High-Fidelity

UI Prototype

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Due Date: 12/05/19

## Overview

The high-fidelity prototype the interactive representation between the user and the software that is the closest to the final design and implementation. These prototypes let users give feedback on all parts of the software, especially when dealing with edge cases. Users can give more meaningful feedback than lower-fidelity prototypes, as they can interact with the prototype as if it were the software. The users can see how the interface will function and behave, while showing off what is available for viewing during the software’s runtime.

## High-Fidelity Prototype

\*\*\*\*\*\*\*\*\*\*\*\*\*\*TODO\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

The full high-fidelity prototype for the calibration software can be found in this git repository: \_\_\_link\_\_\_\_

Apart from viewing the full prototype, this section highlights the changes made from the low-fidelity prototype to creating this functioning prototype. Most of these changes were based on the original user feedback from all user groups (the class, client, and professor), although some decisions were made by the team to change the prototype. The team did not decide to include the functionality of a back button, as this calibration process is very linear and needs to be followed in that order. However, there is the exit option at any time to stop the calibration process by clicking the exit button in the top right corner. The addition of a pop-up “help” menu when clicking on a definition was also not implemented, but will be added at a later date.

Configuration File Page

PFT Selection Page

Selecting Outliers Page

Ramp Function Pages

Parameter Pages

RECO Hyperparameters Page

Ending Page

## User Feedback

## Execution and Acknowledgement

The team members hereby indicate by their signatures below that they have read and agree with the specifications of this document.

