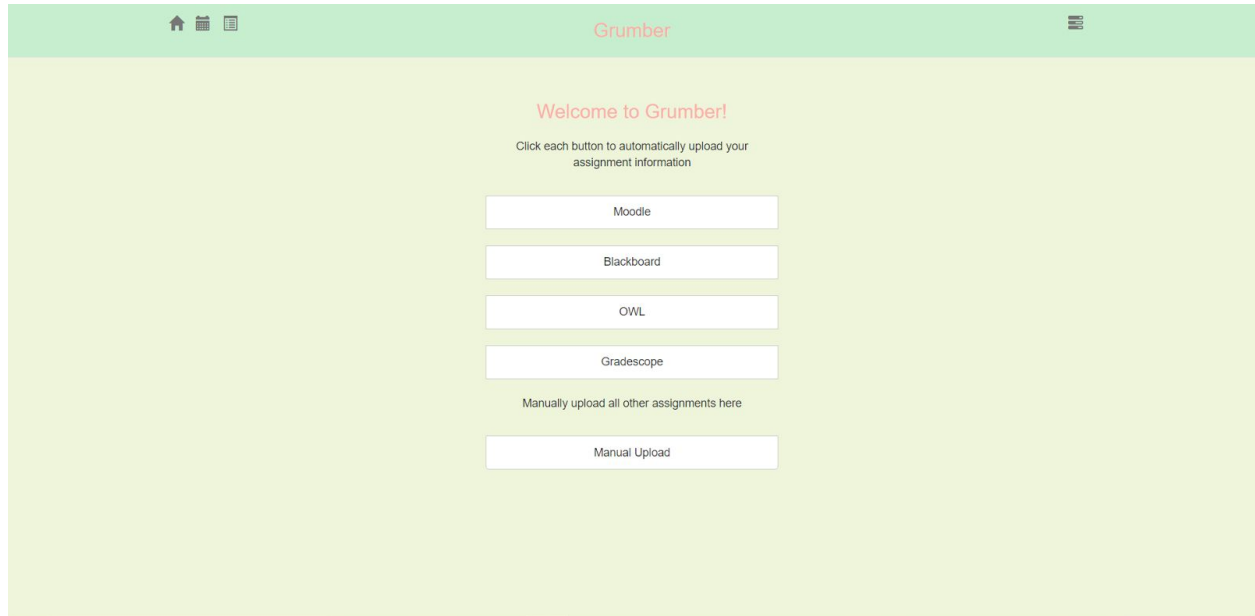
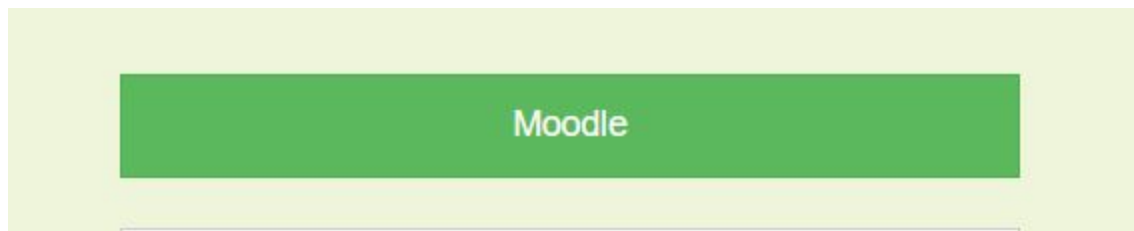


Grumber Static UI Mockup
2/25/17
CMPSCI 326

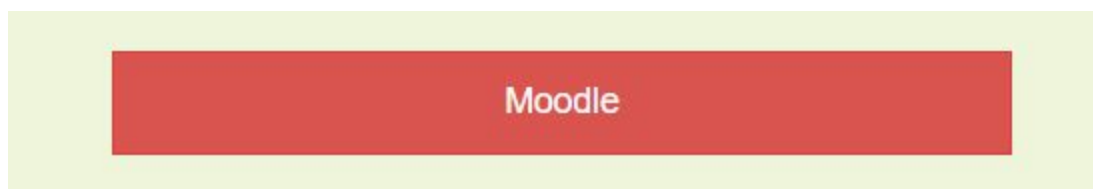
Assuming a user has already created an account and is signing in for the first time, they will be directed to this page:



Here they are welcomed to the site and instructed on how to properly upload their respective assignments, which will be scraped from the above mentioned pages. We decided on a fixed-top navbar with a few crucial widgets to the site that will be talked about later. The fixed-top decision isn't made clear until later pages. A successful upload will look like this:

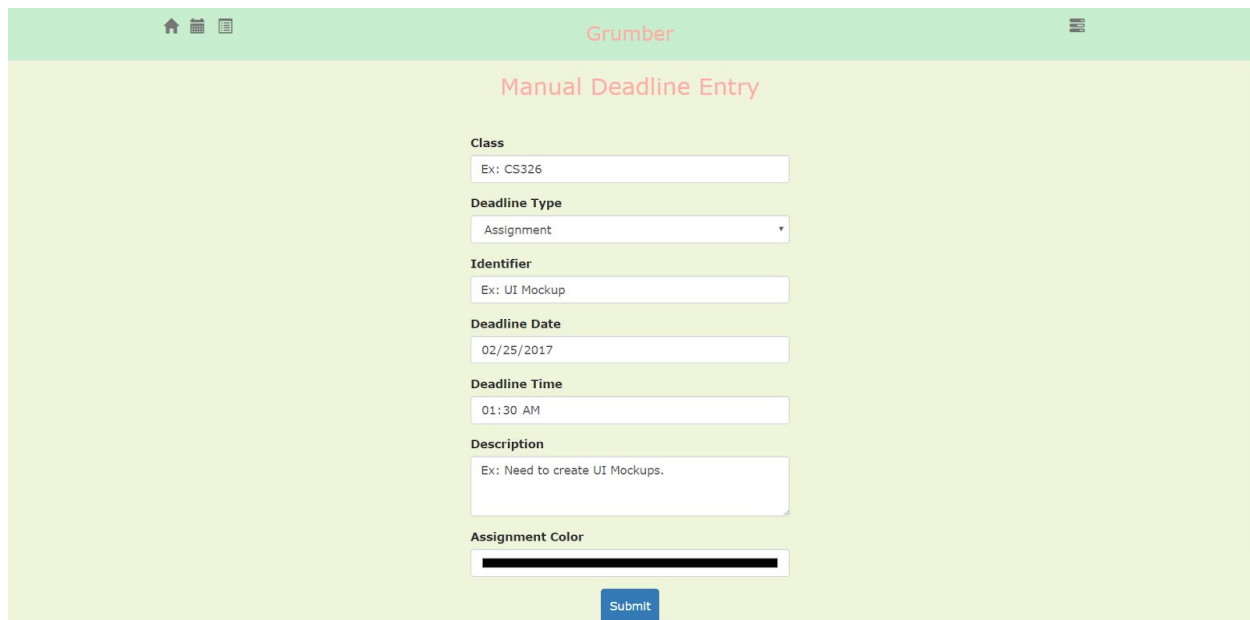


And a failure will look like this:



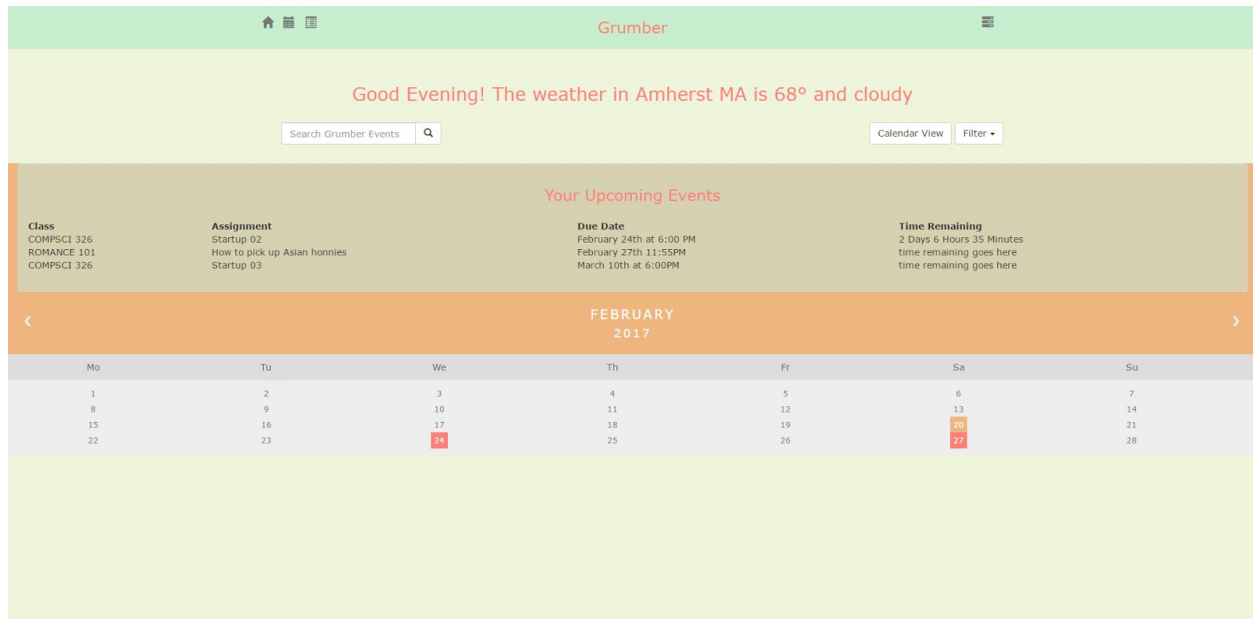
We decided on these colors and functionality because it will be universally understood by all of our users and the feedback is straightforward. The colors provide a strong enough contrast that it stands apart from the rest of the sites theme without impeding understanding our destroying thematic cohesiveness. Cole Arvidson created the navbar as well as the “Welcome to Grumber” page. He chose where to place colors as well as which glyphs to use and where to forms/buttons on his page.

