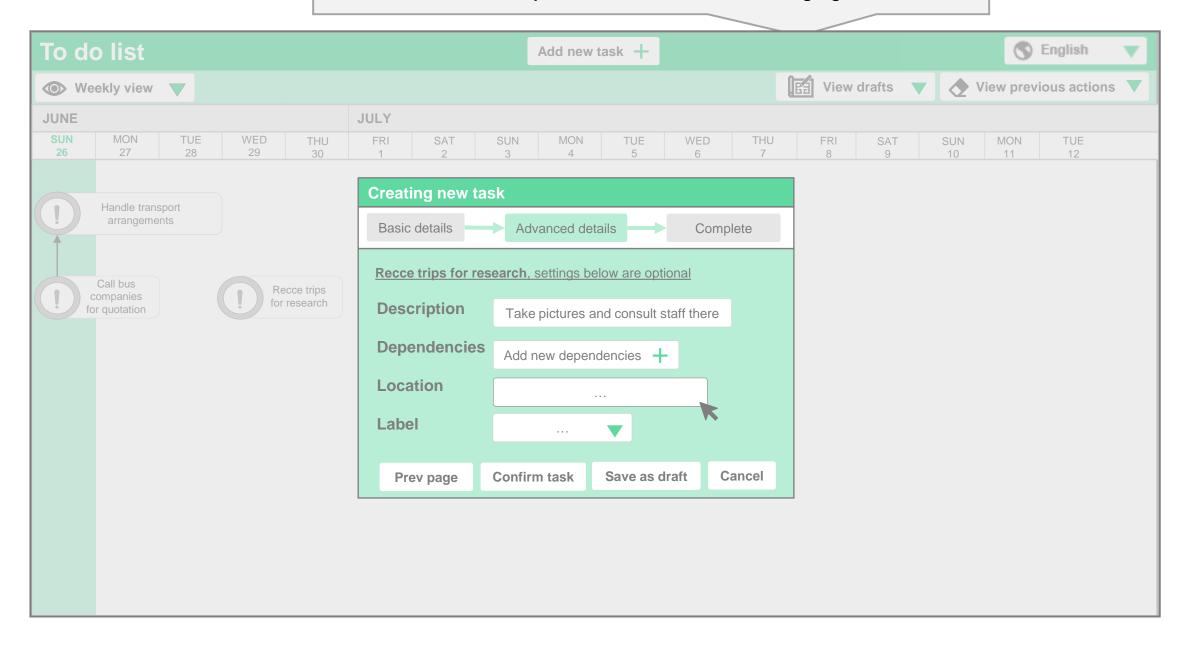
Remember this location button? Let's see what it can do.



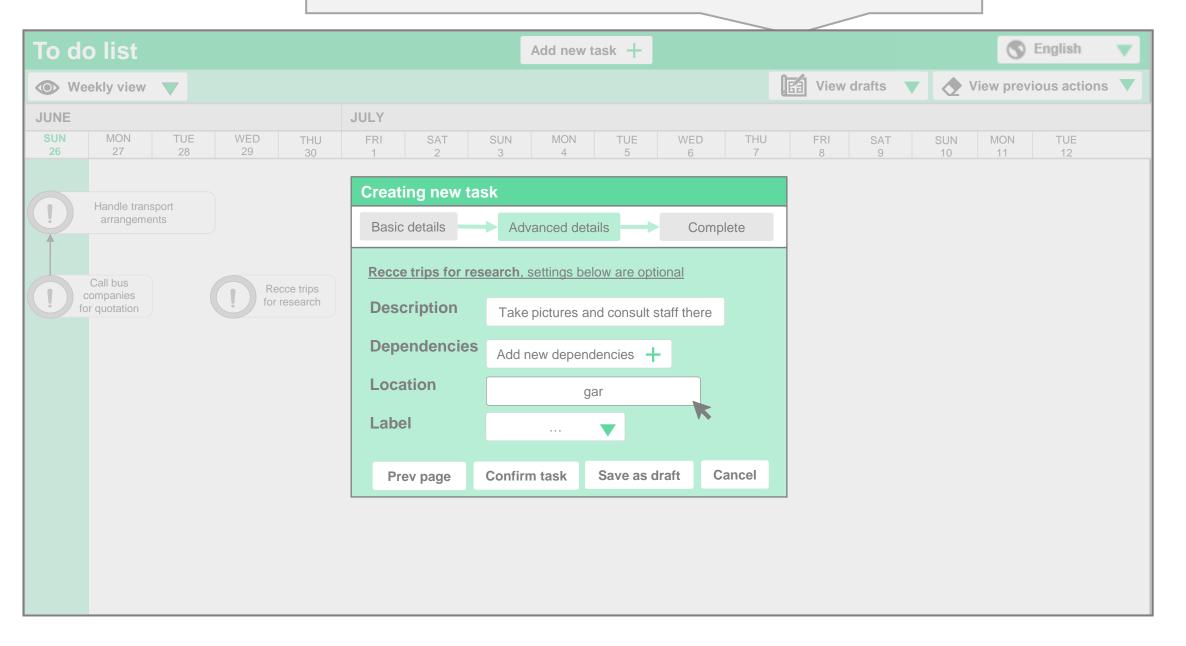
Now we are adding another task called recce trips for research, and we are adding the advanced details!



