

CS102**Fall 2019/20**Project
Group**G1**

Assistant:

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Criteria	TA/Grader	Instructor
Presentation		
Overall		

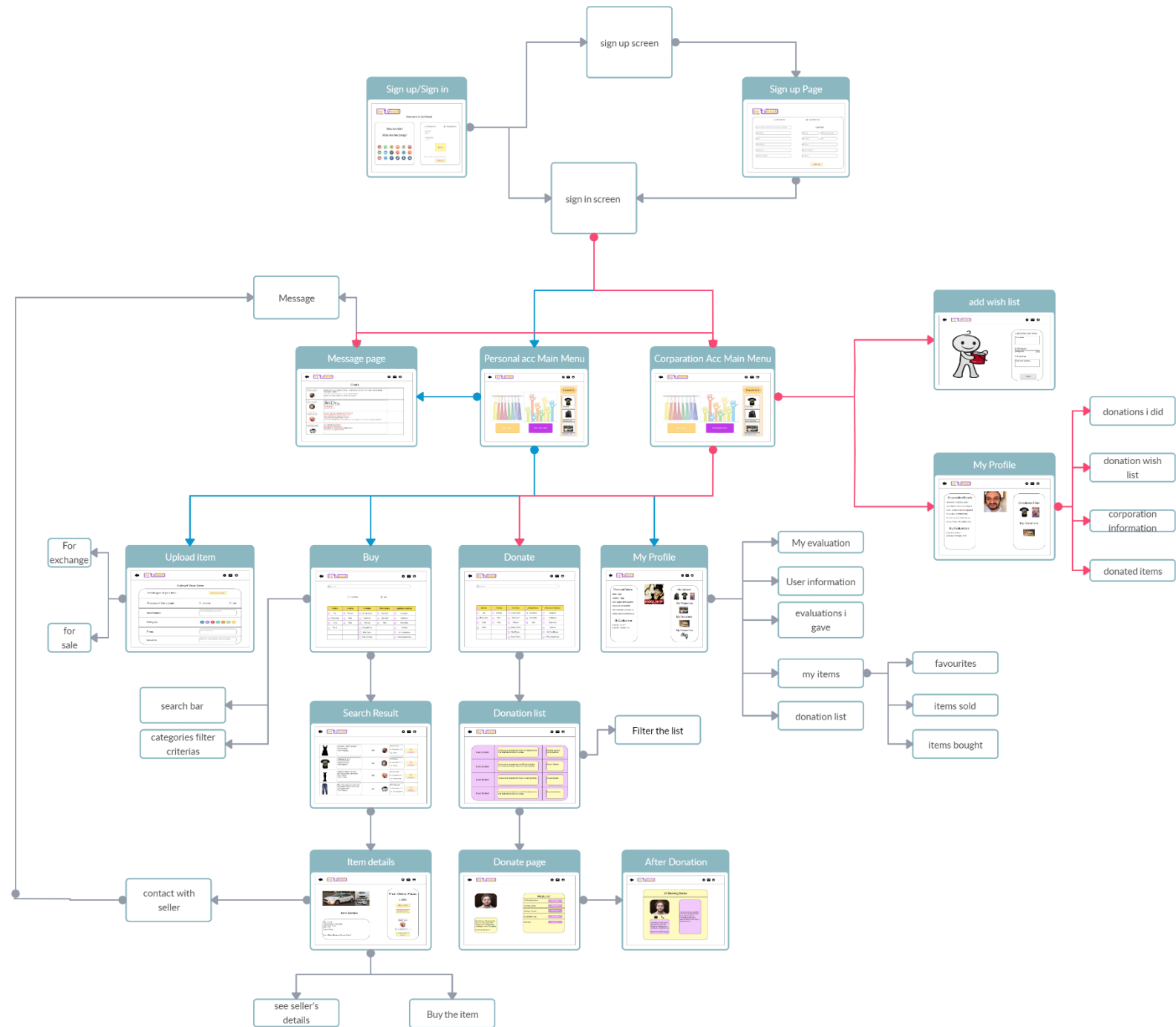
UI Design Report

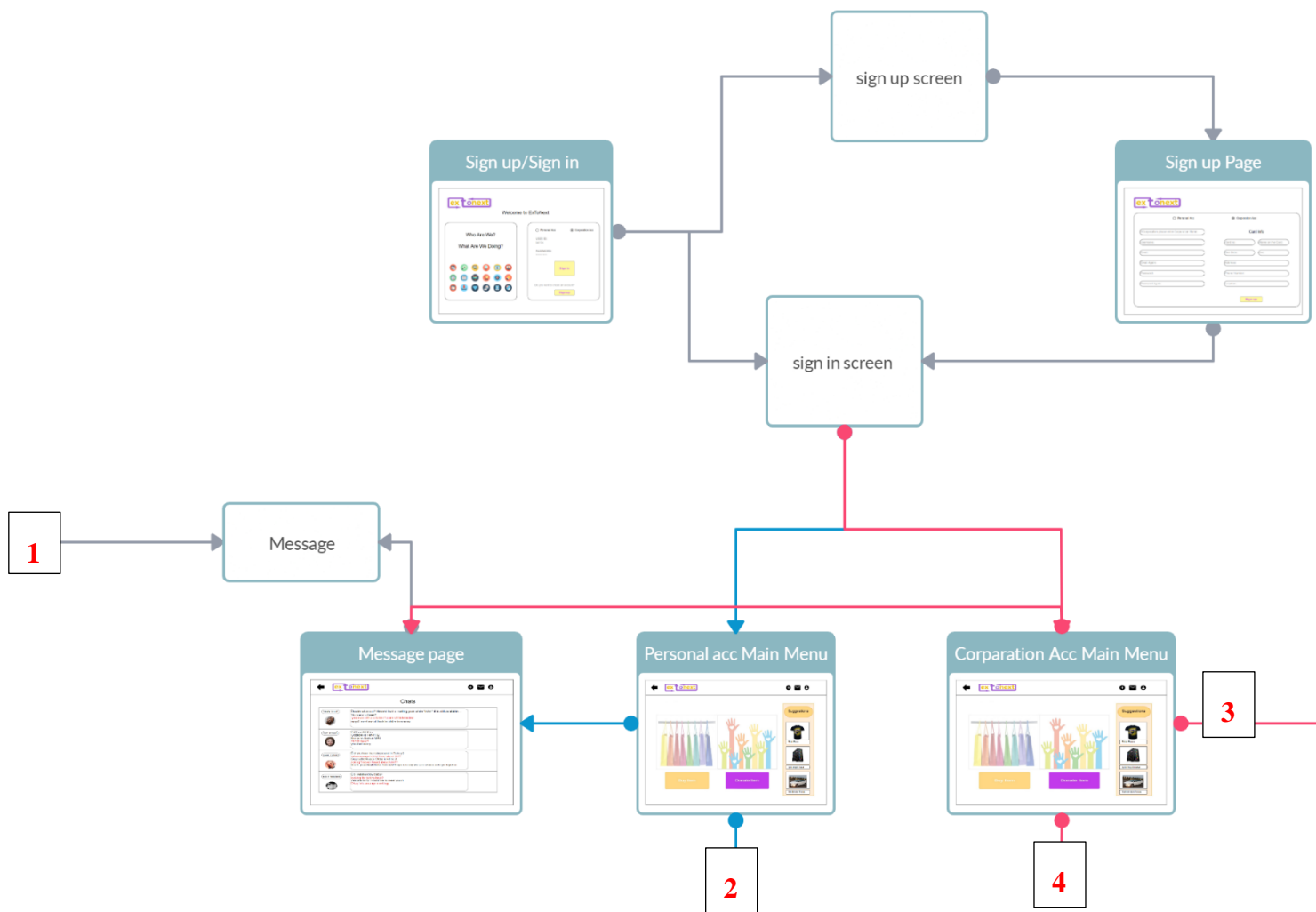
(version 2.0)**25 November 2019**

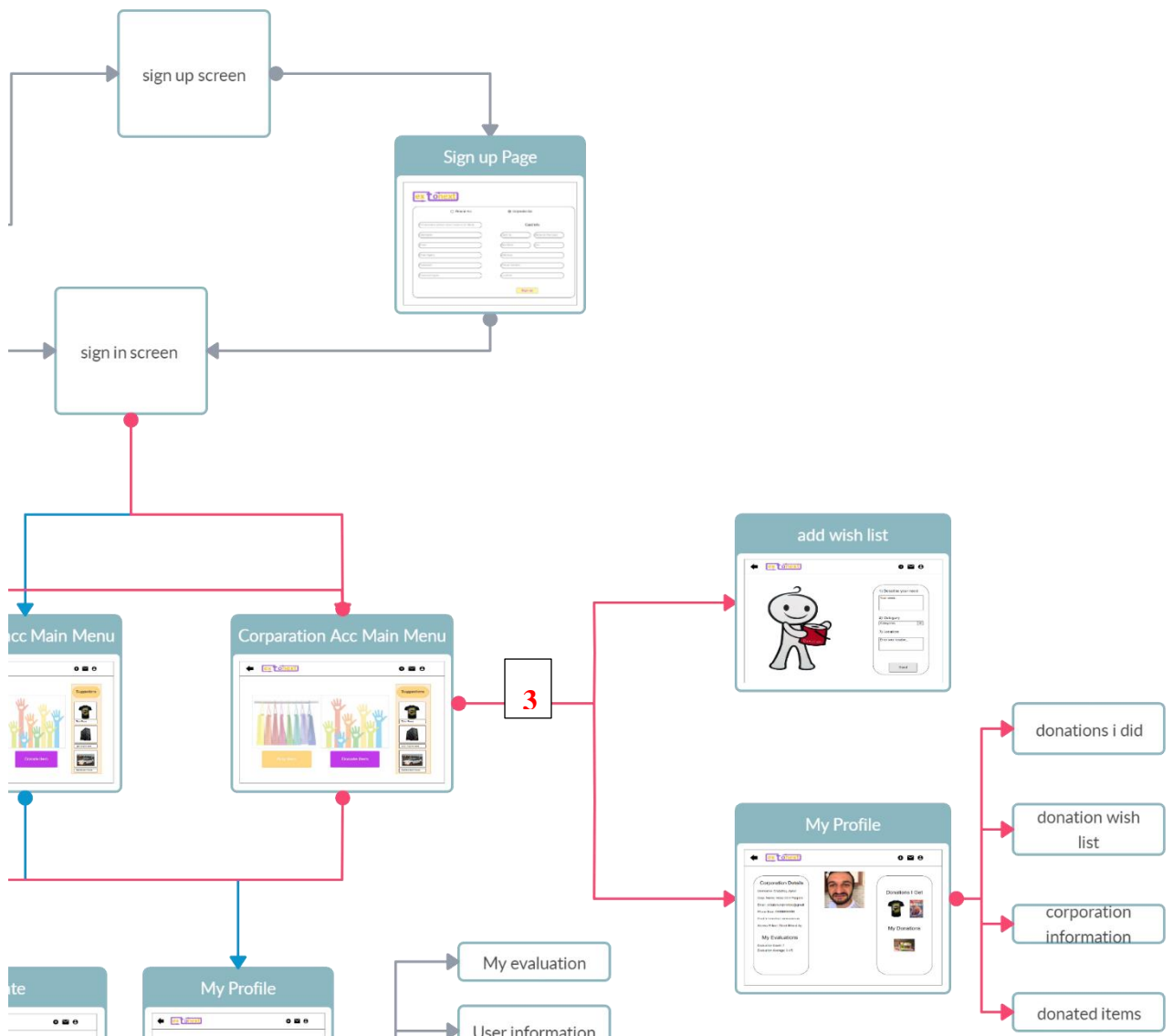
1. Introduction

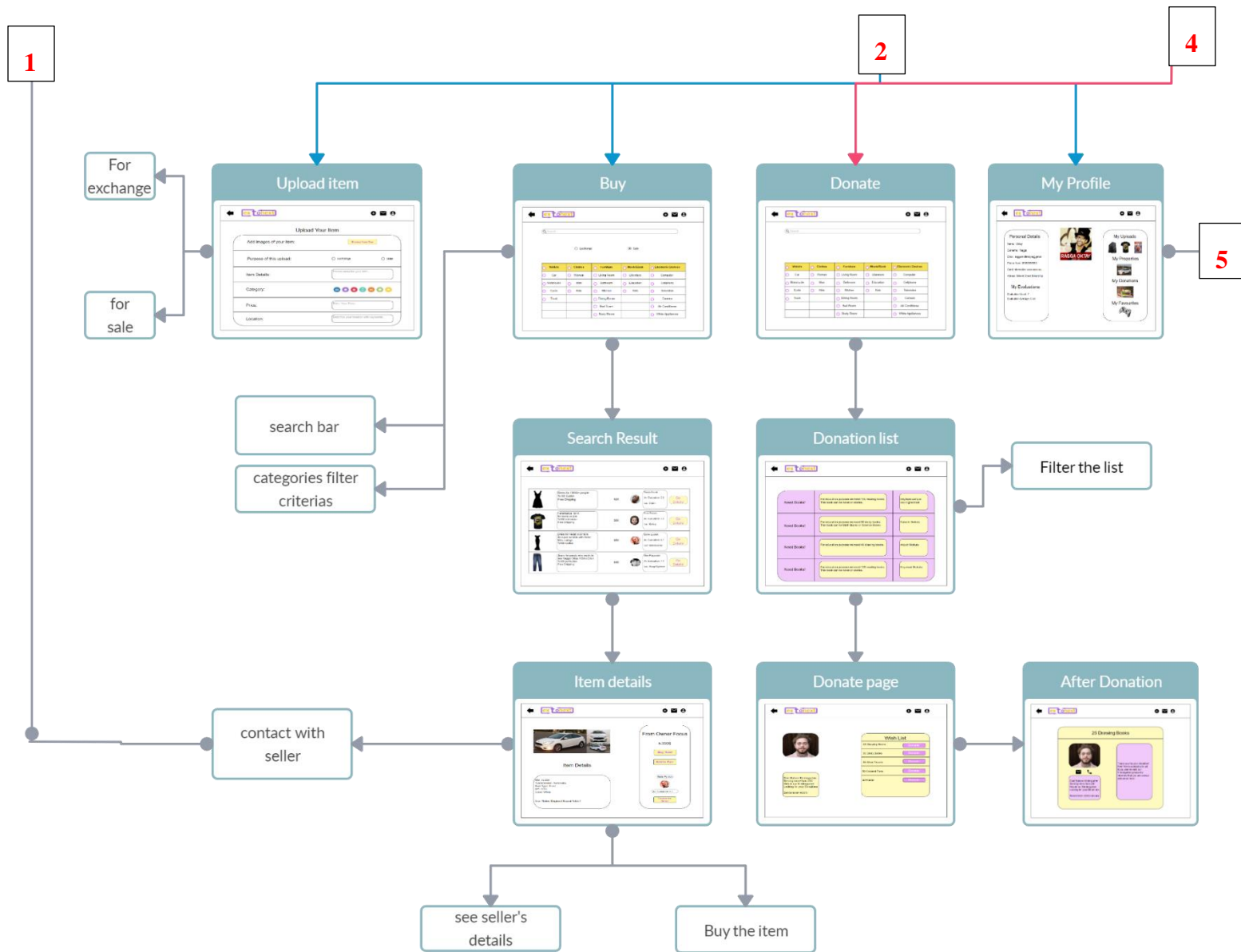
People want to close out their unnecessary items since they do not use them anymore. Also, people sometimes buy items they will not use in the future. Because of that there is a huge consumption problem. For that reason, to avoid unnecessary consumerism, there is a need for a social network program that will be a desktop application. This platform will enable people to exchange and /or sell their items. Moreover, this platform will also allow people to donate their items to needy people or foundations. Items will be added to the program by the users. According to the seller's wish, items can be exchanged with another item, can be sold or donated. Eventually, the platform will be available for all people who want to share their items. Hopefully, our social network platform will help a lot of people to find what they're looking for.

