MTurk Framework Design Document

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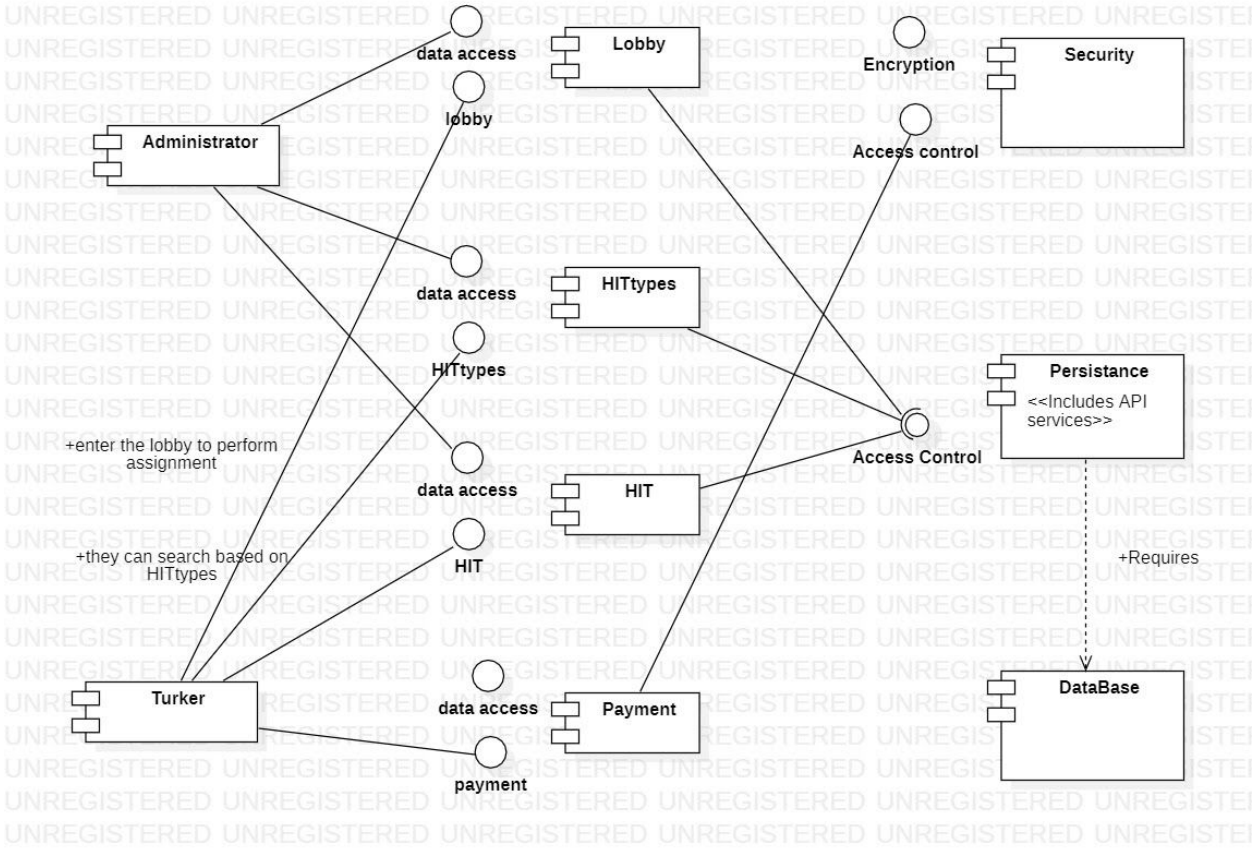
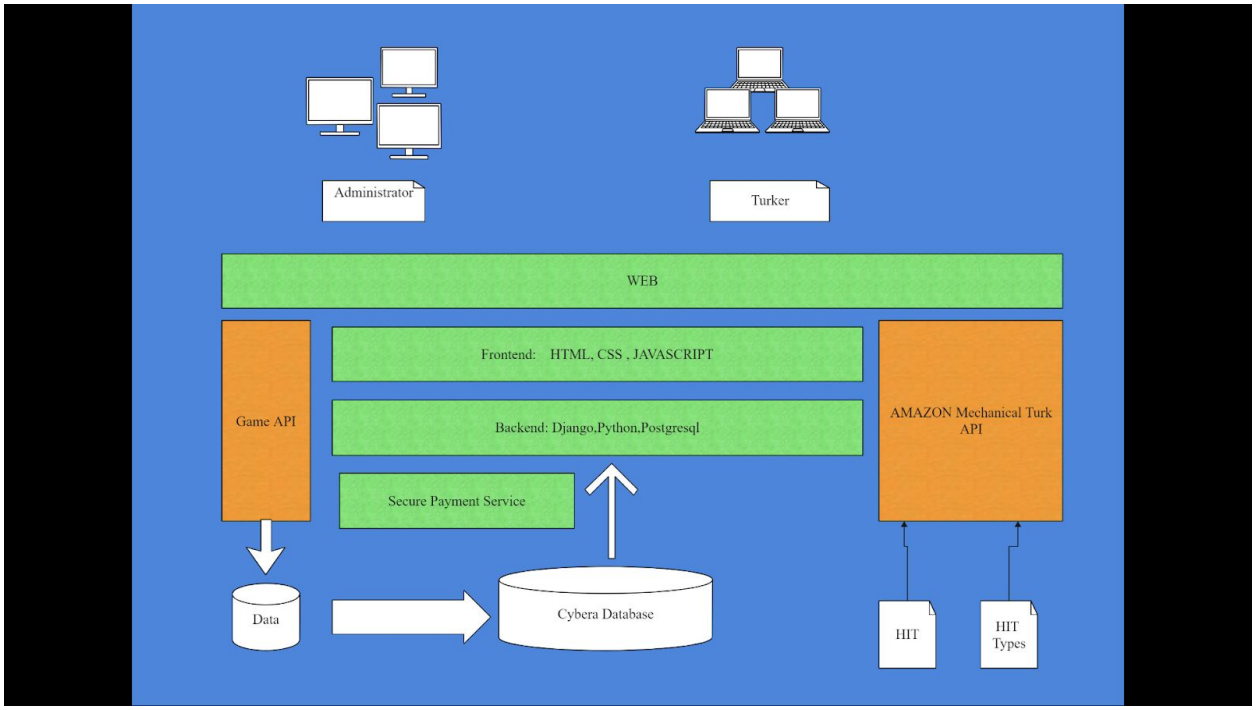
High-Level Architecture