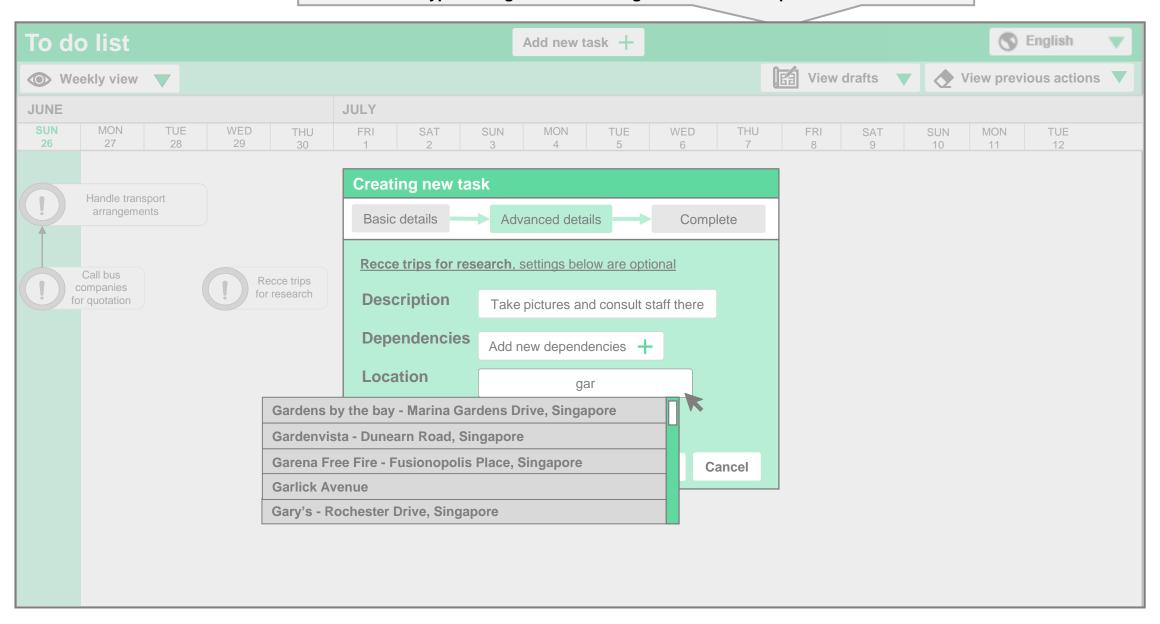
User can input whatever location in natural language.



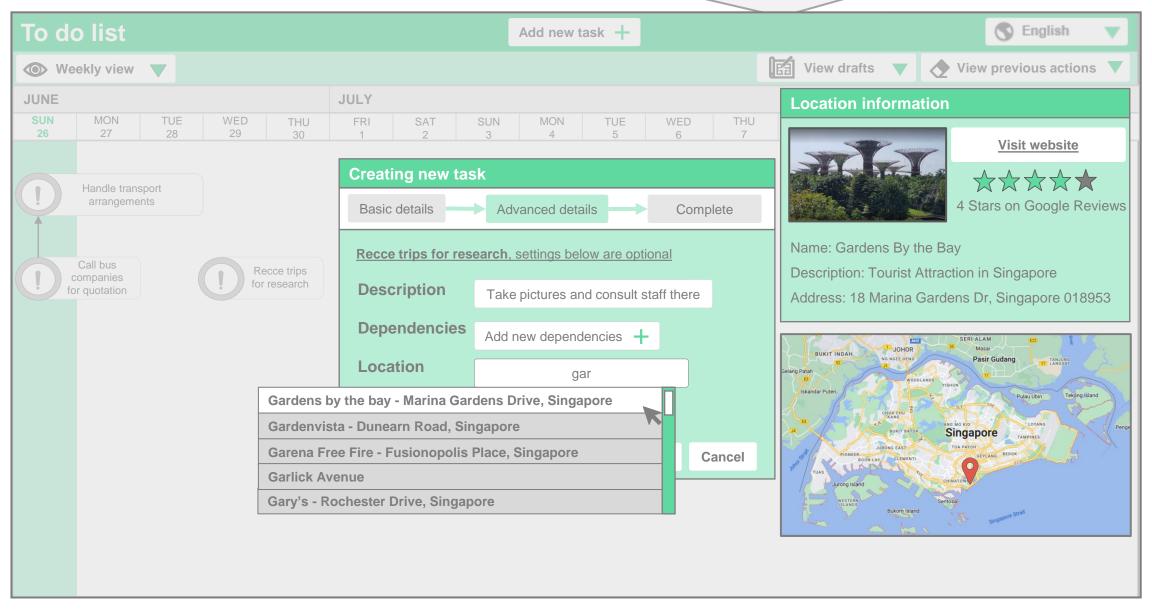
User inputs gar...