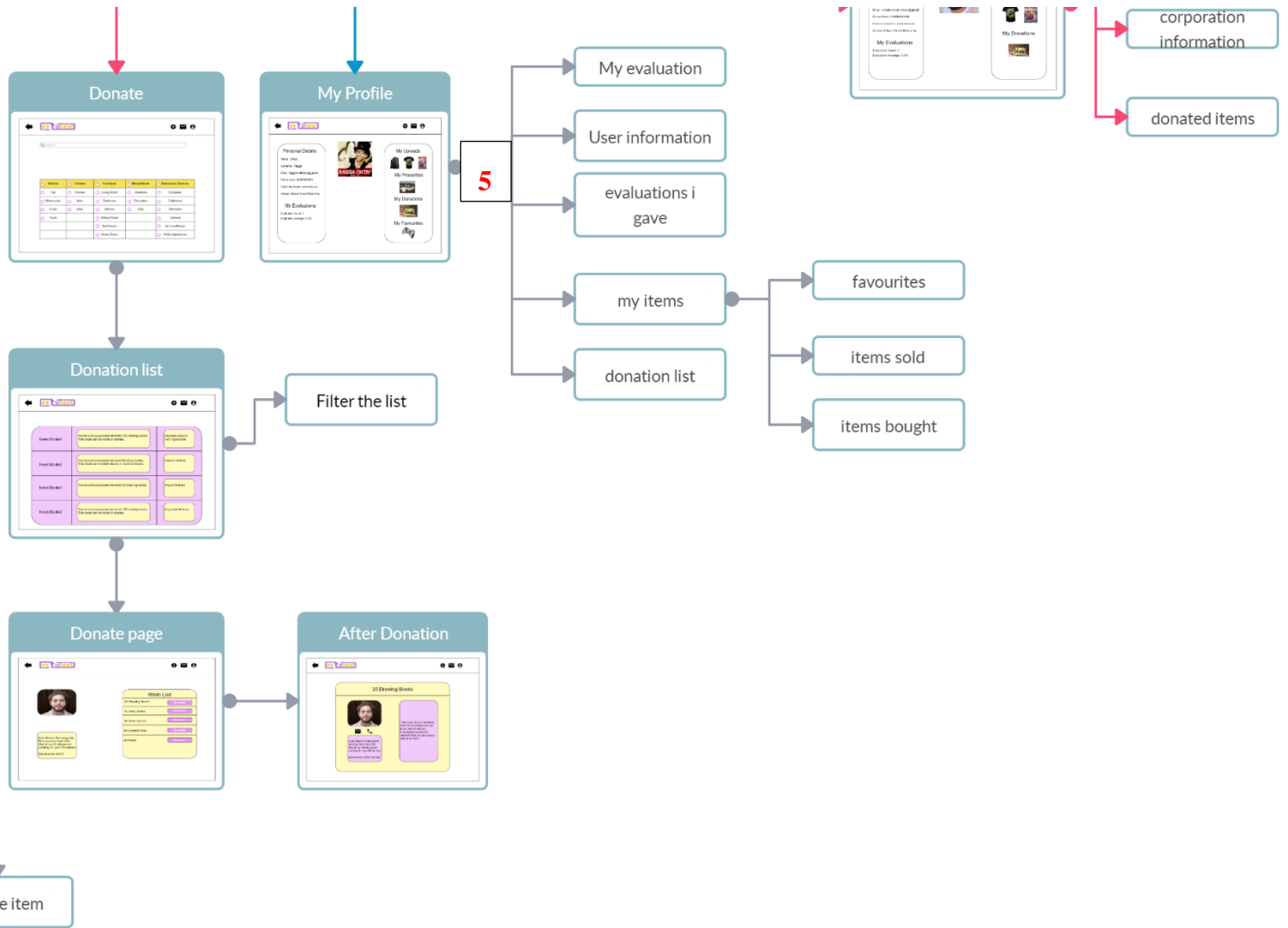
2. Storyboard







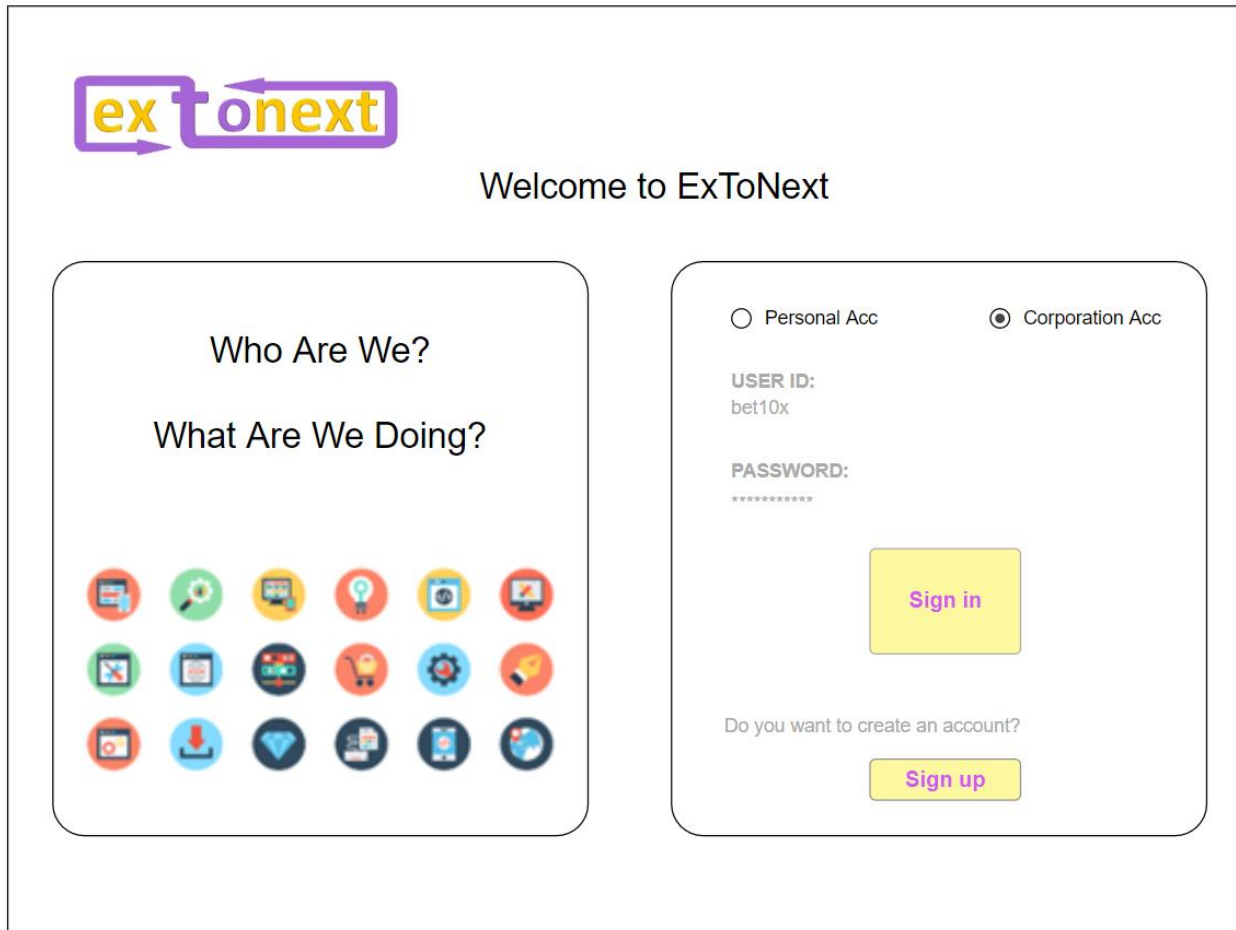




3. Screens

3.1 Welcome Page

Figure 1.1 will be our first page when the user enters our program. On the left side of the page, we will explain our platform and on the right side of the page, we will ask the user to enter their account information if there is any. If the user doesn't have an account, the user will be directed to the sign-up page.

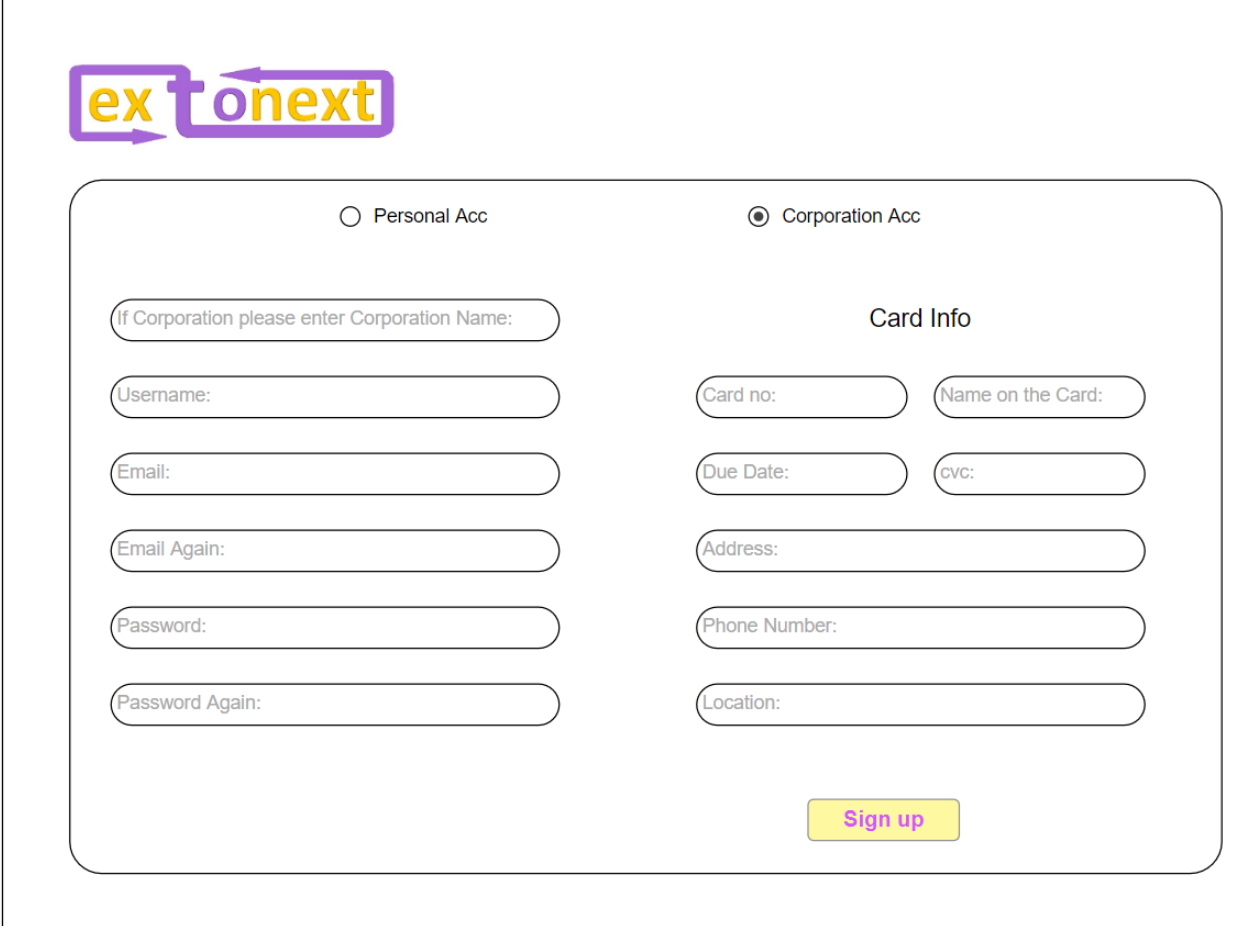


The image shows a wireframe of a 'Welcome to ExToNext' page. At the top left is the 'ex tonext' logo, where 'ex' is in a yellow box and 'tonext' is in a purple box. The title 'Welcome to ExToNext' is centered at the top. Below the title are two main panels. The left panel, titled 'Who Are We?' and 'What Are We Doing?', contains a 3x6 grid of 18 colorful circular icons representing various business and technology concepts. The right panel contains account selection options: 'Personal Acc' (unselected) and 'Corporation Acc' (selected). Below these are input fields for 'USER ID:' (containing 'bet10x') and 'PASSWORD:' (masked with asterisks). A yellow 'Sign in' button is positioned below the password field. At the bottom of the right panel, there is a link 'Do you want to create an account?' followed by a yellow 'Sign up' button.

Figure 1.1

3.1.1 Sign-up Page

Figure 1.2 is our sign-up page. If the user is a facility such as Kızılay, they will enter their information according to that. If the user wants to use our program personally, s/he will enter their information again according to that. Both facility account and personal account will want name, username, email, password, bank account information, address, phone no and location.