This is a component diagram to include the working of the 4 important components in our application. This shows who has the data access to the 4 components and who is just a user.

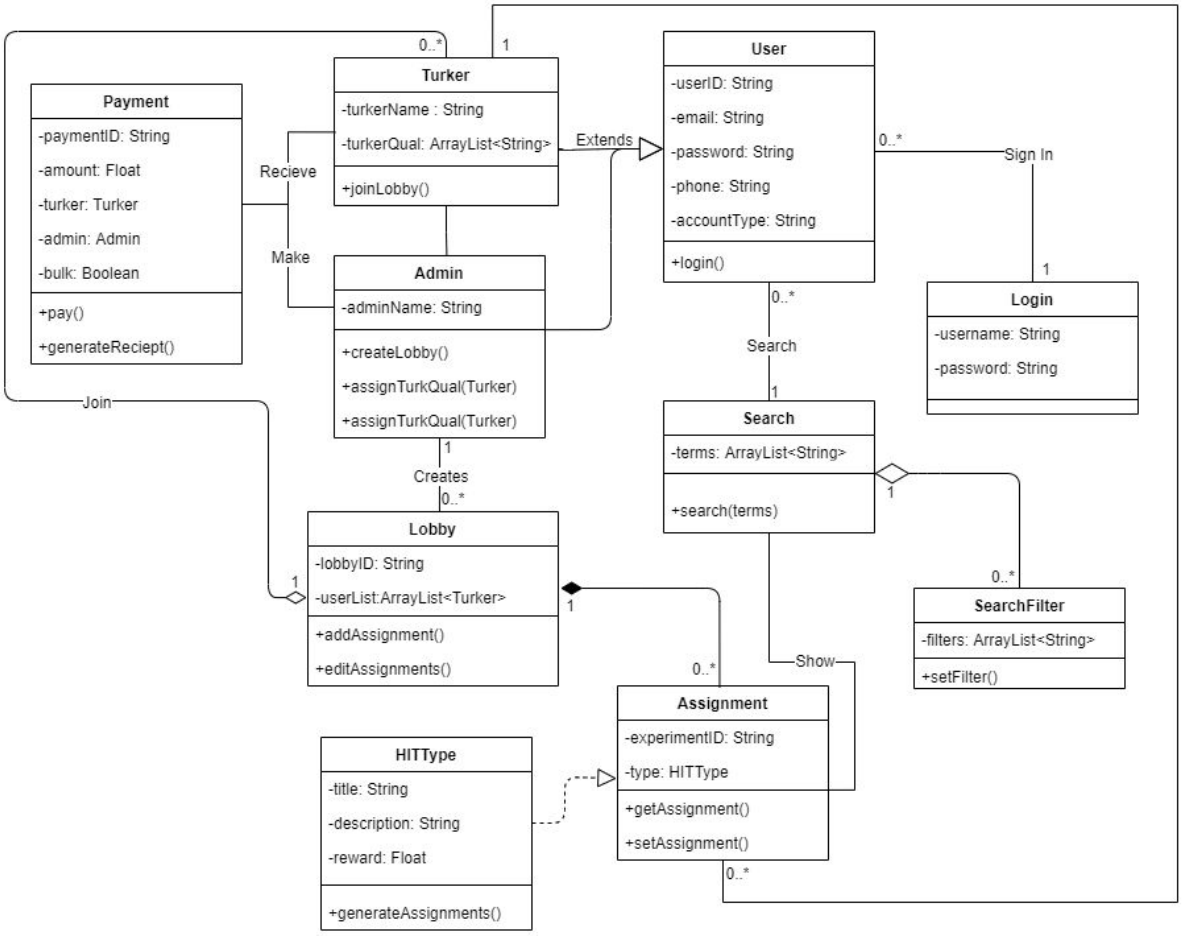


This is an architecture diagram that defines all the programm components that we will use to make our application.



