Wireframe: Analysis

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The wireframe I constructed as a launching point changed drastically as the application progressed. It included an unnecessary login screen, and overcomplicated pages. In the process I decided to change many aspects of the application to both conform to the project needs and to simplify the user interface. I will explain the changes where I deviated from the wireframes, and why I made the changes.

A screenshot of a cell phone

Description automatically generatedI started the project and made the wireframe first, then after speaking with the course instructor and showing him my work, he recommended that my project look to do one thing well per page, and not overly burden the design with too many parts per page. This is when I realized that the project would probably not resemble the wireframe. After starting the design in Xamarin, I realized the truth in what the instructor recommended for page simplicity and started outlining the pages before working in the functionality. I decided to make several changes to simplify the project and create a more readable and UI friendly interface. One of the main problems I ran into, was having space for everything.

Figure : Wireframe

The first change I made was to remove the login page and create a splash page that would welcome users, then create a main page like the second page of the wireframe, and it would display alerts. I decided to make was to remove the unnecessary views of the courses from any pages that didn’t need them. Then I thought of exchanging many views that were necessary for pickers that would prepopulate the form boxes, saving more room. When I started thinking of the interface for IOS users, I discovered they would need a navigation bar, which would take up even more coveted room at the top of the screen. So, I did away with the tabbed layout in favor of buttons in the navigation area.

As I thought about doing one thing correctly per page, as my instructor had suggested, I decided to create pages for adding or modifying courses and terms. This allowed me to maximize on space for the pages showing simple views of courses and terms. I also narrowed the assessments, milestones and deadlines into one page, milestones.

The wireframe I constructed showed me that applications can change drastically as they progress through iterations of development. Many features and pages I initially expected werent part of the final program. The process of creating wireframes for Xamarin projects will continue to change for me as I understand the capabilities of the Xamarin platform. I made the changes and deviated from the wireframe to create a platform that was more user friendly and expect that the application would continue to develop beyond its current scope to continue to further that goal.