The sign-up page for 'extonext' features a logo at the top left. Below it, there are two radio buttons for account type: 'Personal Acc' (unselected) and 'Corporation Acc' (selected). A text box for 'Corporation Name' is present for the selected option. The form is divided into two columns. The left column contains fields for 'Username', 'Email', 'Email Again', 'Password', and 'Password Again'. The right column, titled 'Card Info', contains fields for 'Card no', 'Name on the Card', 'Due Date', 'cvc', 'Address', 'Phone Number', and 'Location'. A yellow 'Sign up' button is located at the bottom right of the form area.

Figure 1.2

3.2 Main Page for Facilities

When the user creates an account or logs in, we will direct them to figure 1.3 which is their main page according to their sign-up account (whether it is a facility or personal account). If the user creates an account as a facility, their main page will look like this. There will be four buttons on the top. On the left corner, by clicking to the arrow the user will return the previous page. On the right corner, there are two buttons: messaging and seeing the profile page. If the facility wants to create a donation list with their needs, the user will click the purple button. It will direct the user to the wish list page. By clicking the yellow button, the user will be able to donate to other facilities.

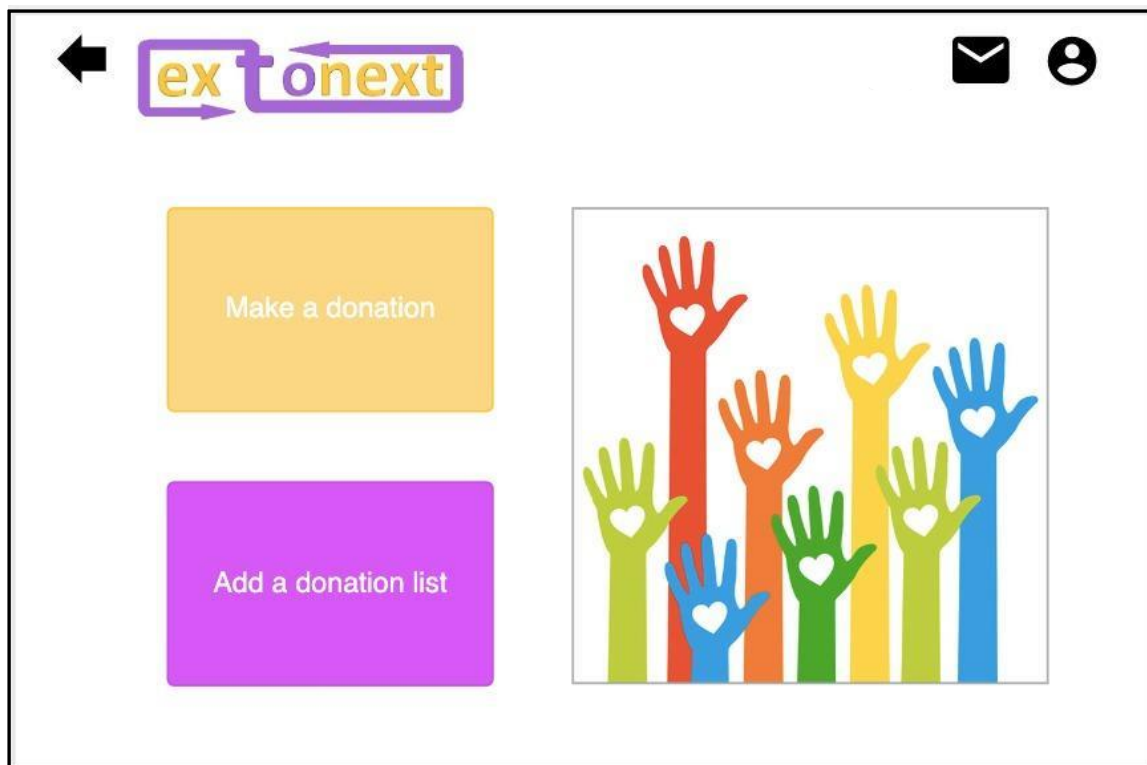


Figure 1.3

3.2.1 Add Wish List





Facility will be able to enter their needs in figure 1.4. They will enter some general information about the item, they will determine its category and they will add their location too.