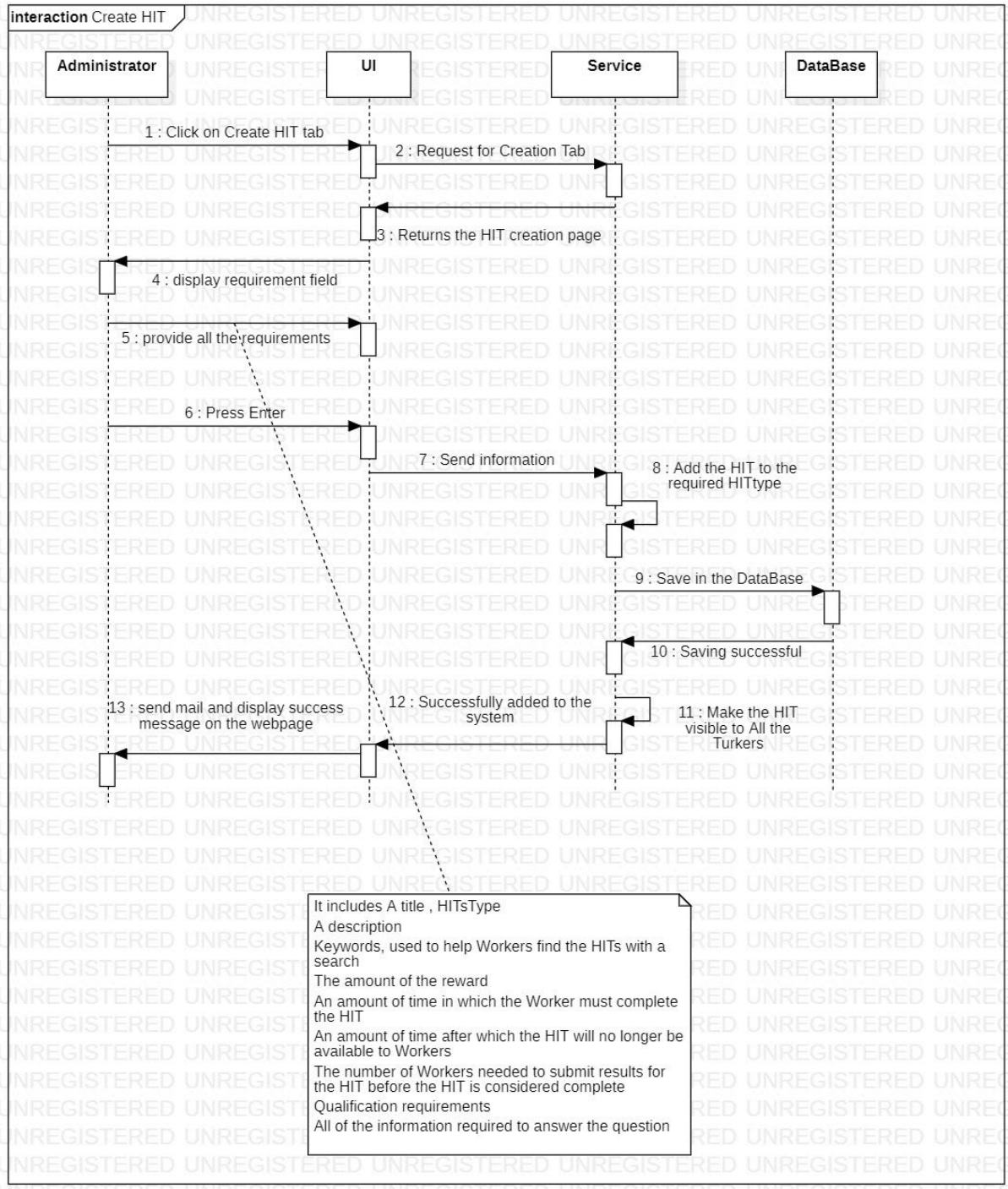
Major Data Elements

The UML class diagram lays out all the major data elements and their relationships that we expect to include in our framework.

