

## **(10 points) Milestone 2: UI design**

**Due: 11:59pm, Sunday, March 10, 2024**

### **Purpose:**

- Decide on a UI development environment.
- Specify the target user(s) of your system
- Initial digital illustration/prototype/template of your UI and for each UI element:
  - Briefly describe its purpose,
  - What it does
  - How the users will use it
  - What the users can expect from using it.

### **Requirement: User interface**

Design user interfaces (screens or views) with respect to the functionalities of your project. Each screen must adequately demonstrate its purpose and functionality. You should include all necessary elements and justify your design decision. The thorough design of your interfaces can greatly help you envision the data needed for your project.

Your user interfaces must be graphical user interfaces. They may be interfaces for a standalone software, web software, mobile app, or something else — depending on whether you are building a web-based project or a non-web based project. There is no restriction on your user interface design.

you should try to create a digital illustration of your interfaces. You may use any software to draw your screens. There are several good, easy-to-use web-based software, standalone software, and wireframes (some are free, some offer a free trial) that you can use to draw user interfaces:

- [Balsamiq](#)
- [Figma](#)
- [MockFlow](#)
- [Pencil Project](#)
- [Framebox](#)

If you draw your screens by hand, please be sure that your drawings are legible; take screenshots of your drawings and embed them as part of your proposal document.

**Note:** you may revisit and update your UI design while implementing the components.

Describe your choice (standalone software, web software, mobile app, or something else) Clearly explain your design and the functionalities of all the UI components.

Refer to this information to help you make any necessary adjustment to your DB design.

Table	Column	Constraints	Data Description	Length	Scale	Default Value
<b>Alias</b>	Alias_ID	PK	Numeric	6		
	Criminal_ID	FK REF Criminals	Numeric	6	0	
	Alias		Variable char	20		
<b>Criminals</b>	Criminal_ID	PK,	Numeric	6	0	
	Last		Variable char	15		
	First		Variable char	10		
	Street		Variable char	30		
	City		Variable char	20		
	State		Fixed char	2		
	Zip		Fixed char	5		
	Phone		Fixed char	10		
	V_status		Fixed char	1		N
	P_status		Fixed char	1		N
<b>Crimes</b>	Crime_ID	PK	Numeric	9	0	
	Criminal_ID	FK REF Criminals	Numeric	6	0	
	Classification		Fixed char	1		U
	Date_charged		Date			
	Status	NOT NULL	Fixed char	2		
	Hearing_date	CHECK hearing_date>date_charged	Date			
	Appeal_cut_date		Date			
<b>Sentences</b>	Sentence_ID	PK	Numeric	6		
	Criminal_ID	FK REF Criminals	Numeric	6		
	Type		Fixed char	1		
	Prob_ID	FK REF Prob_officers	Numeric	5		
	Start_date		Date			
	End_date	CHECK End_date>Start_date	Date			
	Violations	NOT NULL	Numeric	3		
<b>Prob_officer</b>	Prob_ID	PK	Numeric	5		
	Last		Variable char	15		

	First		Variable char	10		
	Street		Variable char	30		
	City		Variable char	20		
	State		Fixed char	2		
	Zip		Fixed char	5	0	
	Phone		Fixed char	10	0	
	Email		Variable char	30		
	Status	NOT NULL	Fixed char	1		
<b>Crime_charges</b>	Charge_ID	PK	Numeric	10	0	
	Crime_ID	FK REF Crimes	Numeric	9	0	
	Crime_code	FK REF Crime_codes	Numeric	3	0	
	Charge_status		Fixed character	2		
	Fine_amount		Numeric	7	2	
	Court_fee		Numeric	7	2	
	Amount_paid		Numeric	7	2	
	Pay_due_date		Date			
<b>Crime_officers</b>	Crime_ID	PK, FK REF Crimes	Numeric	9	0	
	Officer_ID	PK, FK REF Officers	Numeric	8	0	
<b>Officers</b>	Officer_ID	PK	Numeric	8	0	
	Last		Variable char	15		
	First		Variable char	10		
	Precinct	NOT NULL	Fixed char	4		
	Badge	UNIQUE	Variable char	14		
	Phone		Fixed char	10	0	
	Status		Fixed char	1		A
<b>Appeals</b>	Appeal_ID	PK	Numeric	5		
	Crime_ID	FK REF Crimes	Numeric	9	0	
	Filing_date		Date			
	Hearing_date		Date			
	Status		Fixed char	1		P
<b>Crime_codes</b>	Crime_code	PK, NOT NULL	Numeric	3	0	
	Code_description	NOT NULL, UNIQUE	Variable char	30		

**Coding key for selected columns:**

Table	Column	Possible Values
Criminals	V_status	Y (Yes), N (No)
Criminals	P_status	Y (Yes), N (No)
Crimes	Classification	F (Felony), M (Misdemeanor), O (Other), U (Undefined)
Crimes	Status	CL (Closed), CA (Can Appeal), IA (In Appeal)
Sentences	Type	J ( Jail Period), H (House Arrest), P (Probation)
Prob_officers	Status	A (Active), I (Inactive)
Crime_charges	Charge_status	PD (Pending), GL (Guilty), NG (Not Guilty)
Officers	Status	A (Active), I (Inactive)
Appeals	Status	P (Pending), A (Approved), D (Disapproved)

**What to submit:**

- (6pts) PDF file that Includes user interfaces (screens or views) for all the functionalities.
- (2pts) Description of choice (standalone software, web software, mobile app, or something else)
- (2pts) Explanation of design and the functionalities of all the UI components.
- Peer evaluation form
- **Peer evaluation (due when this milestone is due)**
  - This is an individual task.
  - The teaching team will consider this peer evaluation (along with the other peer evaluations and other deliverables) when assigning the project final grade to an individual team member. Each team member's grade may be adjusted by 0%-100% deduction, based on his/her contribution.
  - Submit your peer evaluation:  
[https://docs.google.com/forms/d/e/1FAIpQLSfYSxIUOWoWsGDKaeEqZ1DlclrZF0ED0jPYyRzJf7WSnmc1cQ/viewform?usp=sf\\_link](https://docs.google.com/forms/d/e/1FAIpQLSfYSxIUOWoWsGDKaeEqZ1DlclrZF0ED0jPYyRzJf7WSnmc1cQ/viewform?usp=sf_link)
    - **Everyone is required to submit the peer evaluation**
  - You are required to enter the names and NetIDs of all team members
  - Once this form is closed, the form will not be reopened and we have to assign a zero grade to this section of the rubric.