When the user clicks on the Manual Upload page, they will be directed to this page:



The screenshot shows a web application interface for 'Grumber'. At the top is a green navigation bar with a home icon, a calendar icon, and a document icon on the left, and the word 'Grumber' in the center. On the right of the bar is a hamburger menu icon. Below the navigation bar is a light green header area with the title 'Manual Deadline Entry' in red. The main content area has a light yellow background and contains a form with the following fields: 'Class' with a text input (example: 'CS326'), 'Deadline Type' with a dropdown menu (selected: 'Assignment'), 'Identifier' with a text input (example: 'UI Mockup'), 'Deadline Date' with a date input (example: '02/25/2017'), 'Deadline Time' with a time input (example: '01:30 AM'), 'Description' with a text area (example: 'Need to create UI Mockups.'), and 'Assignment Color' with a color picker showing black. A blue 'Submit' button is located at the bottom right of the form.

I (Kyle Tallman) created the manual upload page. On the manual upload page users will be able to choose between two different types of deadlines. This will allow for the calendar to be filtered for things that are labeled as events or as assignments. Here the user can add a class name and an identifier name for the project. This will give the ability to easily search for deadlines and immediately know what they are for. An area for the date and time is available to set exactly when the assignment or event deadline is. This will keep users on track and give them the ability to stay on task once they submit the page. If the user desires to give a description of the assignment or event, they are able to do so and can also customize the color of the deadline on the calendar/ list view. Once submit is hit, this data will be sent to the database and update the calendar and list view. The user will be redirected to the home page. The manual upload page gives the users power to add custom events/ assignments that cannot be automatically pulled.