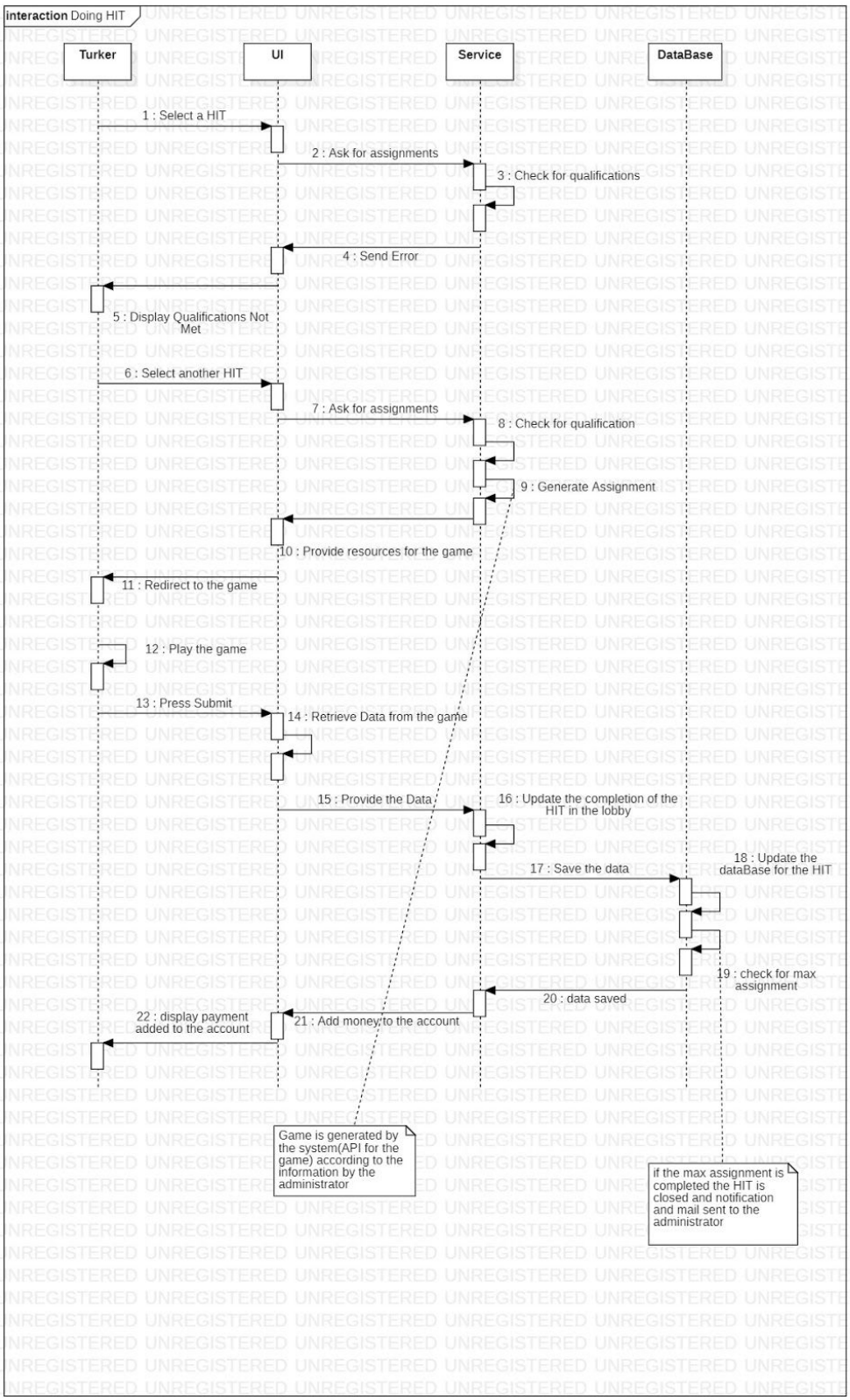


Interaction Scenarios

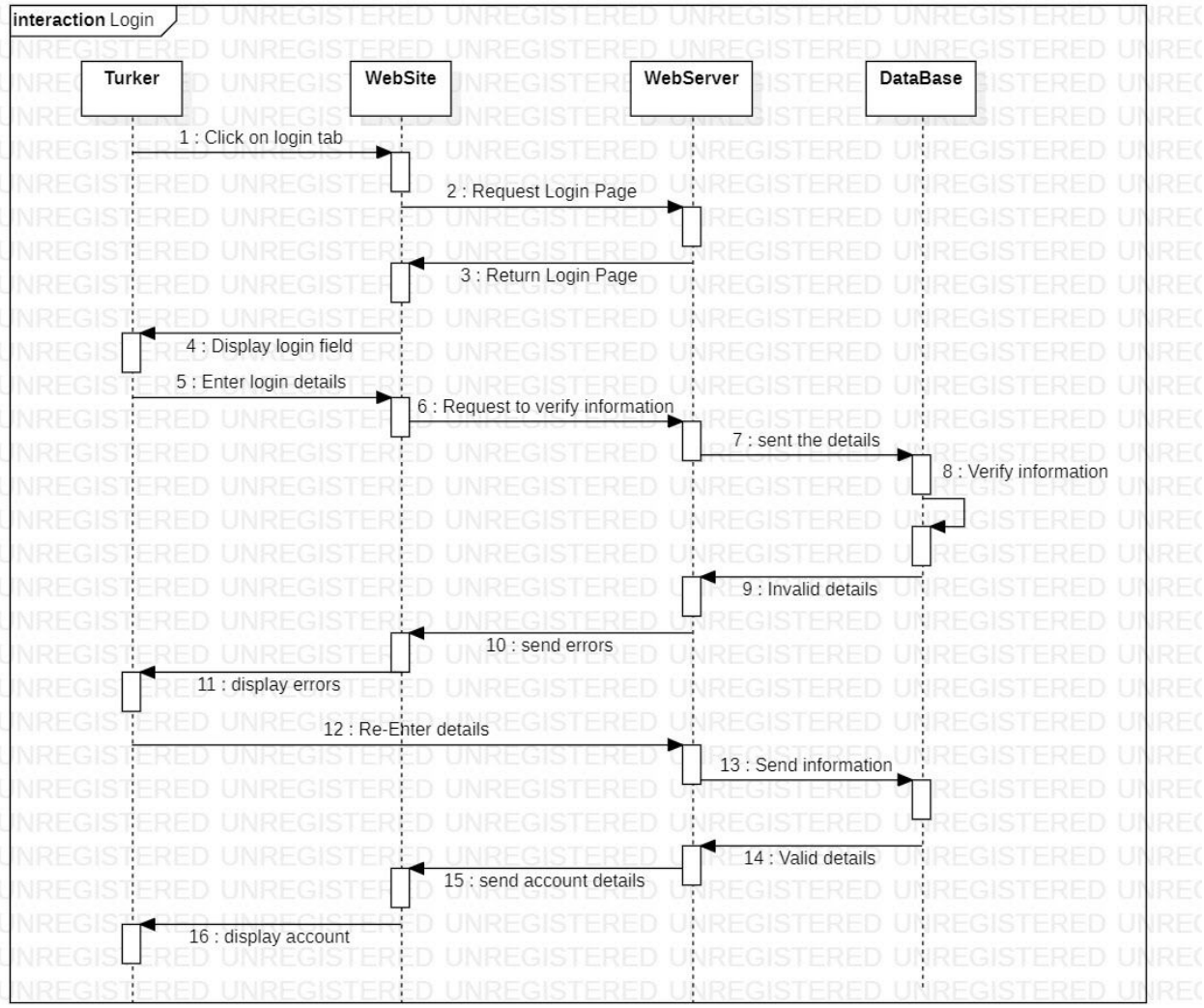
Create HIT: This diagram shows the interaction between administrator, UI, and the services server (includes the API)which takes place when the administrator creates HIT.