Figure 1.4

3.2.2 Donate

3.2.2.1 Searching Donation Page

If the user clicks on the make a donation button in figure 1.3, s/he will be able to search for an item in order to find an item that is in someone's wish list. By using the search bar or by filtering, user can find wish lists according to his/her search.



<input type="radio"/> Vehicle	<input type="radio"/> Clothes	<input type="radio"/> Furniture	<input type="radio"/> Movie/Book	<input type="radio"/> Electronic Devices
<input type="radio"/> Car	<input type="radio"/> Woman	<input type="radio"/> Living Room	<input type="radio"/> Literature	<input type="radio"/> Computer
<input type="radio"/> Motorcycle	<input type="radio"/> Man	<input type="radio"/> Bathroom	<input type="radio"/> Education	<input type="radio"/> Cellphone
<input type="radio"/> Cycle	<input type="radio"/> Kids	<input type="radio"/> Kitchen	<input type="radio"/> Kids	<input type="radio"/> Television
<input type="radio"/> Truck		<input type="radio"/> Dining Room		<input type="radio"/> Camera
		<input type="radio"/> Bed Room		<input type="radio"/> Air Conditioner
		<input type="radio"/> Study Room		<input type="radio"/> White Appliances

Figure 1.5

3.2.2.2 Resulting Donation Wish List Page

Then, user will be directed to figure 1.6 to see what are the current wish lists in facilities' wish list. There will be facility's image on the left and their username. On the right side of the username, there will be general information about the wish list and on the right side of these information, user will see the facility's location. By clicking one of these wish lists, user will be able to see more generalized information about the list.





<div><div></div><div></div><div></div></div>		
Need Books!	For education purpose we need 125 reading books. This book can be novel or stories.	Beytepe campus xxx Highschool
Need Books!	For education purpose we need 50 study books. This book can be Math Books or Science Books.	Kalecik Ilkokulu
Need Books!	For education purpose we need 40 drawing books.	Akyurt Ilkokulu
Need Books!	For education purpose we need 125 reading books. This book can be novel or stories.	Kuyubasi Ilkokulu

Figure 1.6

3.2.2.3 Searching Donation Page

Figure 1.7 will show the user what is the wish list and give information about the facility that published the wish list. There will be facility's image, information and its location. Wish list will be shown in a more detailed version of it. If the user wants to donate an item that is on the wish list, by clicking on one of these buttons, user will be able to donate. Afterwards, the user will be directed to figure 1.8.

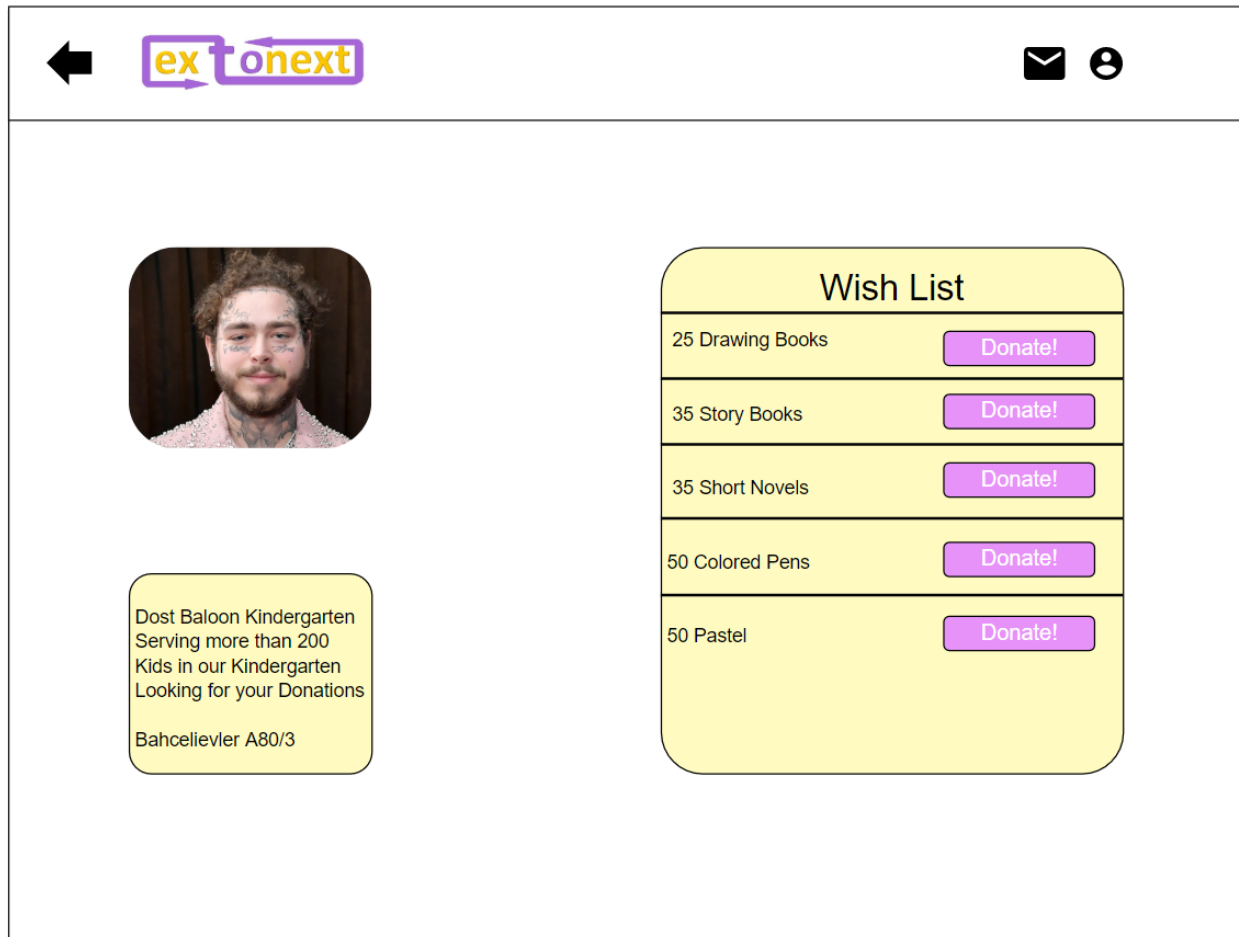


Figure 1.7

3.2.2.4 Informing Page for Donated Item

If the user clicks one of the donate button, s/he will be directed to figure 1.8. User will be able to see item's general information with the facility's image. There will also be a contact information part where the user can send message to facility or access facility's phone number, address and location.

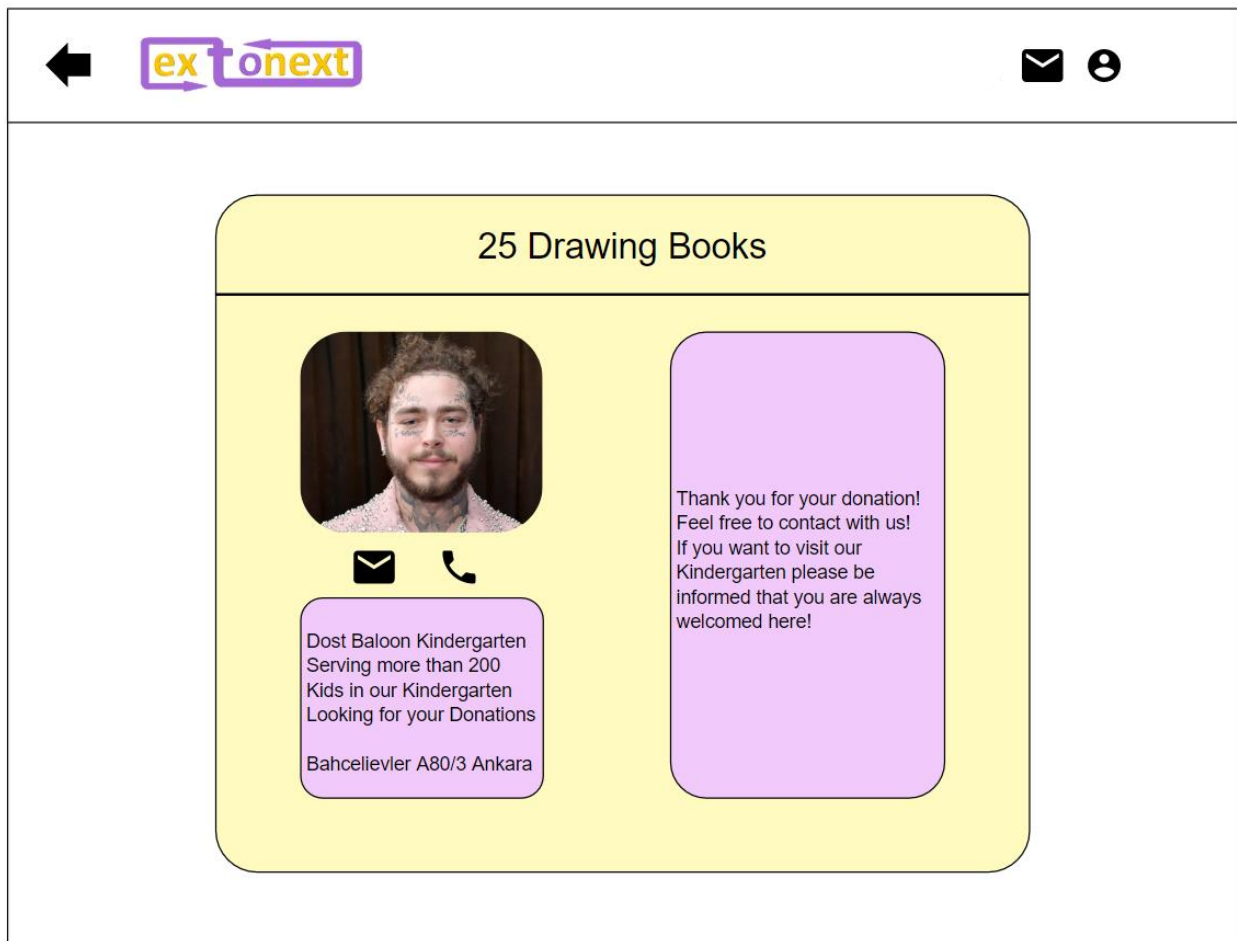


Figure 1.8

3.2.3 See Profile Page

We will have one button to go back on the left top corner and we will have two extra buttons on the right top corner. Message button will direct the user to the chat page and last but not least, person button will direct the user to the user's profile page. If the account is a facility, their profile page will look like this:

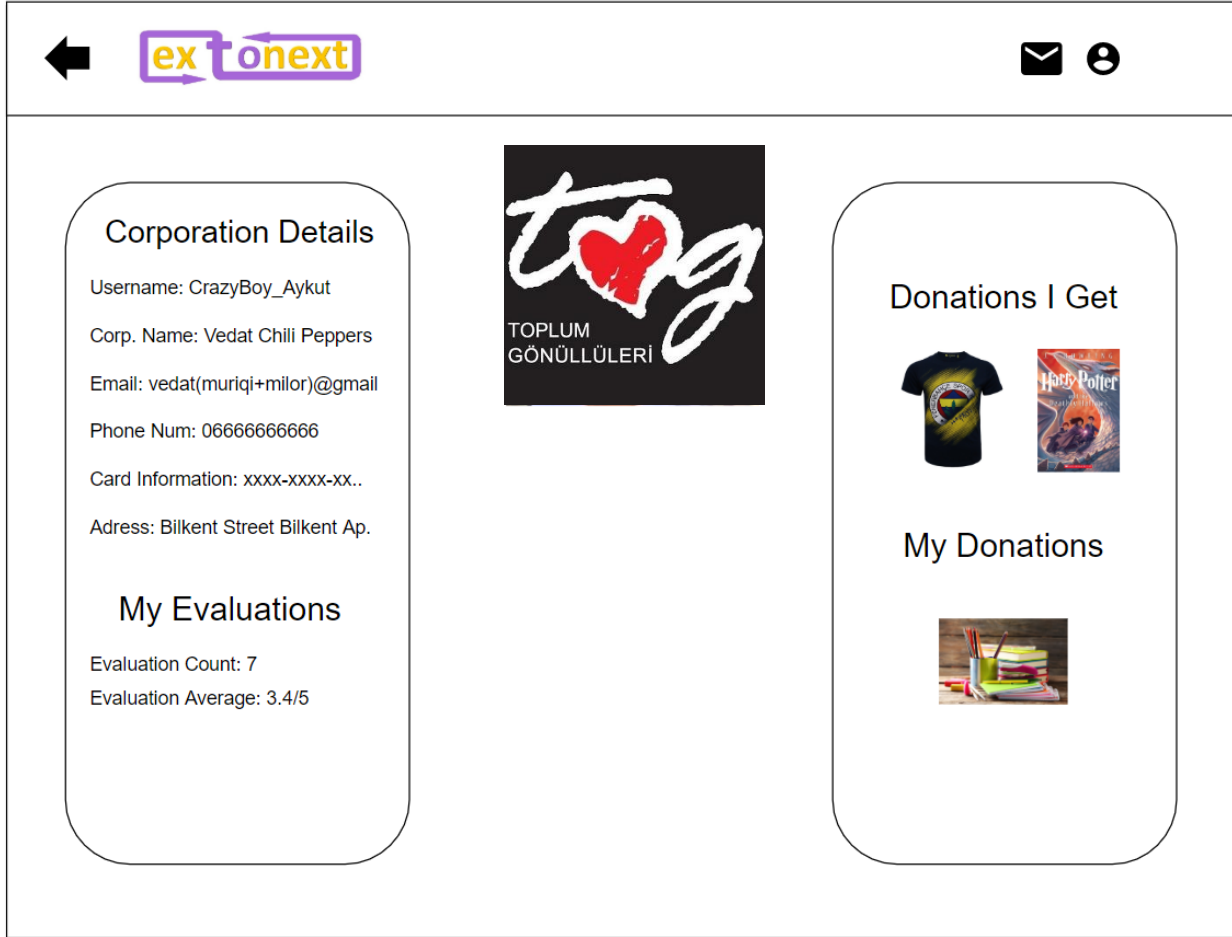


Figure 1.9

We will show their personal information on the left side of the page and we will put their donations on the right side of the page. User will be able to show what donations they got and what donations they gave with their short information. Additionally, user can add their profile photo to the center of the page by clicking to the person icon button.

3.2.4 Message

On the top of the figure 1.10, there are three buttons as we mentioned before and the message icon will direct the user to the chat page where users can message with.

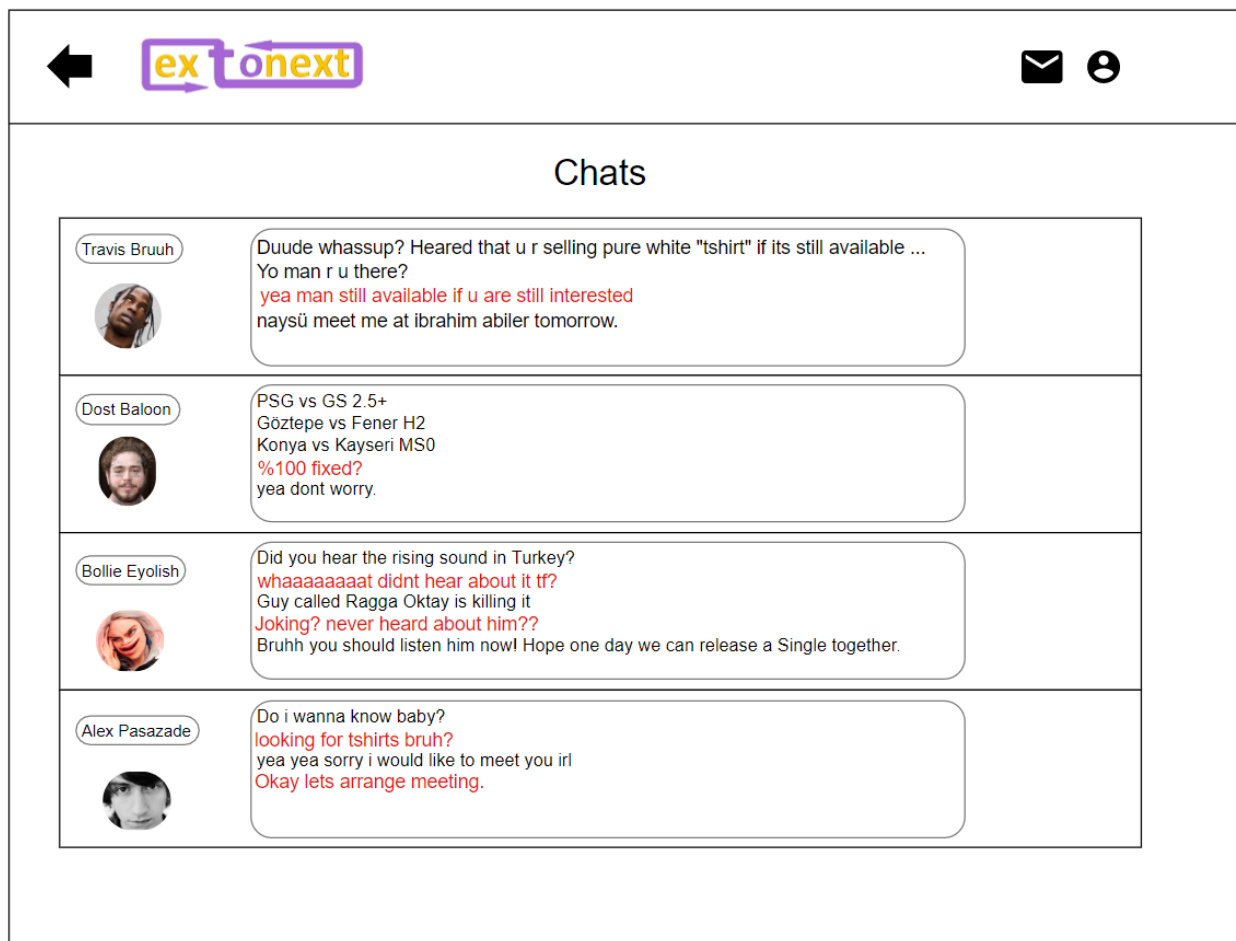


Figure 1.10

3.3 Main Page for Personal Accounts

When the user creates an account or logs in, we will direct them to figure 2.1 according to their account type (whether it is a facility or personal account). If the user chooses to sign up as a personal account, then the user will be directed to figure 2.1 There will be three parts in this page. One of them is to buy items by clicking the buy item button and second one is to donate items by clicking the donate item button. There will also be suggestions part to remind the user what s/he has searched before and what s/he might like.

