



NM3221 Assignment 3

Part 2: Documentation

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Wireframe Feedback

According to the insights gathered previously, I created the low-fi wireframes for the car parking application. To confirm that the design and functionalities are what the interviewees thought them to be, I did a user testing process with them using the low-fi wireframes that I created. It helped me to revalidate the navigation flow of the application and allow me to correct some of the things that I may have misunderstood during my interview with them.

Home Screen

Interviewee 1:

The home screen seemed easy to understand. However, it is confusing to determine which items on the screen are label boxes or buttons due to their similar rectangular shapes.

Interviewee 2:

He did not have much comments on the home screen, but hopes that the actual application itself will have more colours to it, if not the application will look very plain with lots of empty spaces in between each item on the screen.

Parking Screen

Interviewee 1:

Interviewee 1 assumed that the colour indicators at the top of the screen will be reflected in the parking icon on the map to show the availability of carpark around the area. The current location button at the bottom right of the screen will be useful in helping users find nearby parking lots. However, the carpark icons are very dull and he hopes that there will be more design efforts placed into making the carpark icons so that it will be easier to spot carpark on the map.

Minimizing the filter menu is good because it allows him to see more carpark availabilities on the map and allows him to drag it out only when required. However, it was difficult for him to spot the filtering menu.

He also feedback that the price option is missing from the filter menu, which is very important to him since he always finds the cheapest place to park his car. There are also no

direct indication of the prices of the carpark unless he clicks into one of the carpark icons, which may be a hassle for him since he is driving while using the application.

Interviewee 2:

Interviewee 2 shared that the carpark icons were very simple and did not attract him to use the application.

The interviewee had to think for a moment before realizing that the colour section is an indicator to show the availability of carpark shown on the map.

Along with interviewee 1, he mentioned about how the minimized filter option is not very visible. He actually tried to look for icons on the screen to search for the carpark he wanted and did not notice the filtering option at the bottom of the screen. After being told that he can maximize the filtering option, he thought that it was a very good idea but to perhaps make it more obvious for users to spot it.

But on the bright side, he shared that he was happy to see the “type of carpark” option in place which allows him to identify where the sheltered carpark are located at.

Parking Calculator Screen

Interviewee 1:

The parking calculator screen provides very useful information about the carpark that he is looking at. It allows him to calculate parking prices at the current timing, allowing him to consider if it is worth parking at the carpark. The “carpark image preview” button is very useful as it may help him to identify new carpark buildings so that he can make his way to the carpark more easily.

Interviewee 2:

Interviewee 2 feedback that the parking calculator screen looks fantastic and very easy to understand. He liked the option of having an “Add to Favourites” button that will help him remember good carpark he would like to park at in the future.

Navigation Screens within the Carparks

Interviewee 1:

Interviewee 1 suggested that the “Find my car” and “Find Exit” screens can be incorporated together such that after finding his car successfully, he can then find where to exit out of the carpark consecutively.

Interviewee 2:

The navigation screens are generally good and he really liked how there were indicators to guide him around, similar to using a GPS system.

Payment Screen

Interviewee 2:

Interviewee 2 noticed that the design for the area to key in the duration to park is not consistent with the “Carpark Calculator Screen”. He shared that he would like the duration specifying to be shown below the amount payable section. He also finds that the font for the amount payable looked really small and should be emphasized more.

Favourites Screen

Both interviewees did not have any comments on the favourites screen.

Profile Screen

Both interviewees liked the profile screen as it is very straightforward to use and allows them to input relevant payment details to pay for their parking fees.

Justification of choices and decision for Mid-Fi

Through the user testing phase, I made some changes to the design of the application. For the good feedbacks given, I stuck with the same design and made little to no modifications other than adding colours and decorating the buttons.

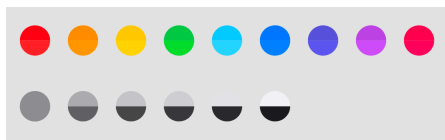
Colour Choices

Shades of grey (Colour Theme):



I decided to use monochromatic colours as the application is more focused on its functionality rather than its aesthetic design since it's a parking application. There will be a lot of things going on the screen if too many colours are in the application.

Buttons and label boxes



For buttons and label boxes, I decided to stick with the original colours of the Apple style guide since iPhone users are very familiar and comfortable with these colours.

Home Screen

The interviewees shared that the home screen was very plain and how it was difficult to differentiate between the label boxes and the buttons that are pressable. I decided to spice up the application by adding a relatable background image to the screen, and adding borders for buttons to make them more recognizable so that users can immediately identify a button when they see one.

Parking Screen

According to one of the interviewee, the carpark availability colour indicator at the top section of the screen was not easy to interpret which I agreed after taking a closer look at it. I then decided to rectify this by taking contrasting colours from the Apple style guide of red, orange and green. These colours are taken since red usually signifies “danger” which in this case will show that carpark availability is close to being full, and green signifying “good”, implying that the carpark has a lot of availability. These will perhaps help users understand the colour indication feature better.

As one of them shared that the simple carpark icons in the low-fi did not attract them to use the application, I added a car image with the parking sign to make the feature more “fun” and interesting to use. The new image also helps users to spot carpark on the screen more easily and quickly to save them time from looking around the screen while they are on the road.

The minimizing and maximizing functionality for the filter menu proved to be useful as according to one of the interviewee, it allows him to see more on the map when he can hide the menu which was why I decided to continue using it in the Mid-Fi. However, I made the minimized filter menu option more noticeable by designing it in a darker colour as compared to the map so as to enhance its visibility.

Previously, I missed out on one of the most important feature, the pricing filter option which was pointed out by one of the interviewees. I included it in the Mid-Fi and also included a price box next to each carpark icons since price is one of the factors that users will look out for the most when finding a suitable carpark.

Navigation Screens within the Carparks

“Find my car” and “Find exit” is now incorporated into consecutive screens to cater for the scenario where the user has found the car and wants to find the exit straight away. He need not have to go back to the “Home screen” to then click on “Find exit” button in order to navigate out of the carpark. He can immediately do so on the same screen after finding his car. This will save him much more time to focus on driving instead.

Because the direction indicators to the cars and exit had positive feedback, I decided to enhance the prominence of the indicators, making them more visible with brighter colours of blue for “Find my car” and red for “Find exit”.

Payment Screen

There were some discrepancies in the “Payment Screen” and the “Parking Calculator Screen”. I fixed it by moving the calculation of the duration to be below the carpark rates as suggested by the interviewee to make the design across screens to be more consistent. I also heeded his advice by increasing the font size of the more important information such as “Total payable” to emphasize its importance.

Conclusion

The colour scheme has been briefly introduced in this documentation since it may be subjected to changes in the High-Fi stage. For the current Mid-Fi stage, I made majority of the changes according to the user testing feedbacks from my interviewees and fixed some parts of the navigation flow to cater for more scenarios. I will provide a more comprehensive write up on the Typography, Colour Scheme and other miscellaneous information in the next phase.