UPCC
User Interface Design

Submitted to:

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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 https://github.com/limciana/UPCC.

User Interface Design: [insert bitly link]

Document Purpose:

This document's purpose is to show a sample of what the group wants the user interface design of certain use cases (specifically, use cases 3.0, 3.1, and 4.0) of the application to be, and to list the improvements that would be done on the design.

Target Audience:

The target audience of this document are the developers and designers who are interested in continuing and extending the project, users who are interested in how the system was planned to look like, and the professor handling the course.

Revision Control:

Revision Date	*Person Responsible*	*Version Number*	*Modification*
11/09/17	James Abaja	1.0	Initial Document;
11/21/17	Ciana Lim	2.0	Added the Unique Reference, Document Purpose, Target Audience, Use Case Specification, Sample Screens, and logged the User Interface Design task.
11/23/17	Rayven Ely Cruz	2.1	Added User Interface Design Tasks
11/24/17	James Abaja	3.0	Included Video Links and Suggested Improvements.

Project Title: UPCC

Use Case Specification: These use cases encapsulate the functionalities where the Student actor will input the subjects that he/she has already taken, then the system will show which subjects he/she can take based on the subjects that are inputted. The system calculates based on the requirements of the subjects.The subjects to be inputted and shown are based on the curriculum that the Student actor has selected.

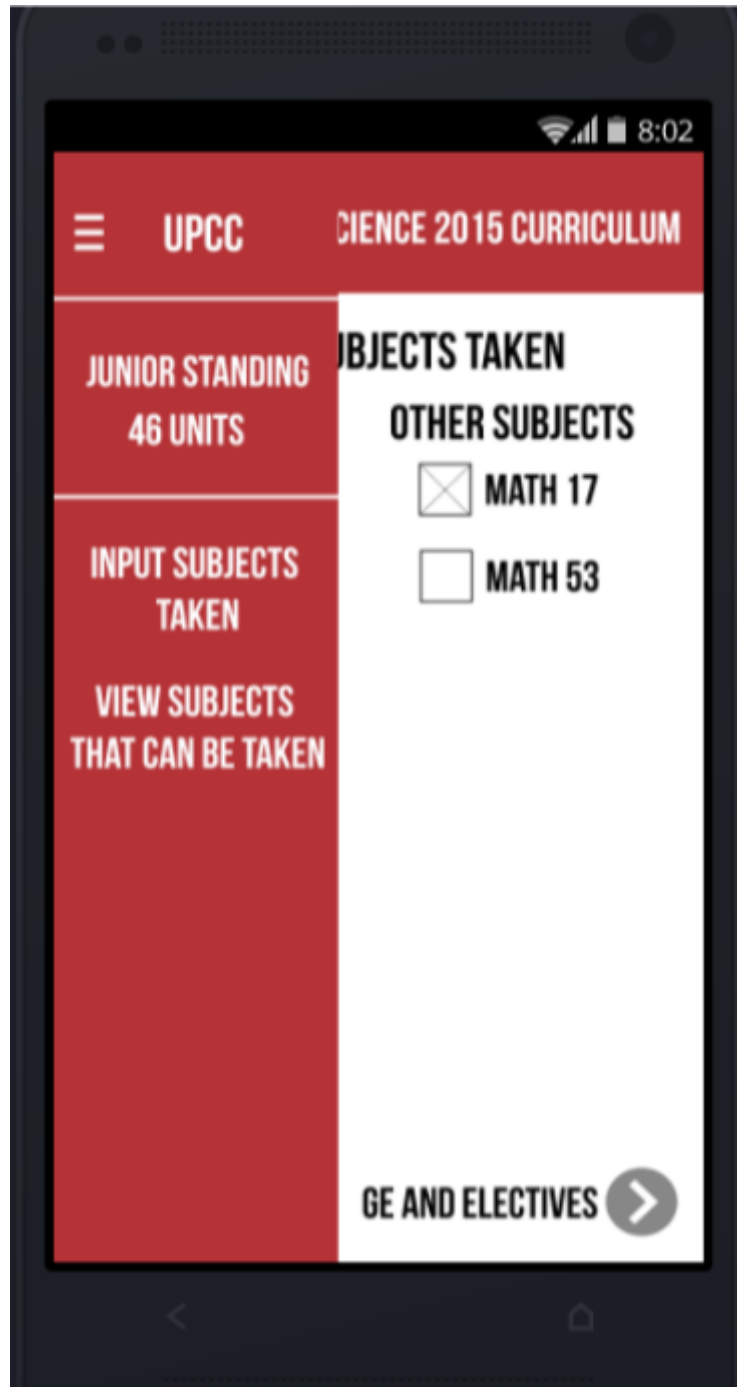*Sample Screens:*

Screens for the First Version:

Screen 1:

Screen 2:

The screen shows a mobile phone displaying the UPCC app. The top bar reads "☰ UPCC" and "...CIENCE 2015 CURRICULUM". The left navigation panel shows:

- JUNIOR STANDING 46 UNITS
- INPUT SUBJECTS TAKEN
- VIEW SUBJECTS THAT CAN BE TAKEN

The right content panel shows:

...UBJECTS TAKEN

OTHER SUBJECTS

- ☒ MATH 17
- ☐ MATH 53

GE AND ELECTIVES ❯

Screen 3:

SUBJECTS THAT CAN BE TAKEN
1ST YEAR

SUBJECTS	UNITS
CS 11	3 UNITS
MATH 17	5 UNITS

2ND YEAR >
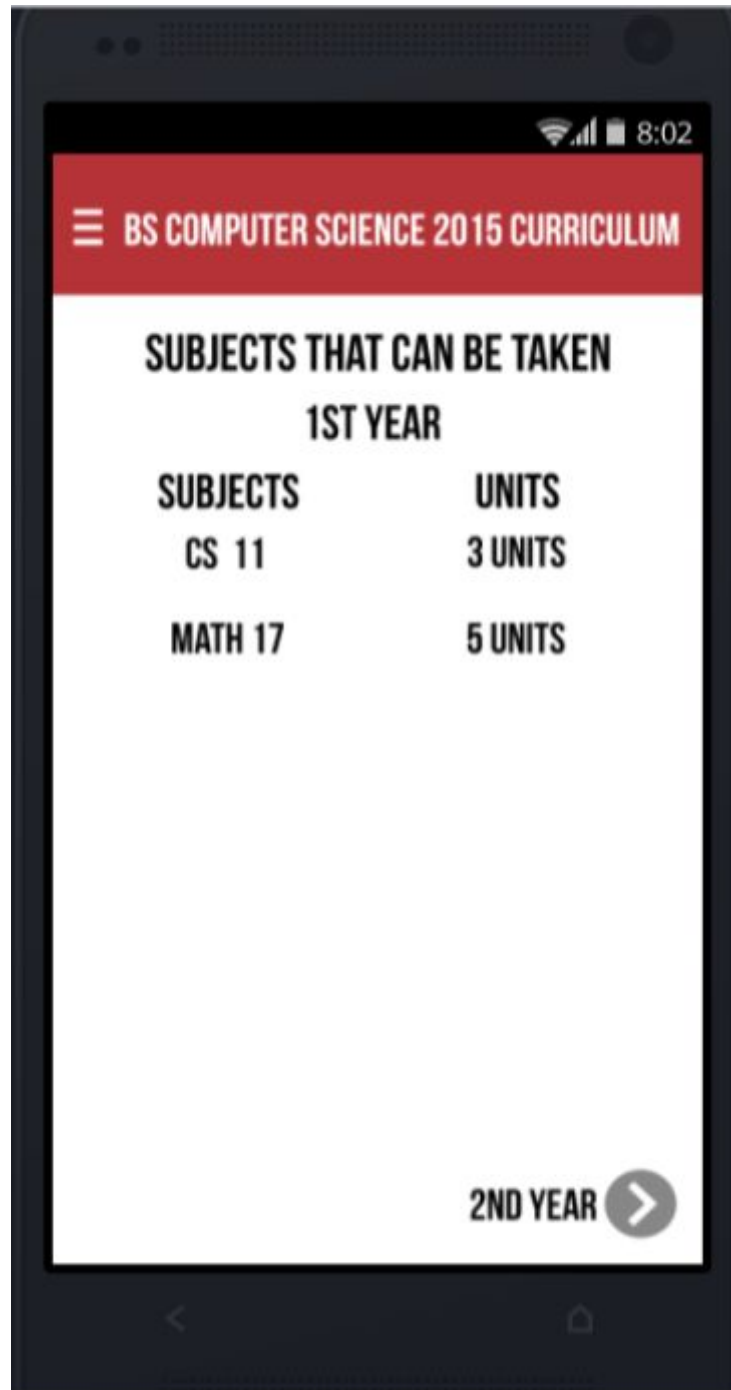
Screens for the Second Version:

Screen 1:
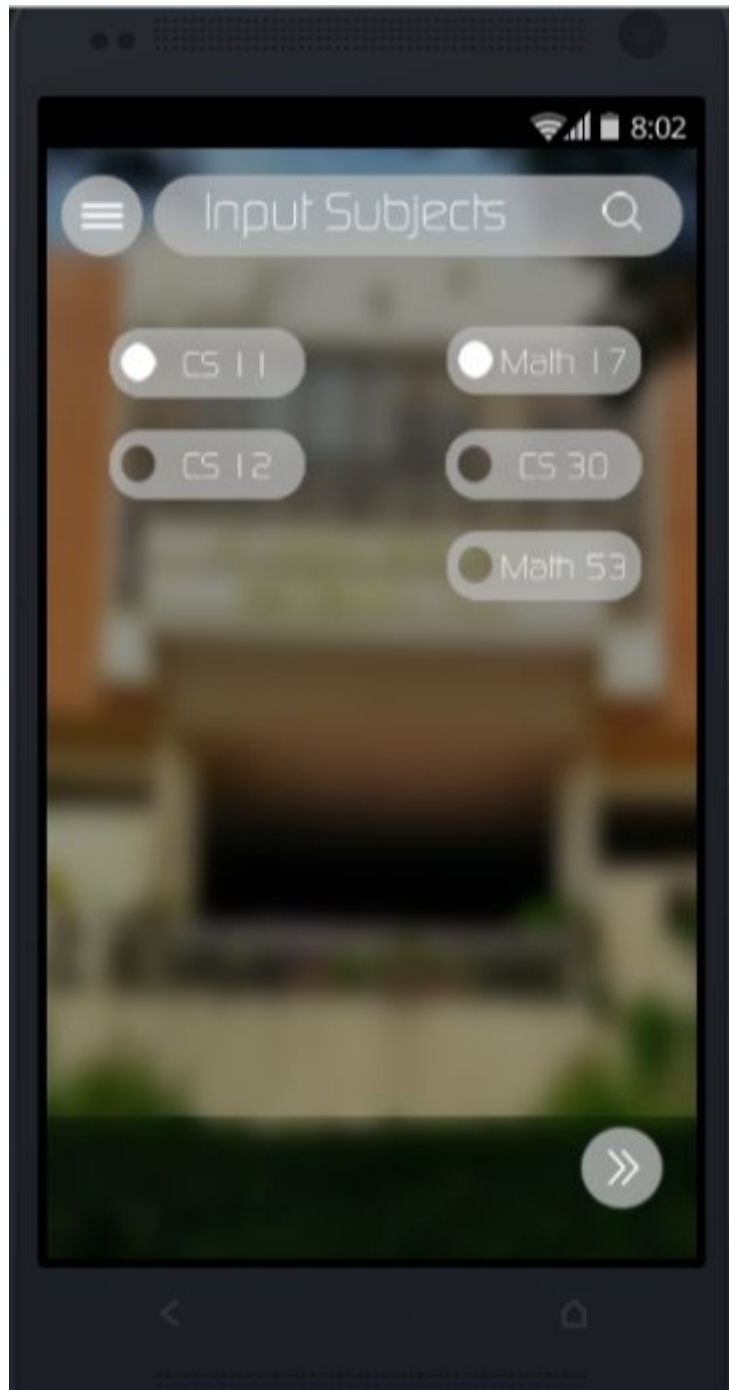
Screen 2:

Screen 3:

InVision Link(s):

First Version: https://invis.io/5CEDGHBXT
Second Version: https://invis.io/9WH12576678T3K

Participatory Design:

The video link is as follows:

Prototype Testing for all three (3) testers: https://youtu.be/a6_W4SODfHA

Suggested Improvement(s):

General Improvements:

- Other than pressing the button to go to the next pages, it'd be better to be able to swipe as well.
- Make the tabs that can be pressed look more pressable, instead of just plain text.
- Keep the search bar.
- In viewing the subjects, it would be better to have an option to sort the subjects based on year, etc.
- In viewing the subjects, the subjects need to be able to show more of their description (units, course description)
- When the app is newly installed, it must have a tutorial guiding the user around the app interface.

First Prototype Improvements:

- Less text to make it less crowded.
- Change the color scheme that would be compatible for every element.

Second Prototype Improvements:

- Change the background to a more blurred background.

Accountability Report:

Team Member	User Interface Design Task
James Abaja	Looked for people to test the prototypes, facilitated the prototype testing, documented the testing proper through video, edited the video for the final output, edited the User Interface document.
Ciana Lim	Created one of the prototypes (the First Version), and edited the User Interface document.
Rayven Ely Cruz	Created the second version of the prototype.