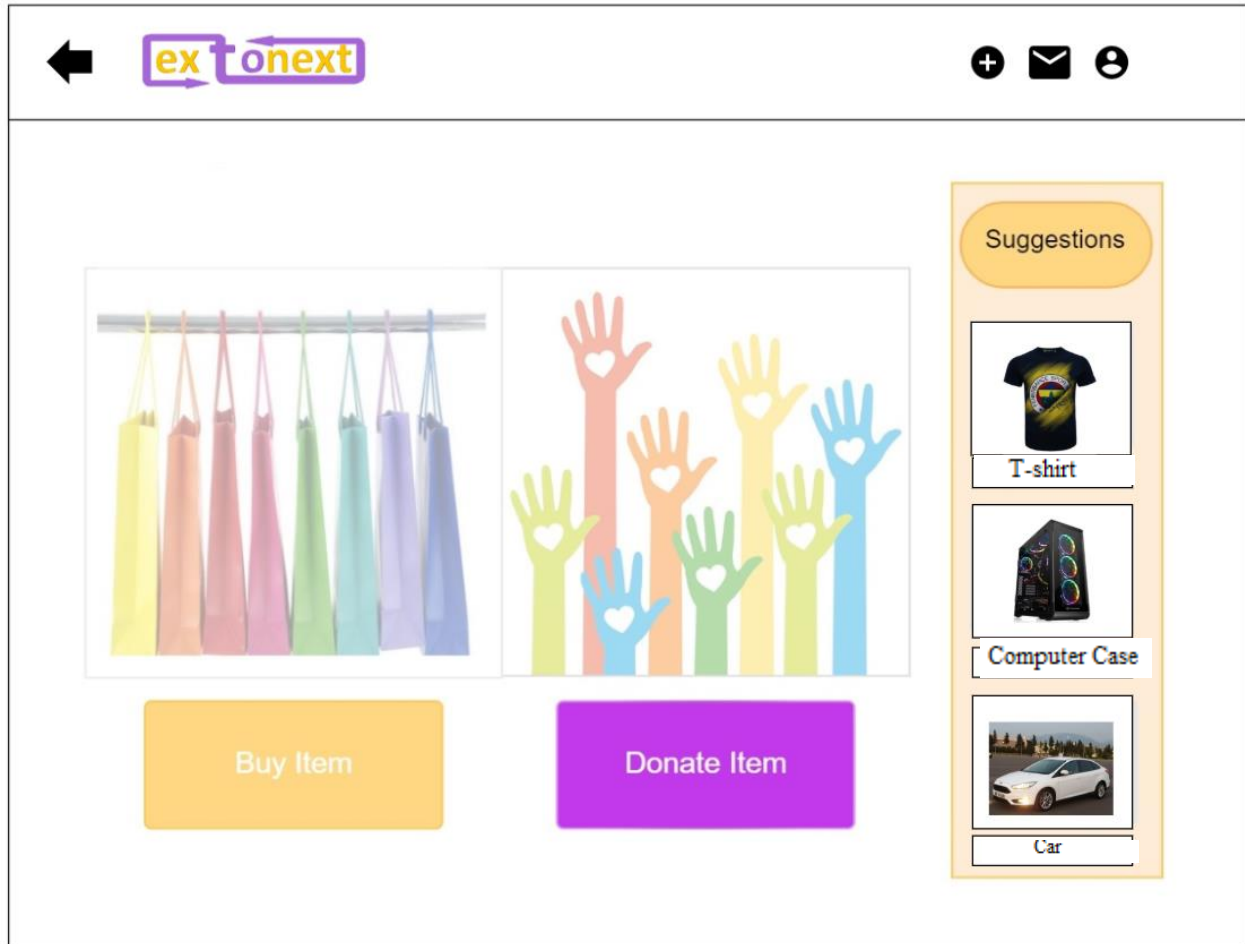


Figure 2.1

We will have four buttons on the top. By clicking to the person button, user can see her/his profile, look to his/her notifications, settings. User can offer help and can log out from the account. By clicking the message icon, user can chat with other users as in the facility account feature and by clicking the + button, user can add an item to sell or exchange items. Lastly, there is again an arrow to turn back to the previous page.

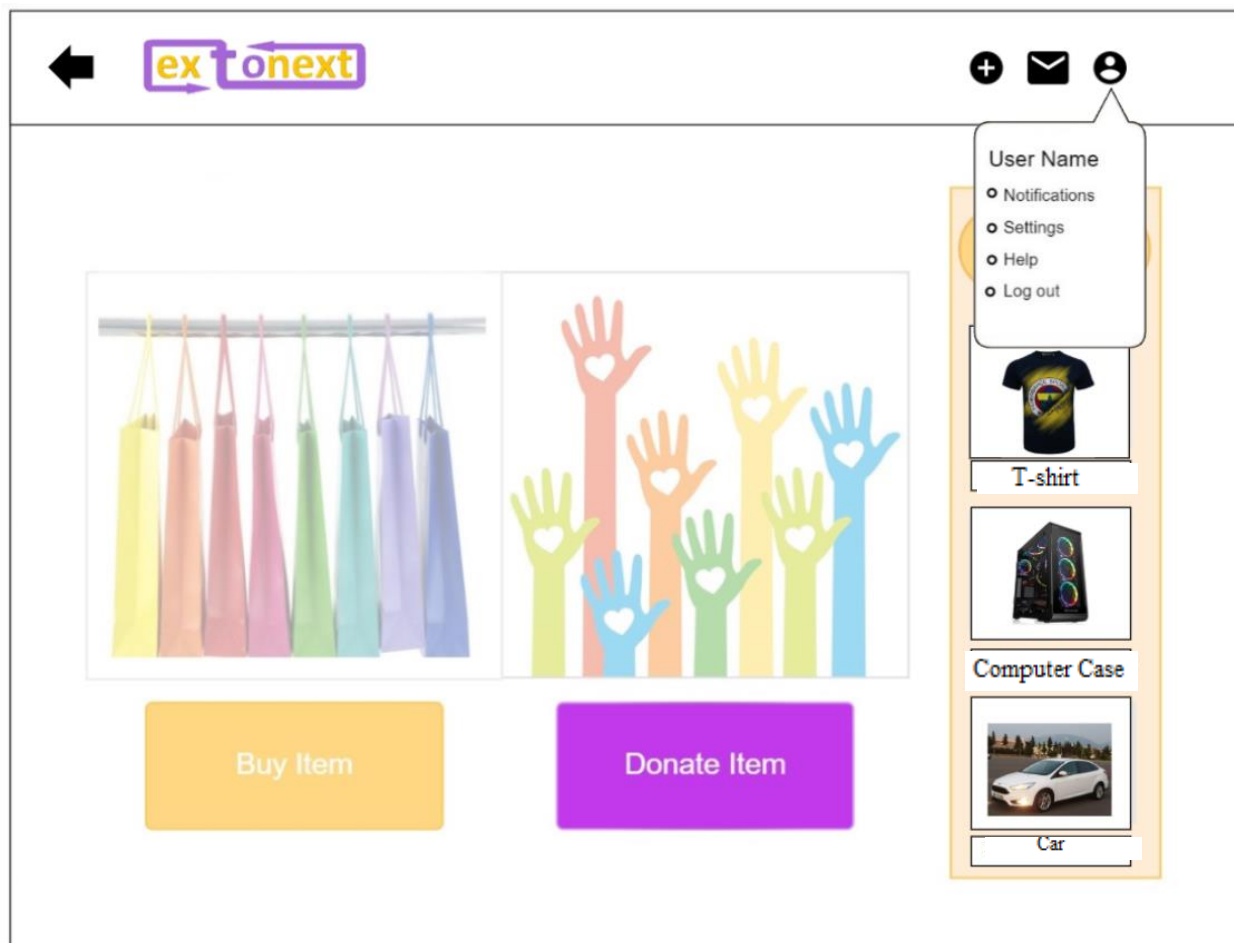


Figure 2.2

3.3.1 See Profile Page

Figure 2.3 is designed for personal accounts. Like the facility account's personal information page, we will again show user's all personal information on the left side of the page. There will also be the user's evaluations from other users which are represented as star symbols. Other than the user's evaluations, there will be a part that will show the user which users s/he voted and what vote did the user give to them. On the right side of the page, we will show the user's uploads with their brief information. We will show what did s/he buy and show what donations s/he made. Lastly, on the bottom we will present the user's favorites.

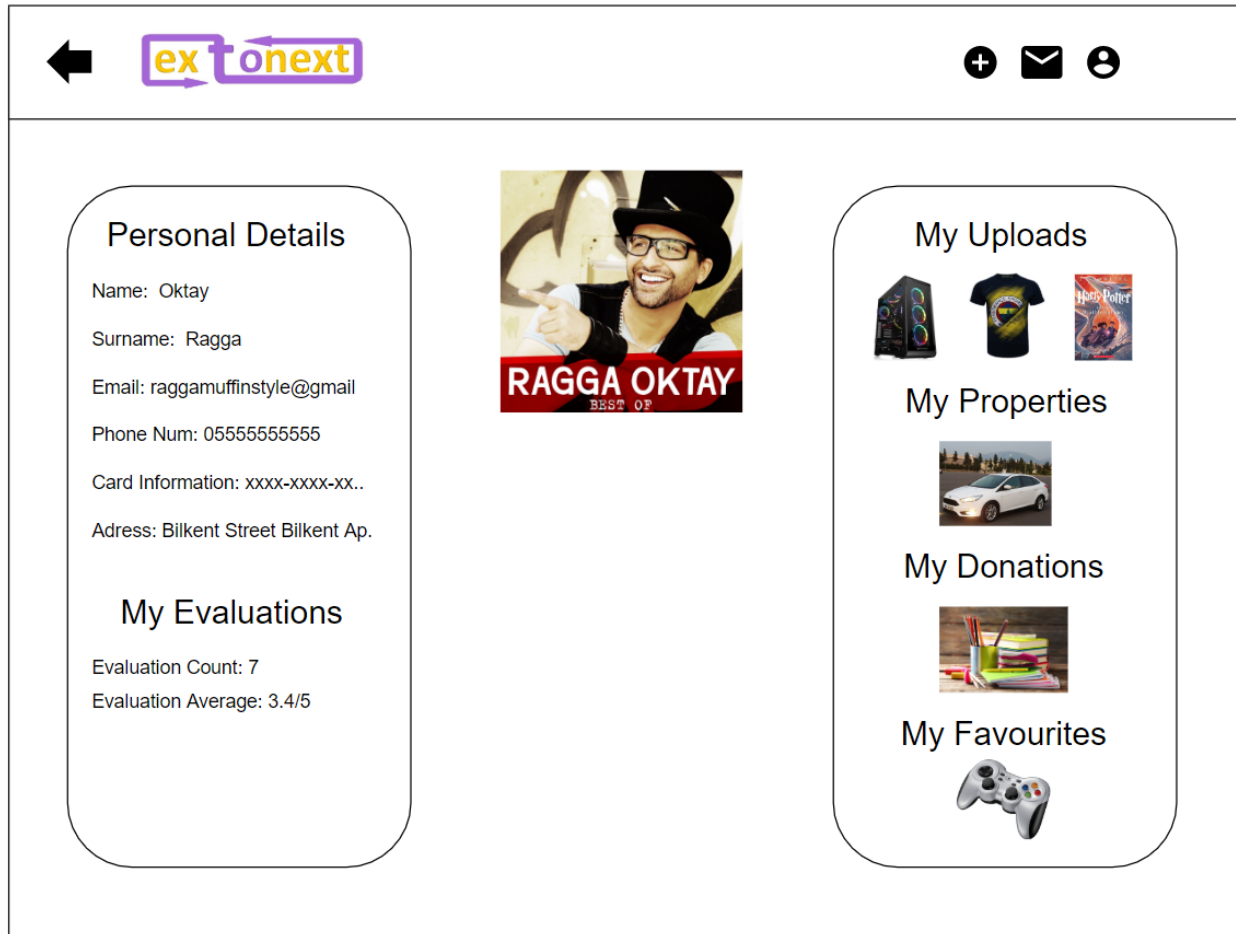







Figure 2.3

3.3.2 Donate

3.3.2.1 Searching Donation Page

If the user clicks on the make donation button, s/he will be able to search for an item in order to find an item that is in someone's wish list. By using the search bar or by filtering, user can find wish lists according to his/her search.










