**Software Engineering 2: Design Assignment 2017 : Group Project Part 2**

**Due Date: Friday May 5th 2017**

**Aims – Designing and Constructing the User Interface and Considering Persistence**

* To build a picture of who the **users** of your application would be, including an idea of their needs and abilities and the **contexts** in which they will use your application.
* To design a user interface for your application. This should follow basic *principles of user interface design* and incorporate consideration of the user experience. The size, colour, and placement of each element should work together, creating a clear path to understanding your interface. A particularly important element is how navigation between screens occurs – this should be intuitive for the user.
* To implement the interface , adding it to your existing code, using a platform of your choice.
* To consider the need for persistence of objects in your application (e.g. a database to store records, a file for top scores, questions/answers, game state etc..) and construct skeletal classes to deal with this.

**Part 2: Tasks** [Total 100 marks to be scaled to 20%]

1. Describe the main users of your application, including ages, abilities and the context within which they will be using the application. Investigate the use of techniques such as stories and personas to describe them [15%]
2. Draw a ***detailed*** storyboard on paper or using a wireframing tool to show the screens in your application and how navigation between them is achieved. These should be annotated to clearly illustrate how the user can manipulate the interface to complete key tasks, and adhere to principles of user interface design such as those listed in Appendix 2.[30%]
3. Implement the user interface you have designed in a particular environment, ensuring that you reference the design guidelines for that environment(see below). [40%]
4. For any parts of your application which require persistence e.g. datbase to store records, file storage of scores, questions, game state etc. , design and implement classes that will form a data layer for your application. If you can’t fully implement these, design skeletal classes for later implementation.[15%]

**Improvement on Part 1**

If, following feedback, anyone wants to resubmit elements of part 1 including improved or refactored code this can be done as part of Part 2- this should be indicated on the main submission document, and a percentage benefit (around 50% of extra marks that would have been gained) will be added to the assignment 1 marks.