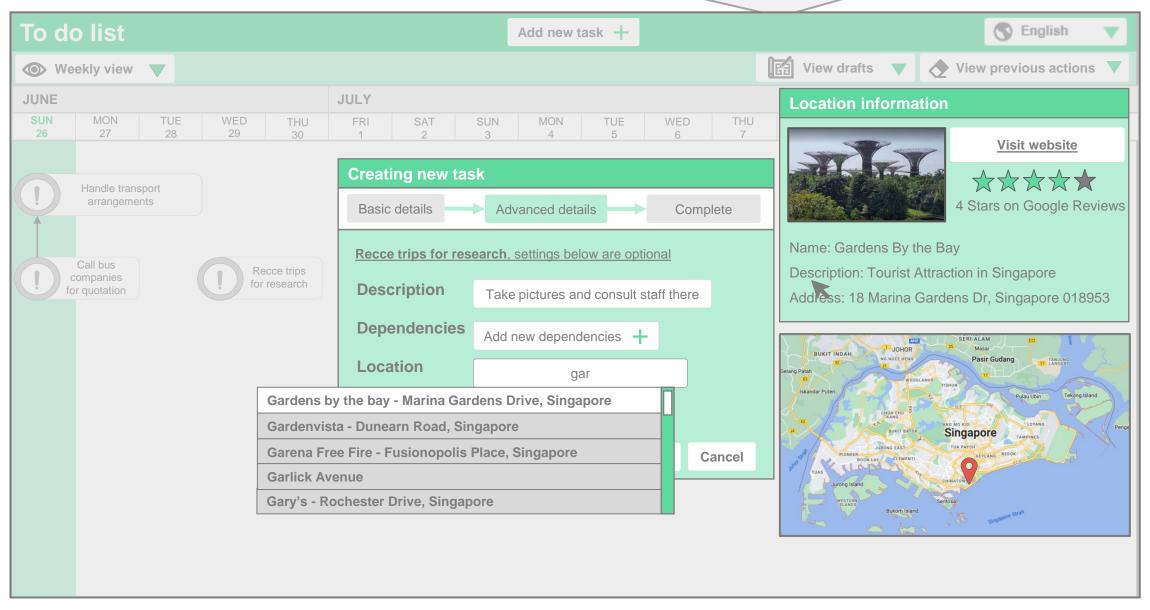
Auto complete will be provided with just keywords typed in natural language, with typos being able to be recognized as much as possible.



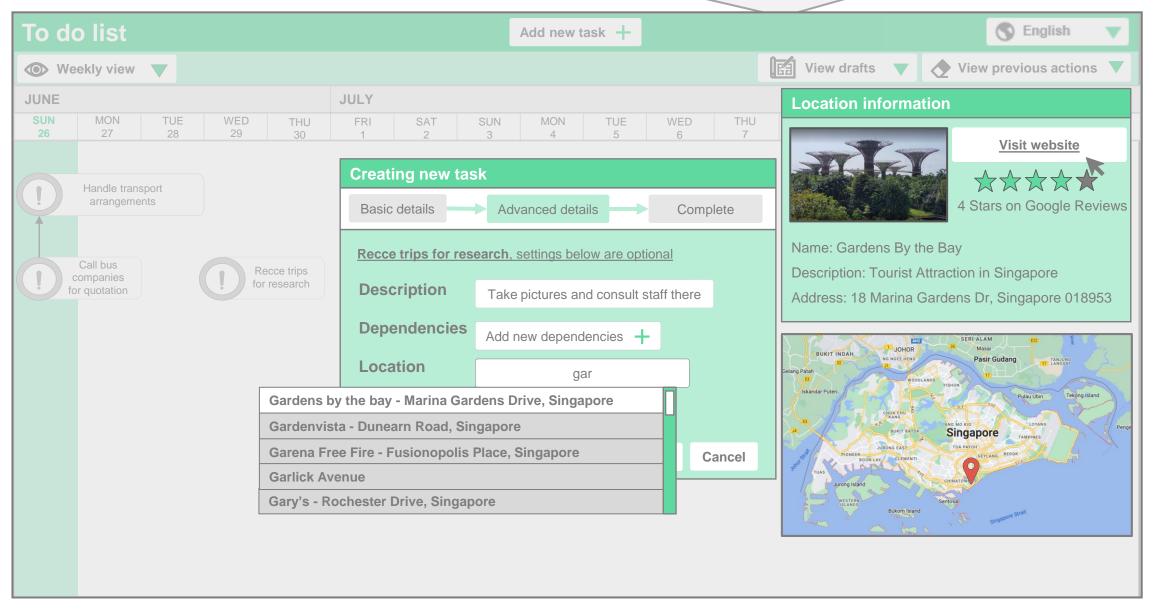
Upon hovering over a location, more information to aid user will be provided as follows as well.