<input type="radio"/> Vehicle	<input type="radio"/> Clothes	<input type="radio"/> Furniture	<input type="radio"/> Movie/Book	<input type="radio"/> Electronic Devices
<input type="radio"/> Car	<input type="radio"/> Woman	<input type="radio"/> Living Room	<input type="radio"/> Literature	<input type="radio"/> Computer
<input type="radio"/> Motorcycle	<input type="radio"/> Man	<input type="radio"/> Bathroom	<input type="radio"/> Education	<input type="radio"/> Cellphone
<input type="radio"/> Cycle	<input type="radio"/> Kids	<input type="radio"/> Kitchen	<input type="radio"/> Kids	<input type="radio"/> Television
<input type="radio"/> Truck		<input type="radio"/> Dining Room		<input type="radio"/> Camera
		<input type="radio"/> Bed Room		<input type="radio"/> Air Conditioner
		<input type="radio"/> Study Room		<input type="radio"/> White Appliances

Figure 2.4

3.3.2.2 Resulting Donation Wish List Page

Then, user will be directed to figure 2.5 to see what are the current wish lists in facilities' wish list. There will be facility's image on the left and their username. On the right side of the username, there will be general information about the wish list and on the right side of these information, user will see the facility's location. By clicking one of these wish lists, user will be able to see more generalized information about the list.

Need Books!	For education purpose we need 125 reading books. This book can be novel or stories.	Beytepe campus xxx Highschool
Need Books!	For education purpose we need 50 study books. This book can be Math Books or Science Books.	Kalecik Ilkokulu
Need Books!	For education purpose we need 40 drawing books.	Akyurt Ilkokulu
Need Books!	For education purpose we need 125 reading books. This book can be novel or stories.	Kuyubasi Ilkokulu

Figure 2.5

3.3.2.3 Searching Donation Page

Figure 2.6 will show the user what is the wish list and give information about the facility that published the wish list. There will be facility's image, information and its location. Wish list will be shown in a more detailed version of it. If the user wants to donate an item that is on the wish list, by clicking on one of these buttons, user will be able to donate. Afterwards, the user will be directed to another page.

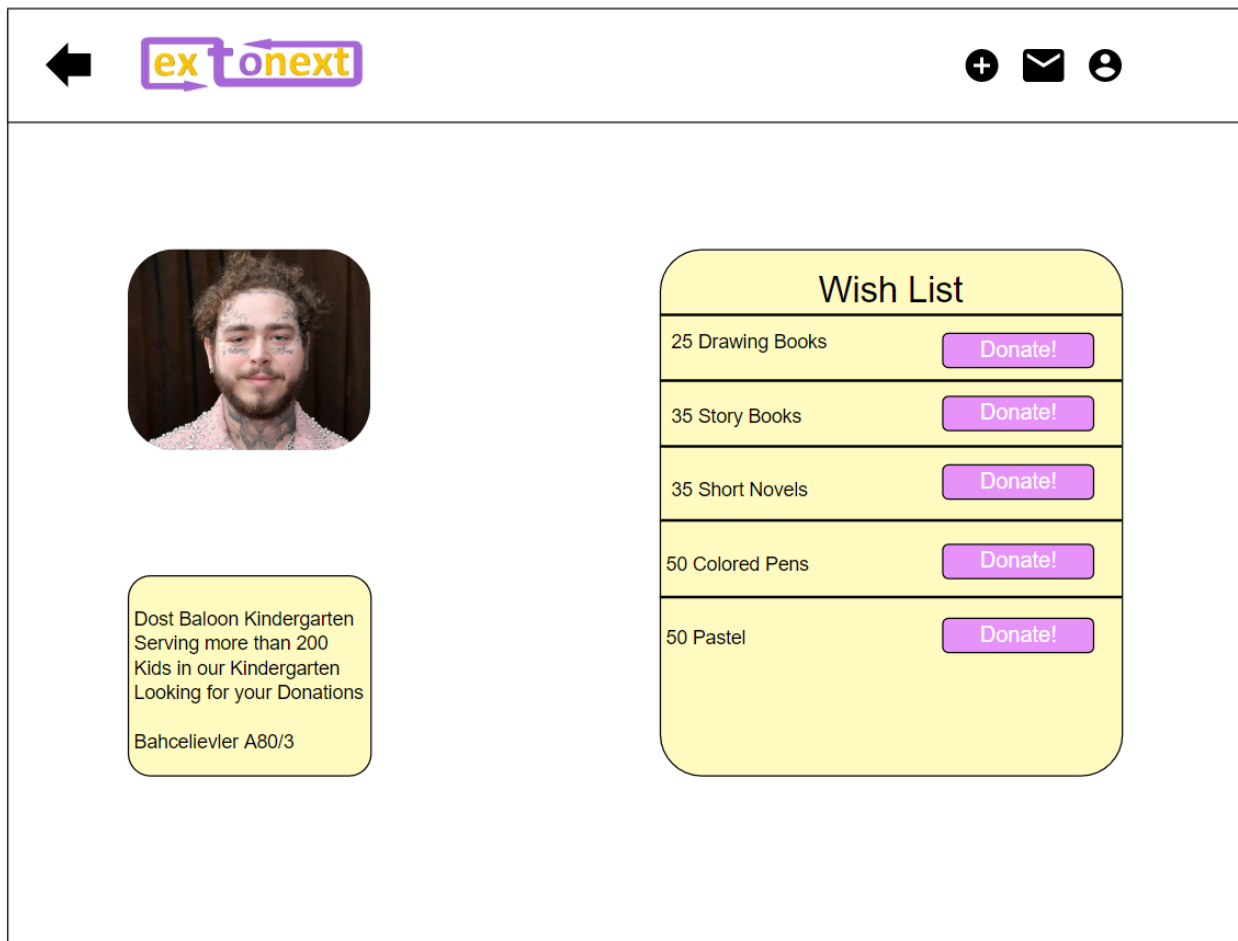


Figure 2.6

3.3.2.4 Informing Page for Donated Item

If the user clicks one of the donate button, s/he will be directed to figure 2.7. User will be able to see item's general information with the facility's image. There will also be a contact information part the user can send message to facility or access facility's phone number, address and location.

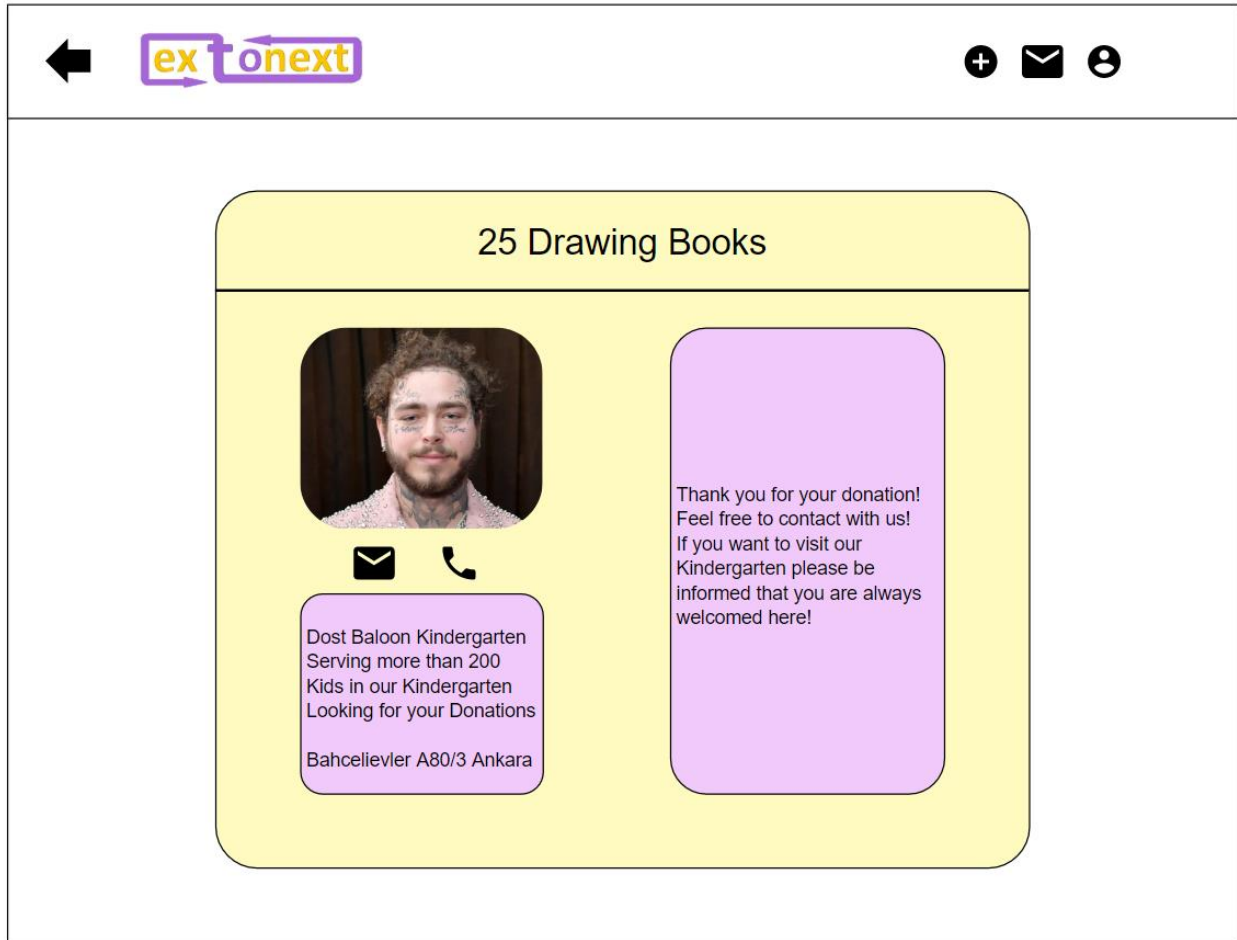







Figure 2.7


3.3.3 Buy

3.3.3.1 Searching for an item

If the user clicks on the buy item button in figure 2.2 to buy item, program will direct user to figure 2.8. There will be a search bar and users will enter what they are looking for by writing some general information about the item. There will also be two options that user will choose. One of them is the exchange checkbox. If user wants to exchange an item, s/he will click on that button and if user wants to only buy items, s/he will click on that button. User can also click on both buttons. Under these buttons, there will be a filter bar. By that way, the user can find what s/he is looking for by choosing their item's categories.





 Search...