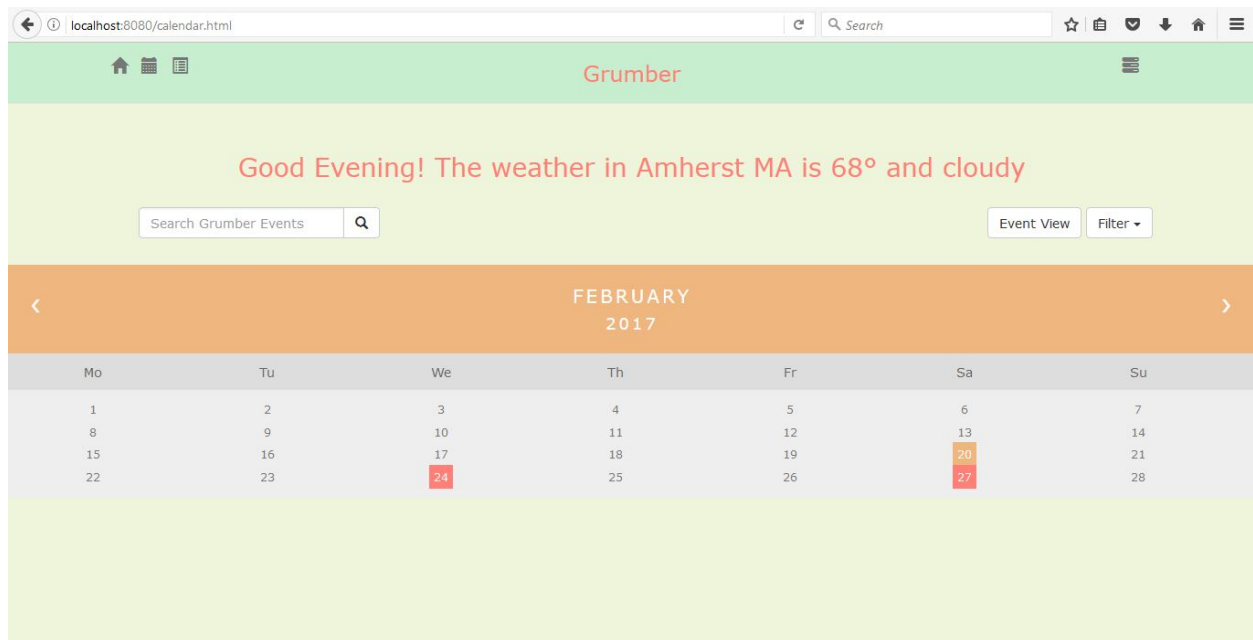
This is the main page of Grumber. It features Cole Arvidson's universal navbar (The Colebar) at the top which links to the various pages of Grumber. Then a weather feature is displayed showing the weather for the user's zip code. Then there is a navbar below, where you can search through your events, display the calendar first, or filter by event type.



Below that is the list of upcoming events, which is by default ordered by due soonest. The class is listed first, then the assignment, due date, and time remaining. Below is a simple calendar as a visual aid to conceptualize when things are due and how much time is left. I (Elliot DeBruyn) created this page to look simple yet display all of the important information to the user. As a first pass it is bound to be upgraded as time goes on, however I feel as though it gives a good idea of what we are going for.

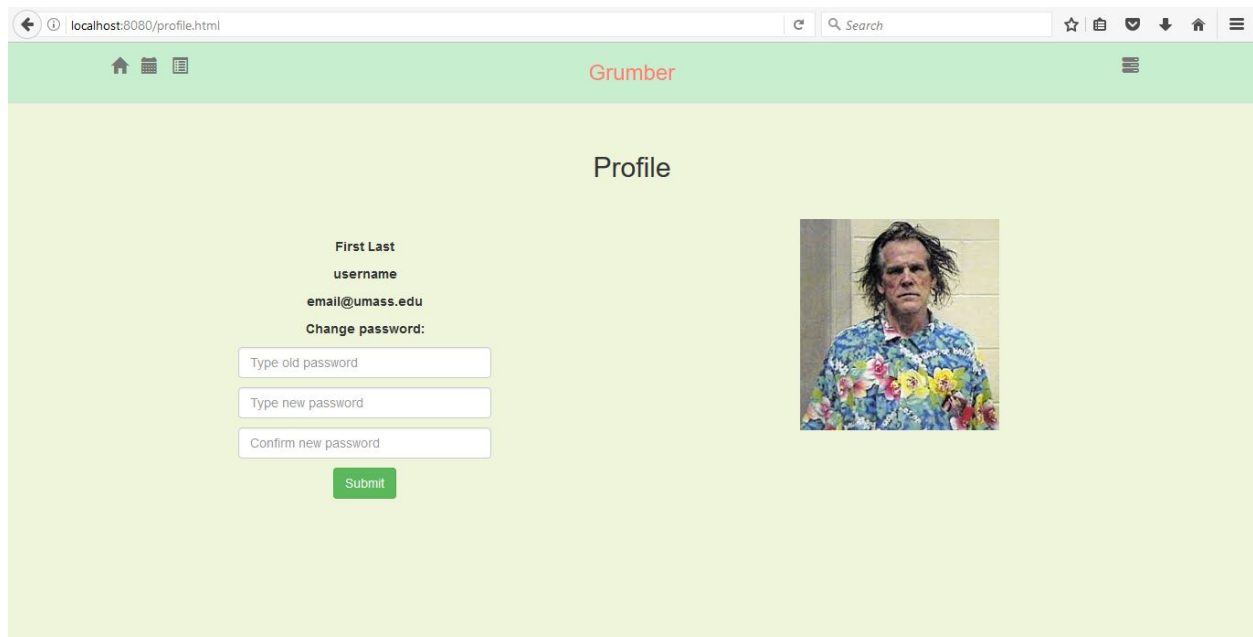
Accompanying the main page will be an alternate view of the assignments that are due, in the form of a Javascript powered calendar. I (Eric Atwood) have made a mockup using Elliot's

html-crafted calendar, since it turns out that bootstrap style calendars are mainly Javascript, and since we haven't gone into that subject much yet, I did not implement it:



It is essentially the same thing as the home page, but it will have an interactive calendar that has an expanded view of each date, and the things that are due on that day will be clearly visible. The idea is to be able to toggle between these views depending on what the user prefers to look at.

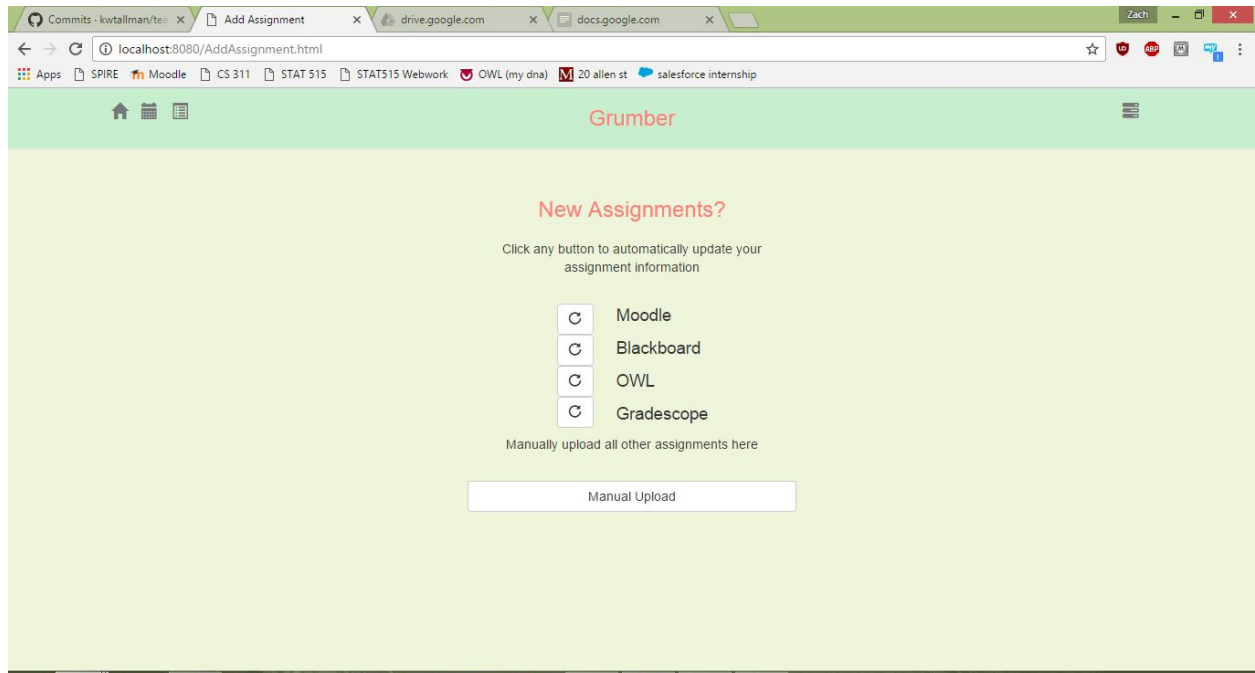
The other thing I made is the profile page:



It is pretty straightforward. It has the user's picture (if they have provided one or if their Moodle account has one set), as well as a list of their information. The only thing that will be interactive

on this page is the universal navbar and the functionality to change the user's password. Provided are the standard three input fields for doing so. If we decide to add more account features we can always decide to add more profile management options.

Similar to the First Time User page, the Add Assignment page will be a way for users to manage their assignments. It features the same websites that get scraped from the First Time User page,



but does not automatically upload the assignments from each of these websites. Because the user already has assignments, and is no longer a first time user, the website requests the user to update which one they desire. This is why there are the bootstrap-repeat buttons rather than having the green/red autoupdate buttons. There is still the option to manually upload assignments or events. This page was created by Zach Tandara-Kuhns, and features the Colebar shared by all other pages.