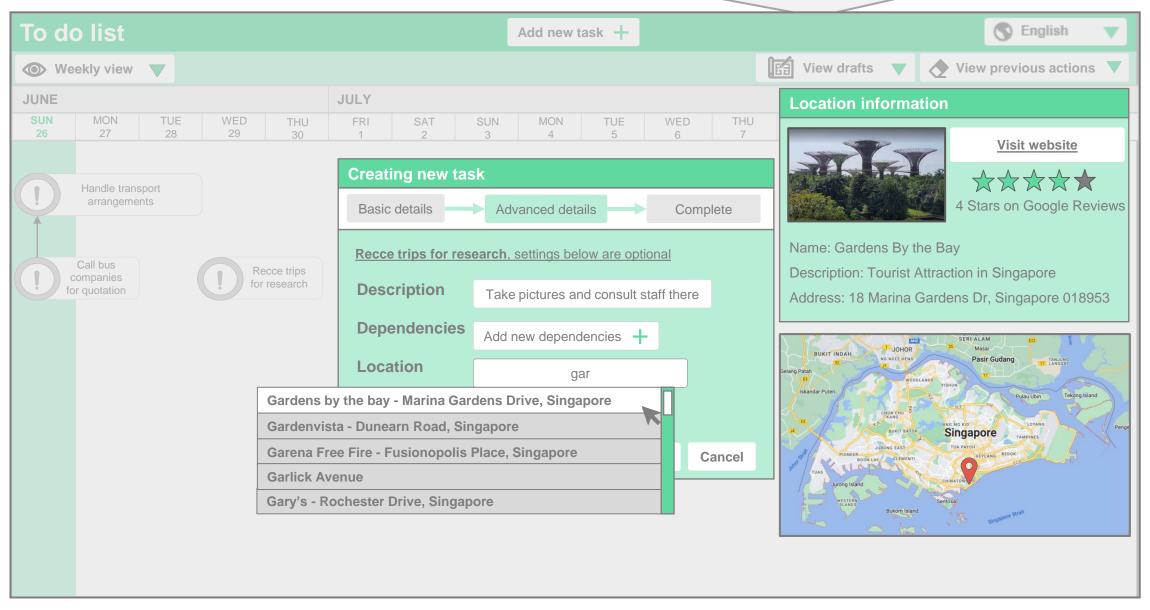
After hovering over a selection, the user can also move the mouse away to interact with the windows that is providing more information.



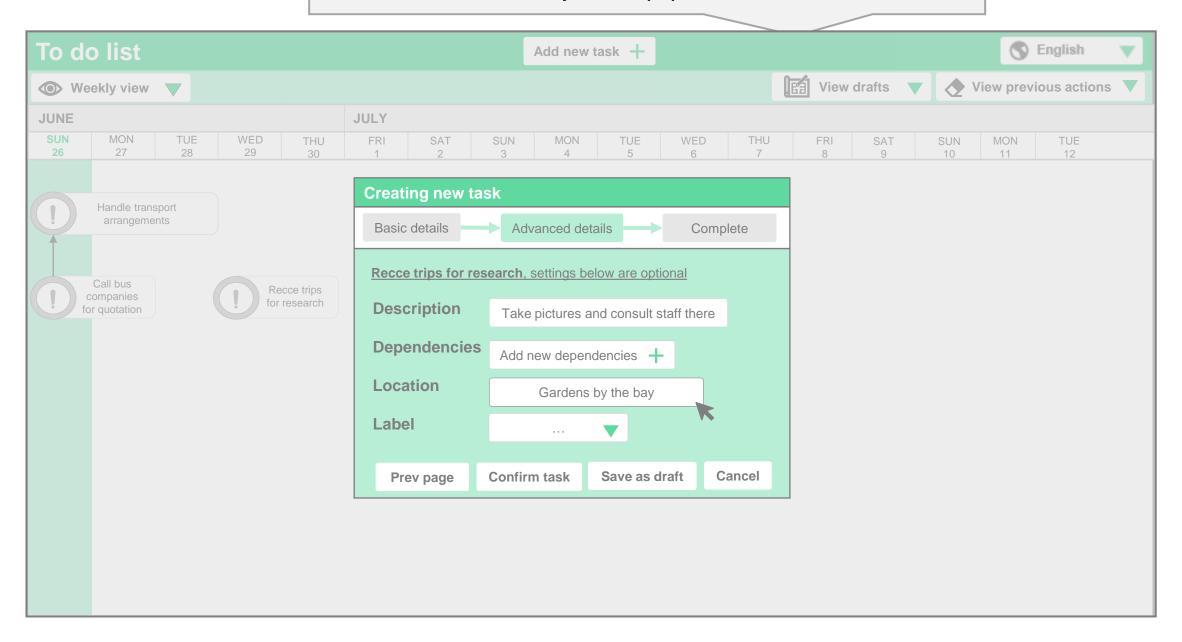
As you can see, you can visit the website, and upon clicking, the website will pop out in a new window!