☒ Exchange ☐ Sale

<input type="radio"/> Vehicle	<input type="radio"/> Clothes	<input type="radio"/> Furniture	<input type="radio"/> Movie/Book	<input type="radio"/> Electronic Devices
<input type="radio"/> Car	<input type="radio"/> Woman	<input type="radio"/> Living Room	<input type="radio"/> Literature	<input type="radio"/> Computer
<input type="radio"/> Motorcycle	<input type="radio"/> Man	<input type="radio"/> Bathroom	<input type="radio"/> Education	<input type="radio"/> Cellphone
<input type="radio"/> Cycle	<input type="radio"/> Kids	<input type="radio"/> Kitchen	<input type="radio"/> Kids	<input type="radio"/> Television
<input type="radio"/> Truck		<input type="radio"/> Dining Room		<input type="radio"/> Camera
		<input type="radio"/> Bed Room		<input type="radio"/> Air Conditioner
		<input type="radio"/> Study Room		<input type="radio"/> White Appliances

Figure 2.8

3.3.3.2 Resulting Items According to Search

After choosing some categories and/or searching an item through the search bar, the items which are related to item looked for are displayed. They will see the item's image, price and general information. User can also see the seller's information and his/her ratings. By clicking on one of these items, user will be directed to the page where the user can see more detailed version of the item with purchase and exchange option.














<div>  <div>  </div></div>						
	<div>Dress for 130IQ+ people %100 Cutton Free Shipping</div>	\$25		<div>Travis Bruuh Av. Evaluation: 2.3 Loc: Ostim</div>	<div>Go Details!</div>	
	<div>Fenerbahçe Tshirt for lovely people %100 nobleness Free Shipping</div>	\$60		<div>Dost Baloon Av. Evaluation: 3.2 Loc: Kizilay</div>	<div>Go Details!</div>	
	<div>Dress for Vedat Milor fans Its super suitable with Vedat Milor eatings. %100 Cutton</div>	\$50		<div>Bollie Eyolish Av. Evaluation: 4.7 Loc: Bahcelievler</div>	<div>Go Details!</div>	
	<div>Jeans for people who wants to see Ragga Oktay ft Billie Eilish %100 perfection Free Shipping</div>	\$40		<div>Alex Pasazade Av. Evaluation: 4.1 Loc: Asagi Eglence</div>	<div>Go Details!</div>	

Figure 2.9

3.3.3.3 Detailed Page for Item

This is how an item will look like on figure 2.10. User will see the item's detailed images and its price. There will be also a part that will show seller's information.

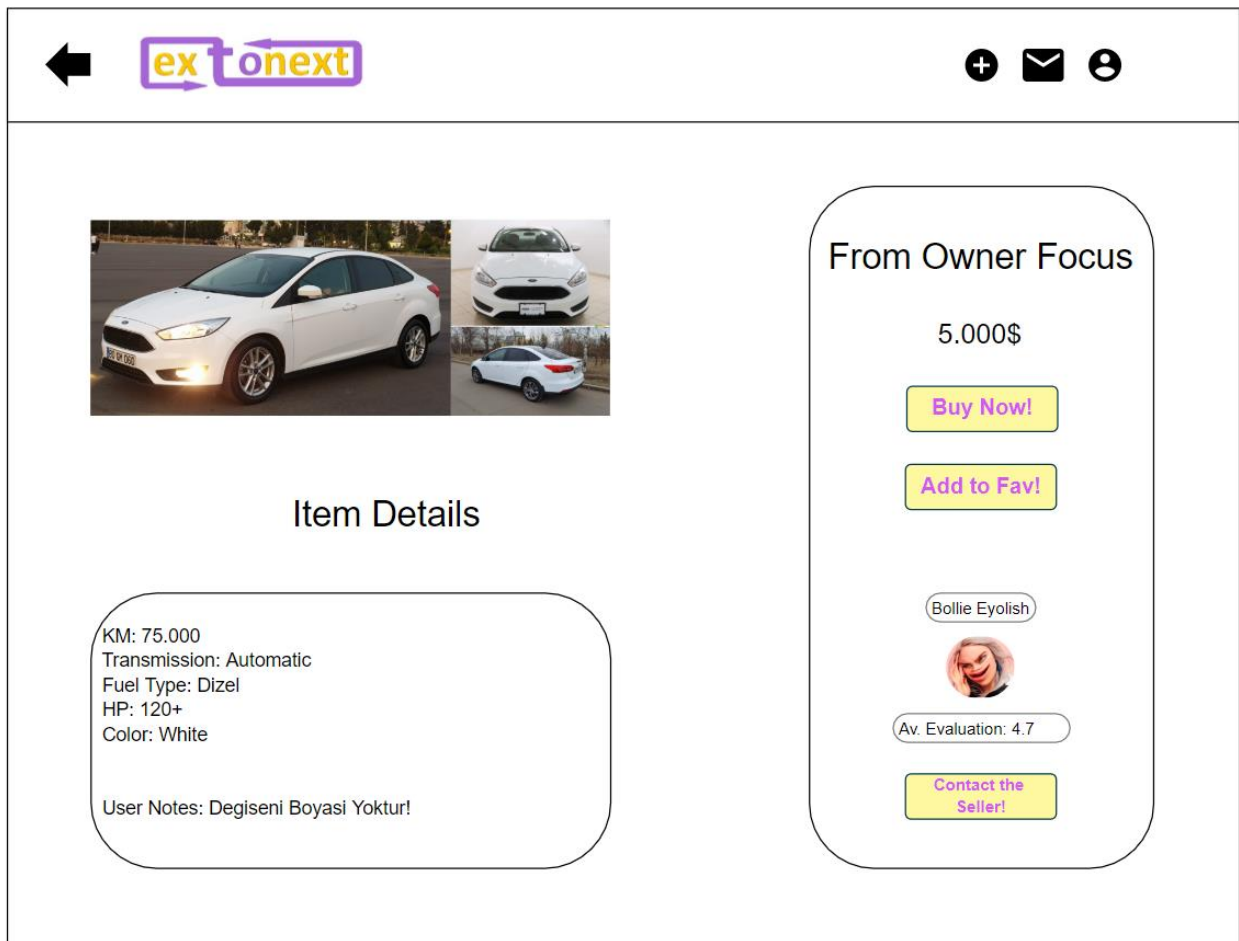







Figure 2.10

3.3.4 Upload

We have + symbol on the top right of the figure 2.11 and it will be used for uploading items. User will add some pictures of the item and determine how it will be shared (exchange method and purchase method). User will enter item's detailed information and categorize it. Lastly, user will be able to enter its price if the item will be sold. Also, user will add location.





Upload Your Item

Add images of your item:

Browse from files

Purpose of this upload:








☐ Exchange

☐ Sale

Item Details:

Please describe your item..

Category:



Price:

Enter Your Price..

Location:

Describe your location with keywords..

Figure 2.11

3.3.5 Message

On the top of the figure 2.12, there are three buttons as we mentioned before and the message icon will direct the user to the chat page where users can message with.

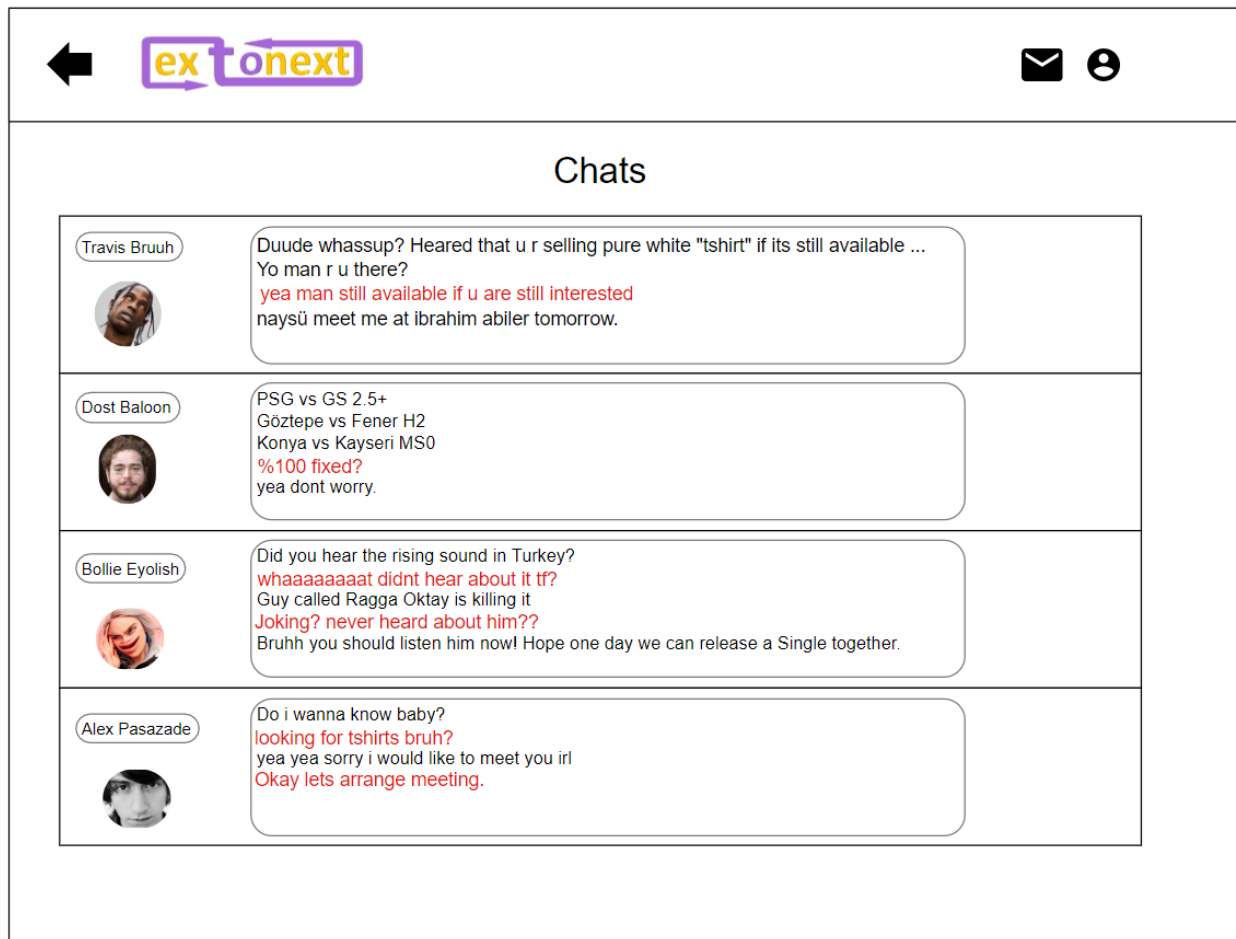


Figure 2.12

4. Summary & Conclusions

This report explains a new and hopefully helpful platform for people that aim to decrease consumption by enabling users to exchange or sell their products to other users. It also provides donation option. Providers sell-out the things that they do not use anymore and consumers get the product they need at a more reasonable price. Moreover, the serviceability of one item is increased thanks to the exchange of items between users. Besides that, people will donate items such as books and clothes to people who are in need. Users can choose either exchanging their items, buying from a seller or donating. This social network platform is the only one out there that integrates both selling, exchanging and donating systems at the same time.