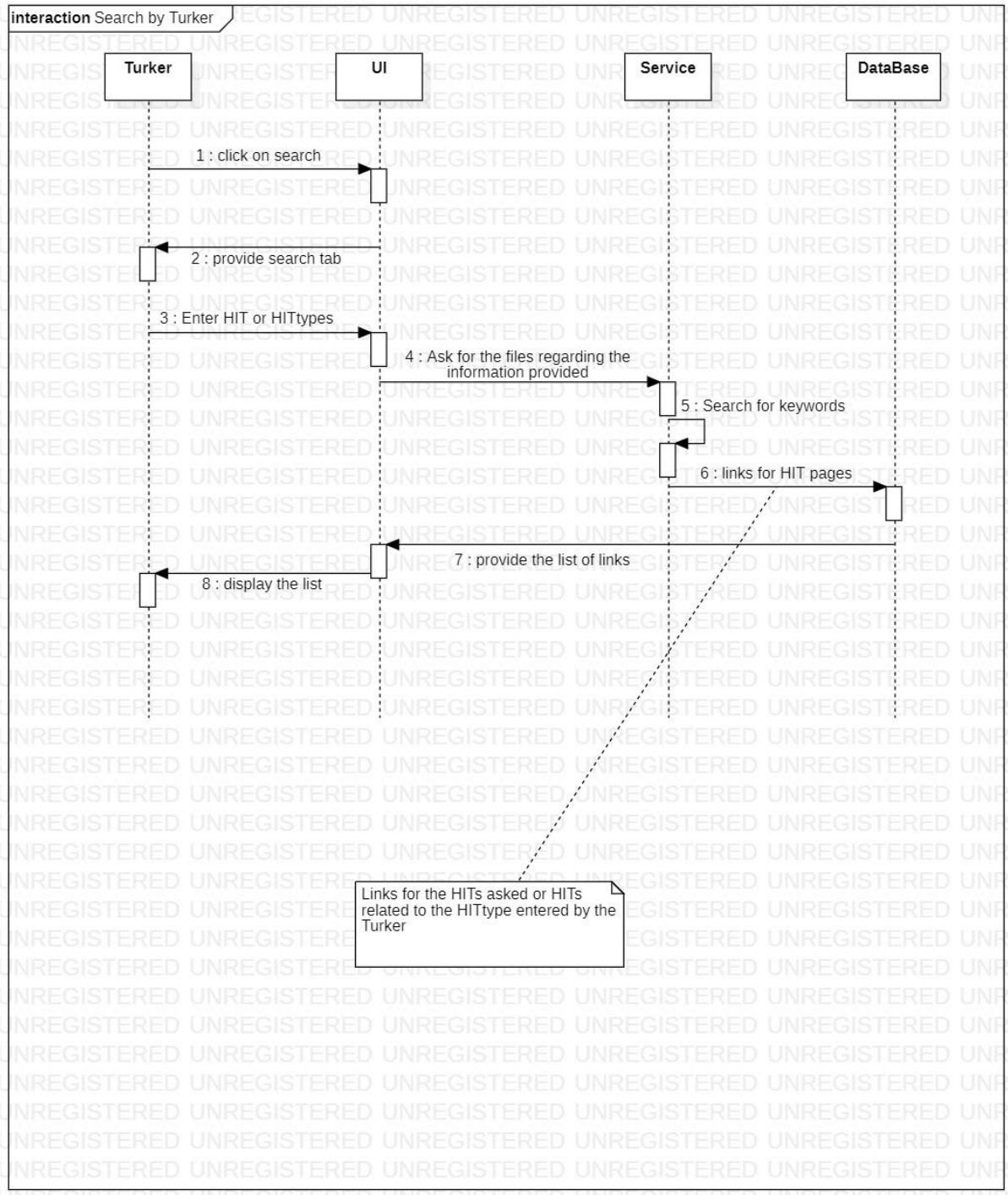
Doing HIT: This diagram shows the interaction between Turkers and services (including the API). The UI serves as an intermediate when the Turker decides to do a HIT.