With this user interface, it can better aid users on various locations, as not everyone is good with maps and locations, enabling the map view mentioned before in the left-hand corner!



Just like this, the user can easily find, and pinpoint locations involved with their task.





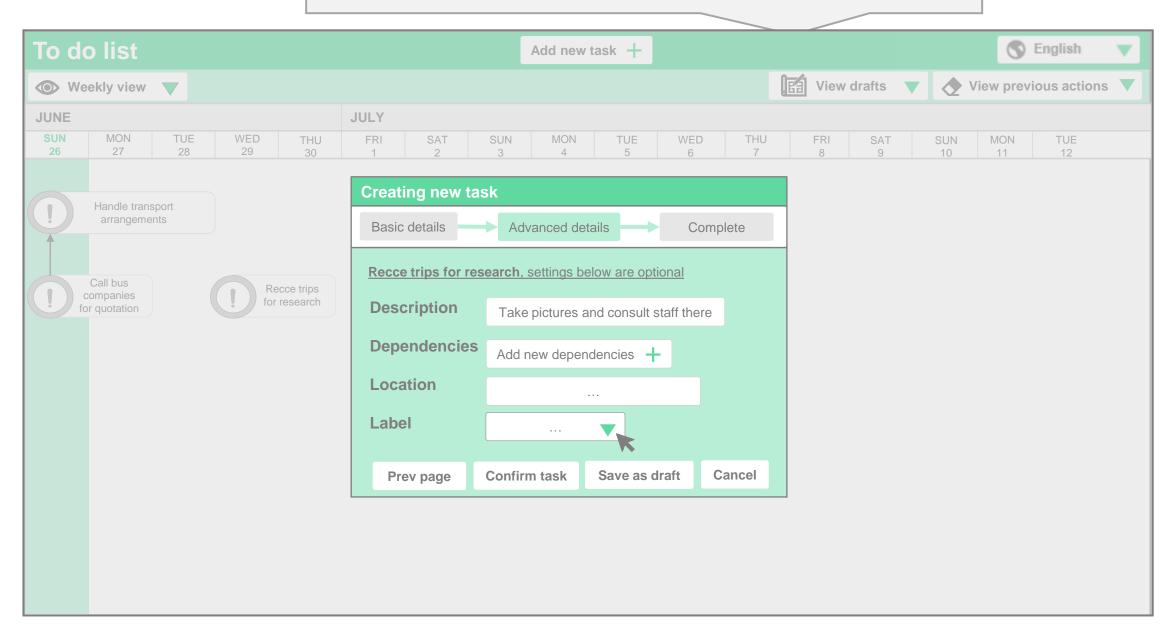
Manage Labels

LET'S GO

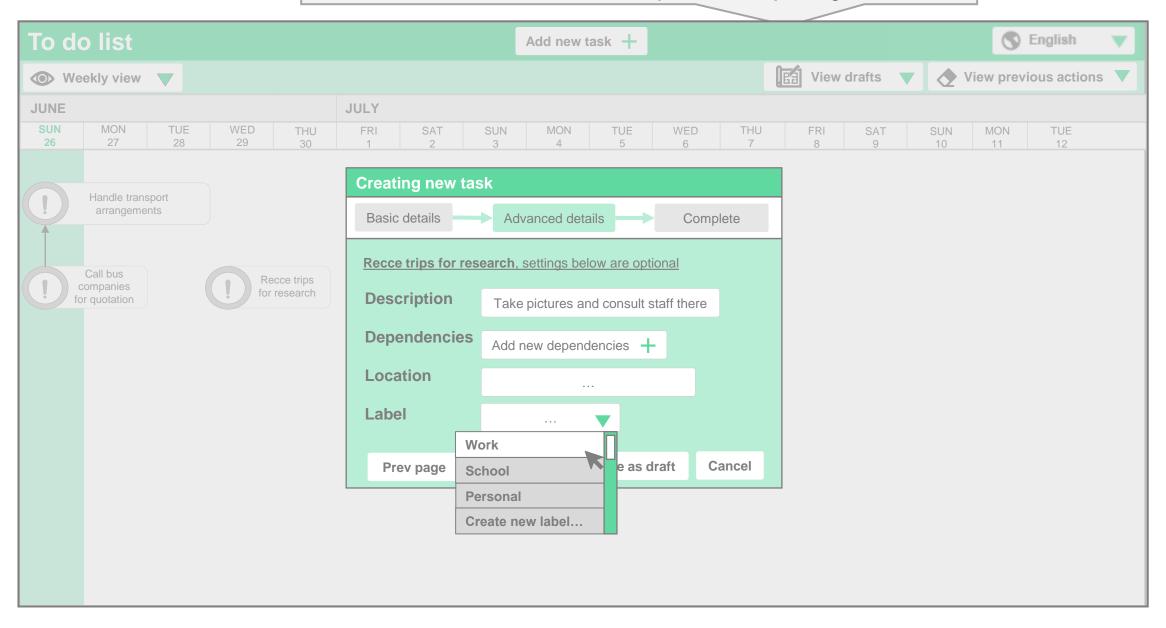




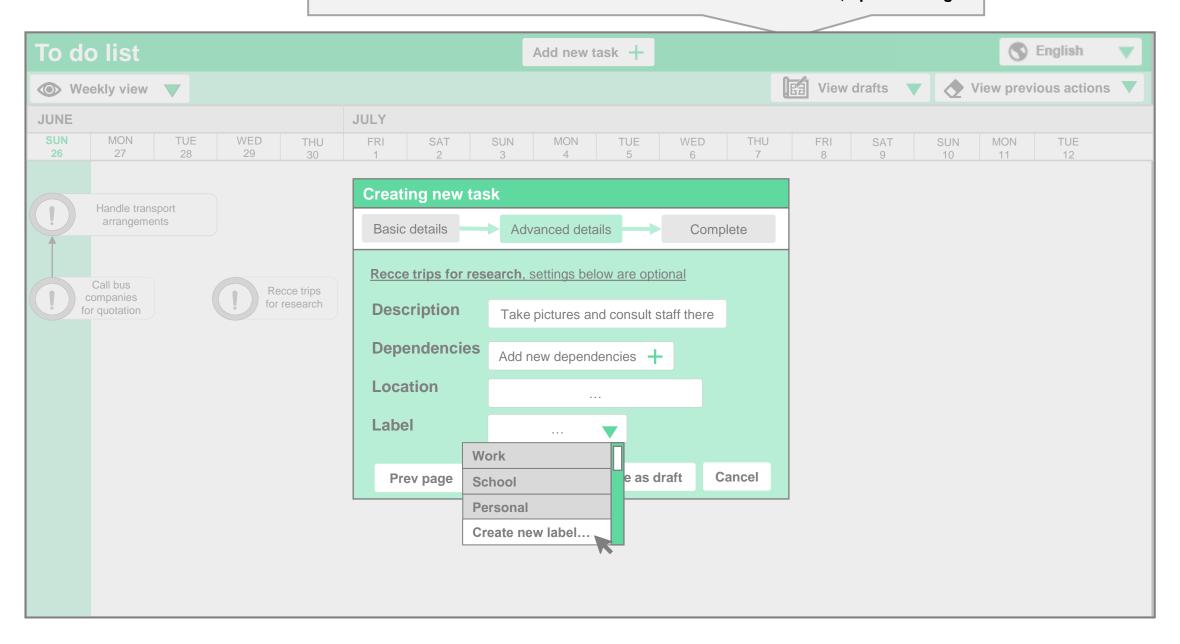
Now we are back here again, remember label box from just now?



