
DCS Codex Mobile App

User Interface Design

Submitted to:

Prof. Ma. Rowena C. Solamo
Faculty Member
Department of Computer Science
College of Engineering
University of the Philippines, Diliman

Submitted by:

Borja, Kim
Pilipina, Jigger Angelo
Valencia, Ian Benedict

In partial fulfillment of Academic Requirements
for the course
CS 191 Software Engineering I
of the
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Unique Reference:

The documents are stored in the <https://github.com/kimmu/DCS-Codex-Mobile-App>.

File reference: *DCS-Codex-Mobile-App/03-Design Engineering/DCSCodexMobileApp – User Interface Design.pdf*

Document Purpose:

This document is for the design of DCS Codex Mobile App's user interface based on the use case specifications 4.0-View Calendar, 6.0-Request Event and 7.0-Sync.

Target Audience:

This document is useful for developers who would like to extend the mobile application in the future.

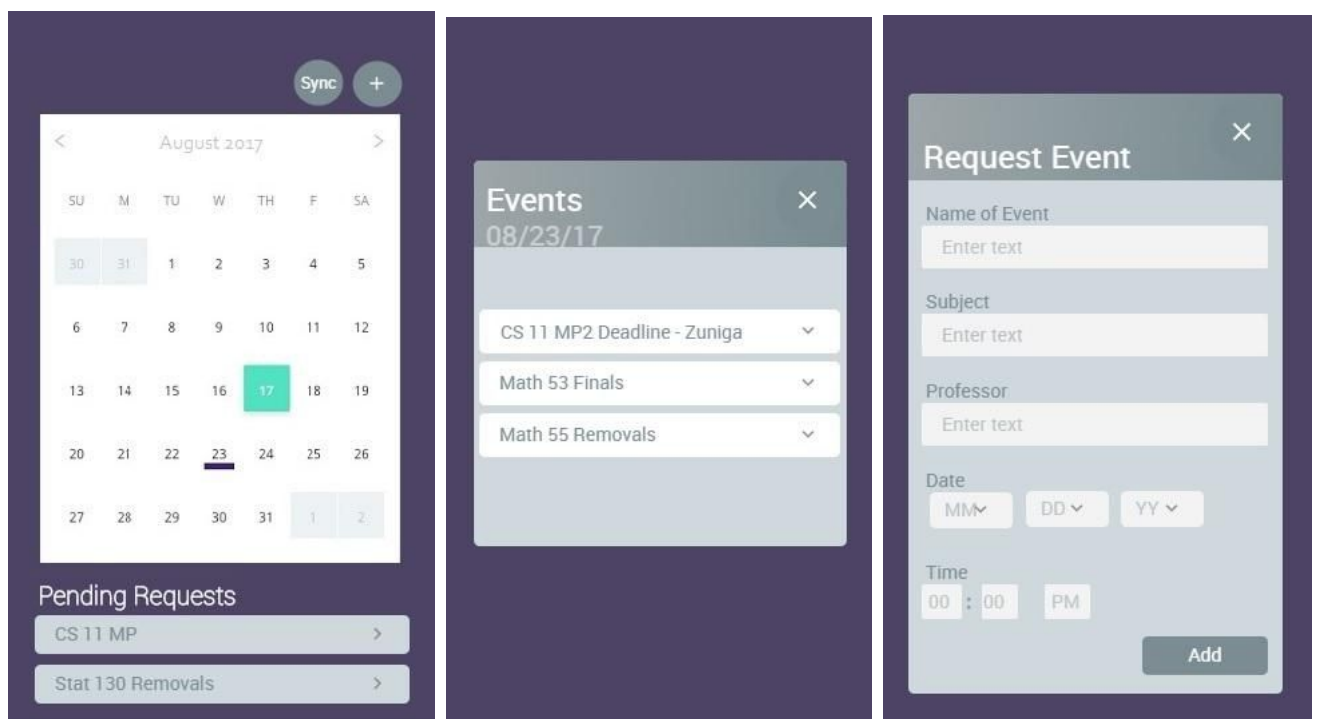
Revision Control:

<i>Revision Date</i>	<i>Person Responsible</i>	<i>Version Number</i>	<i>Modification</i>
11/13/17	Borja, Kim	1.0	Initial Document;

Project Title: DCS Codex Mobile App

Use Case Specification: The purpose of this project is to create a mobile application for the calendar of events related to the Department of Computer Science (such as MP deadlines and exam dates for each subject). The administrator of the application adds an event to the calendar via direct manipulation of the database after approving a request from the user. Students can view the calendar of events. They can also request for additional events to be added and view the status of their pending requests.

Sample Screens:



InVision Link(s):

<https://projects.invisionapp.com/m/share/C9EF9D736>

Participatory Design:

The videos links are as follows:

<https://www.youtube.com/watch?v=XESmRBfza6U>

<https://www.youtube.com/watch?v=CxCa9ochRGQ>

<https://www.youtube.com/watch?v=SkIXY2zChHo>

Suggested Improvement(s):

- Events per year/batch must be color-coded
- Create homepage

Accountability Report:

Team Member	User Interface Design Task
Borja, Kim	Created the prototype of use-case 4.0-View Calendar. Created the initial documentation. Facilitated the participatory design.
Pilipina, Jigger Angelo	Created the prototype of use-case 6.0-Request Event. Facilitated the participatory design.
Valencia, Ian Benedict	Created the prototype of use-case 7.0-Sync. Video taped the participatory design.