Search HIT: This diagram shows the interaction between Turker and Services (including the API). The UI acts as an intermediate when a Turker searches for HIT or search based on HITtypes.

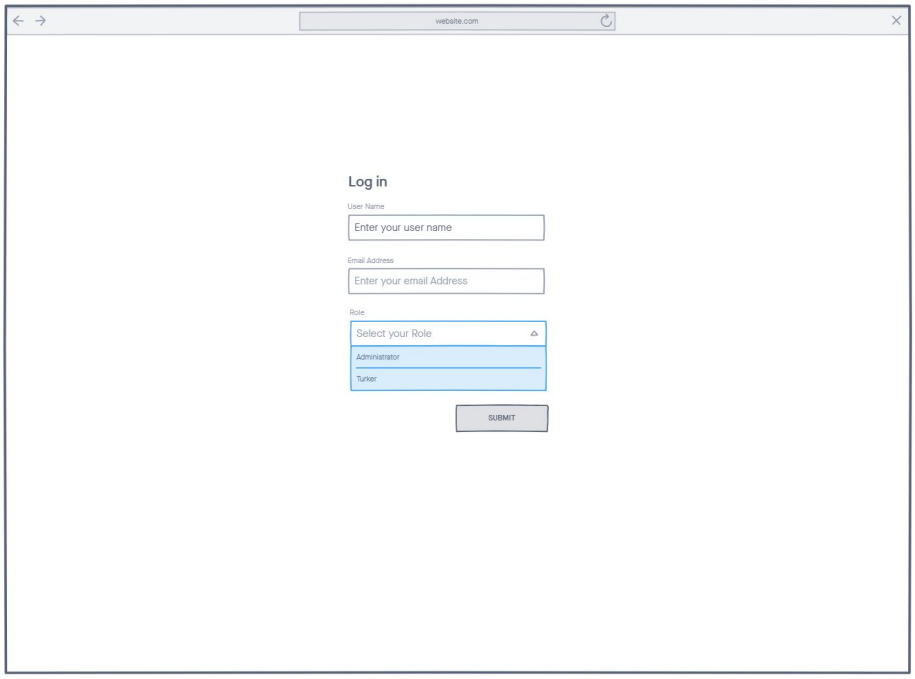


Login: This diagram shows the interaction that takes place when administrator/Turker logins into the application.