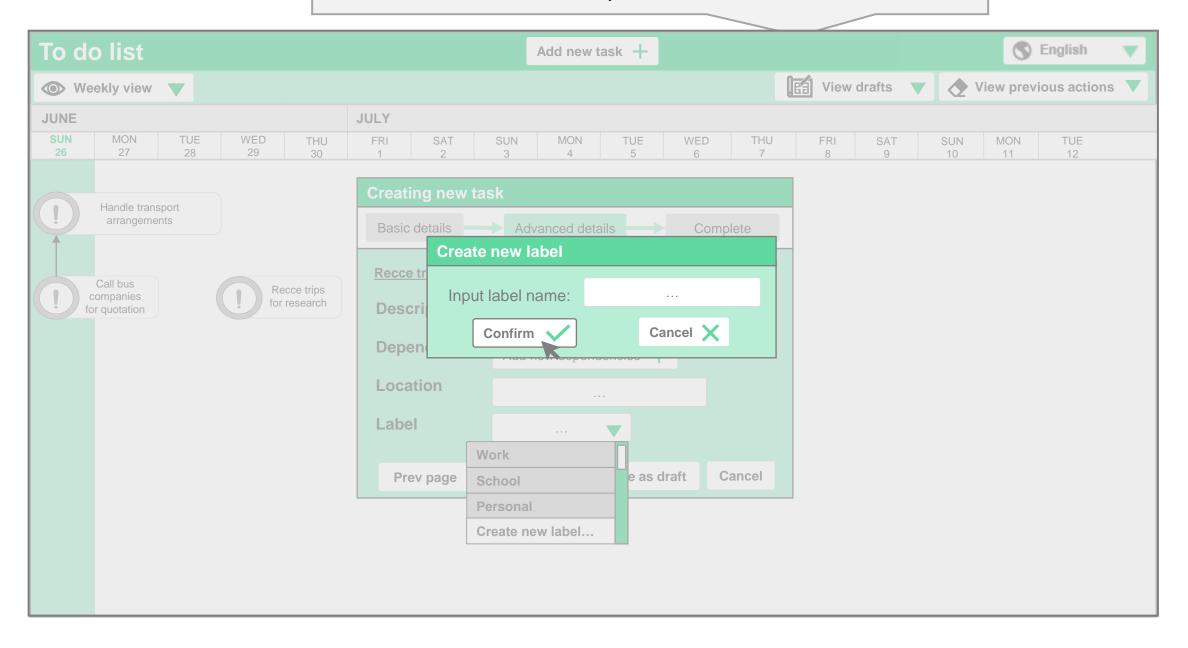
Upon clicking the drop-down menu, several labels show up, and shows various labels that could be useful for users. For example, the user is planning for work...



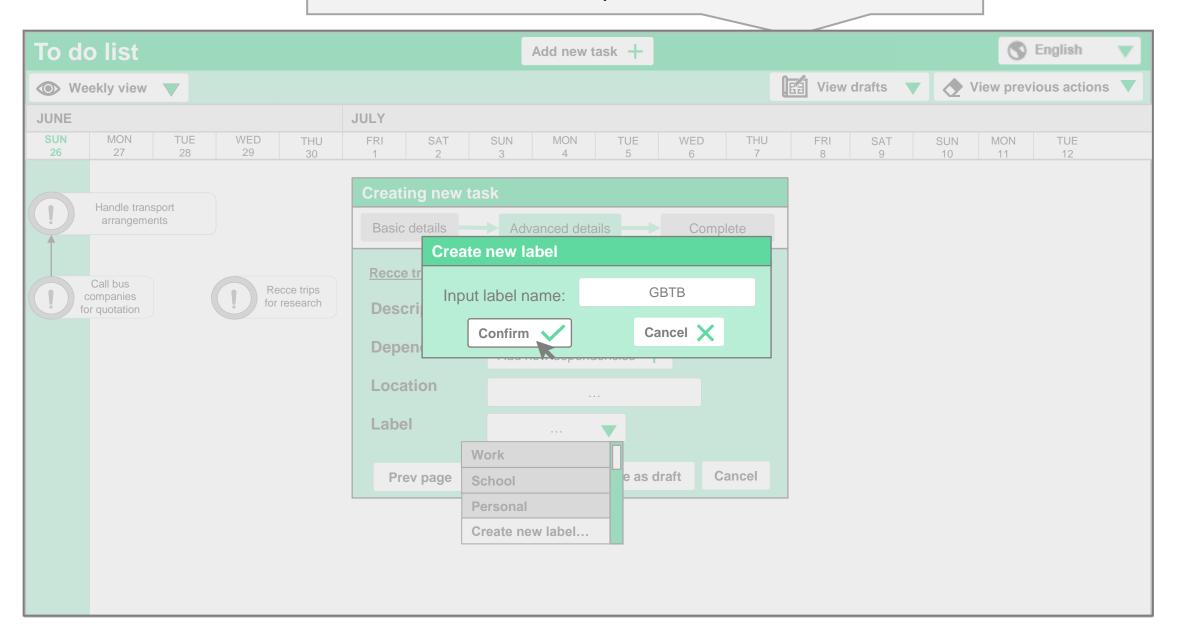
User can even create their own labels based on their different needs, upon clicking...