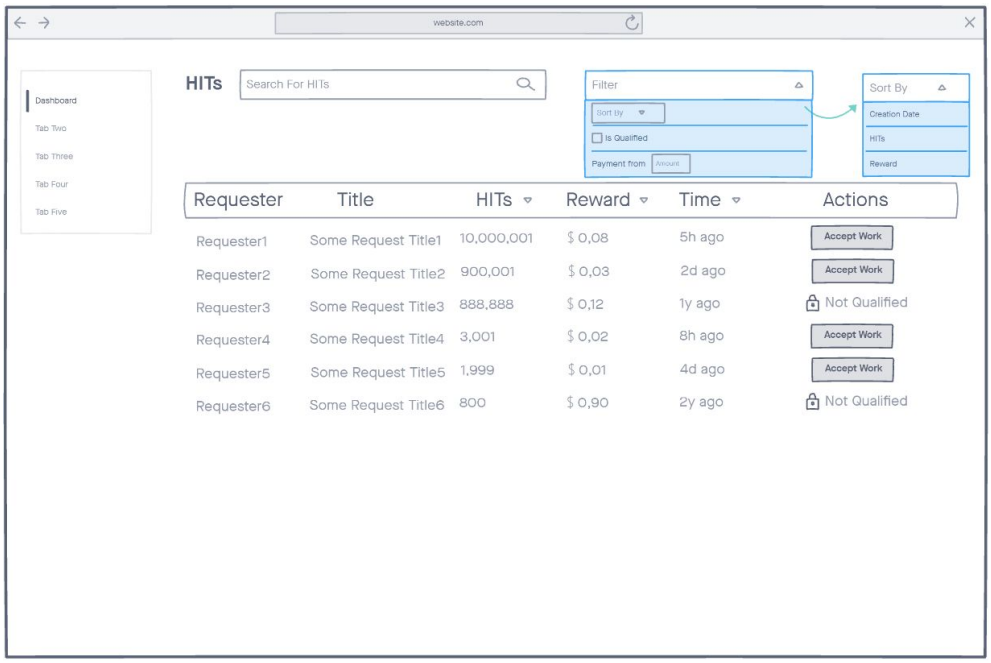


Low-Fidelity User Interface

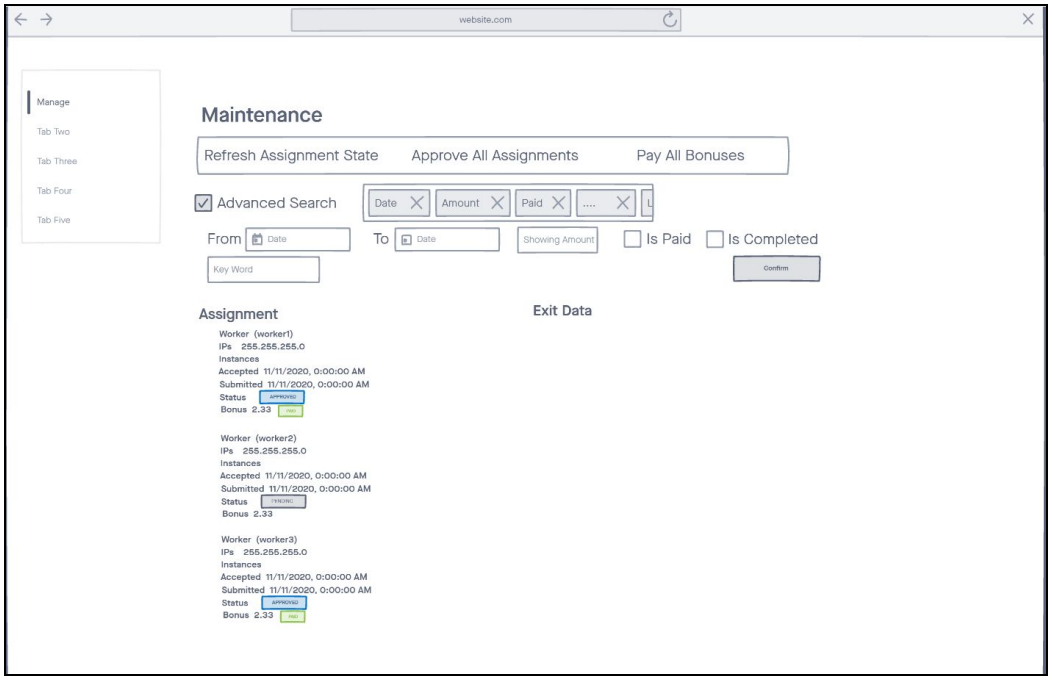
This interface is the basic design of the login page.



This interface is the basic design of the Dashboard page.



This interface is the basic design for the maintenance page.



This interface is the basic design for the Lobby page.