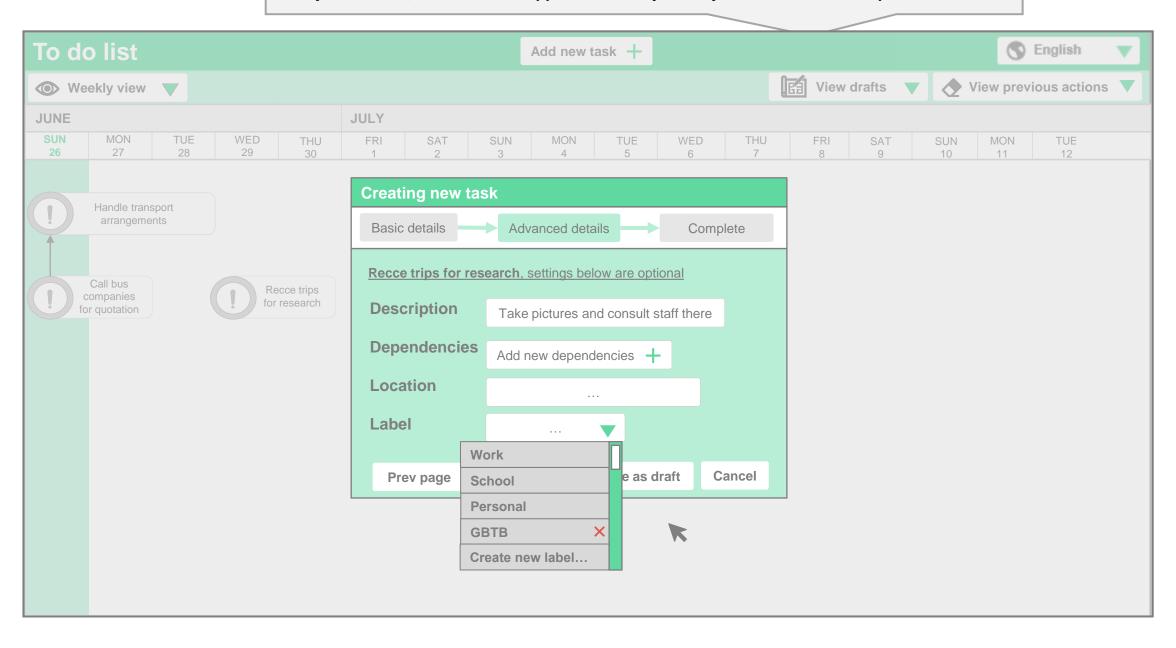
Users can then input their own custom labels!



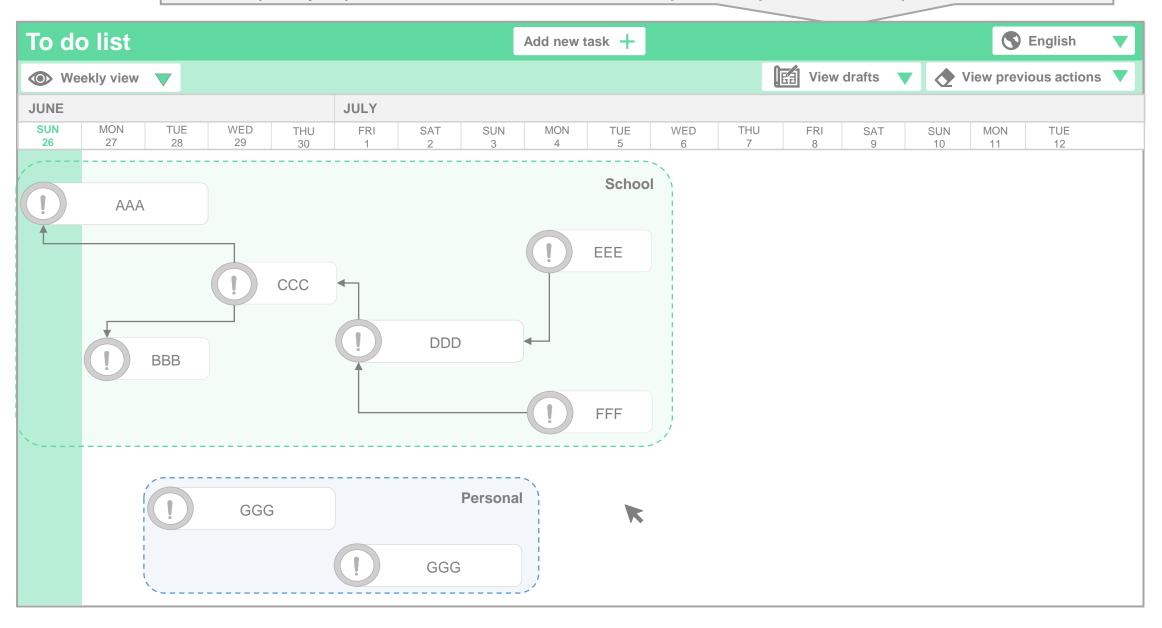
Users can then input their own custom labels!



As you can see, custom labels appear differently as they could be deleted as per user needs!



This is how labels would look like, this optional feature would aid users in compartmentalizing their various tasks, being especially helpful if users were to make use of the same platform to plan for various aspects of their life.





That's all, thank you so much for your kind attention!

BYE BYE!



