



Birla Vishvakarma Mahavidyalaya
Computer Engineering
Topic: Wireframe Tool Project Report

Name: Mukund Parmar (23CP014)

Subject: Web Technologies(2CP08)

Course Coordinator: Kirtikumar Sharma Sir

Branch: Computer

Batch: A3

Group Member : 23CP014 Mukund Parmar
23CP002 Jaivik Prajapati

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Wireframe Tool Project Report

1. Introduction

The Wireframe Tool is a web-based application designed to assist UI/UX designers in creating wireframes efficiently. The tool provides an infinite canvas where users can collaboratively design, modify, and share wireframes. It is developed using the LAMP stack (Linux, Apache, MySQL, PHP) and aims to streamline the design process with real-time collaboration features.

2. Purpose

The primary goal of this project is to create an intuitive and feature-rich wireframe design tool that allows users to design interfaces collaboratively. The tool provides essential design components, a smooth drag-and-drop interface, and real-time collaboration, making it a viable alternative to commercial wireframe tools.

What is a Wireframe?

A wireframe is a simple sketch or blueprint that shows the basic layout of a website or app. It helps designers and developers plan where things like text, images, and buttons will go without worrying about colors or design details yet.

Why Use Wireframes?

- **Clarify Ideas:** Wireframes show how a site or app will look and work, making it easier to understand the basic structure.
- **Get Feedback:** They help teams, clients, and users give feedback on the layout before investing in detailed designs.
- **Save Time:** By spotting problems early, wireframes can save time and money that might be spent on changes later in the design process.
- **Focus on Function:** They help focus on how the website or app will work, rather than just how it looks.

Benefits of Using Wireframes

- **Improves User Experience:** Wireframes show how users will interact with the site or app, helping create a better experience.
- **Faster Changes:** They're quick to create, so you can try out different ideas and make changes fast.

- **Clearer Development:** Wireframes give developers a clear guide on how the site should work, making the development process smoother.
- **Save Costs:** By avoiding costly design mistakes, wireframes can help save money.

Objectives:

- Provide an infinite canvas for designing wireframes.
- Enable real-time collaboration through link-based sharing.
- Store and retrieve wireframe data efficiently using a database.
- Offer an easy-to-use UI for creating wireframes without coding knowledge.

3. Modules

The project is divided into several key modules:

3.1 User Authentication Module

- User registration and login system.
- Secure authentication using session handling.
- Password encryption and reset functionality.

3.2 Wireframe Design Module

- Infinite canvas implementation.
- Drag-and-drop functionality for UI components (buttons, text boxes, images, etc.).
- Layered object management for better organization.

3.3 Collaboration Module

- Invite users via a shareable link.
- Real-time collaboration using WebSockets or AJAX polling.
- User permission management (view/edit access control).

3.4 Storage and Database Module

- Save and retrieve wireframes using MySQL.
- Load previously saved designs.

- Optimize database queries for performance.

3.5 Export and Sharing Module

- Export wireframes in multiple formats (PDF, PNG, SVG).
- Share wireframes via unique links.
- Print-ready designs.

4. Functional Requirements

The Wireframe Tool must fulfill the following functional requirements:

4.1 User Authentication

- Users can register, log in, and log out securely.
- Passwords should be stored securely using hashing.
- Session management for user authentication.

4.2 Wireframe Creation

- Users can drag and drop UI elements onto an infinite canvas.
- Components can be resized, moved, and deleted.
- Undo and redo functionality.

4.3 Collaboration

- Users can invite others to collaborate via a shareable link.
- Multiple users can edit the same wireframe in real time.
- Changes made by one user should be visible to all collaborators.

4.4 Data Storage and Retrieval

- Wireframes should be stored in a database and retrieved efficiently.
- Users should be able to access and edit their previous wireframes.
- Autosave functionality for preventing data loss.

4.5 Export and Sharing

- Users can export wireframes in common file formats.

- Wireframes can be shared through unique links.
- Printing options should be available.

Functional Requirements

1. User Management

Users must be able to register with a username, email, password, and profile details.

Users must be able to log in and log out securely.

Users must have a role-based system (admin or user).

Users must be able to update their profile (e.g., change profile picture, phone, address).

2. Draft Management

Users must be able to create a draft (title, draft JSON, timestamp).

Users must be able to view, edit, and delete their drafts.

Users must be able to use assets in drafts.

3. Asset Management (Admin Only)

Only admins must be able to add, update, and delete assets.

Assets must have a name, JSON data (for fabric.js), and a timestamp.

Assets must be linked to drafts when used.

The system must ensure only admins can manage assets.

4. Draft-Asset Relationship

Users must be able to use assets in their drafts.

A draft must be able to contain multiple assets.

5. Security & Authorization

Passwords must be securely stored (hashed).

Only authenticated users can access drafts and assets.

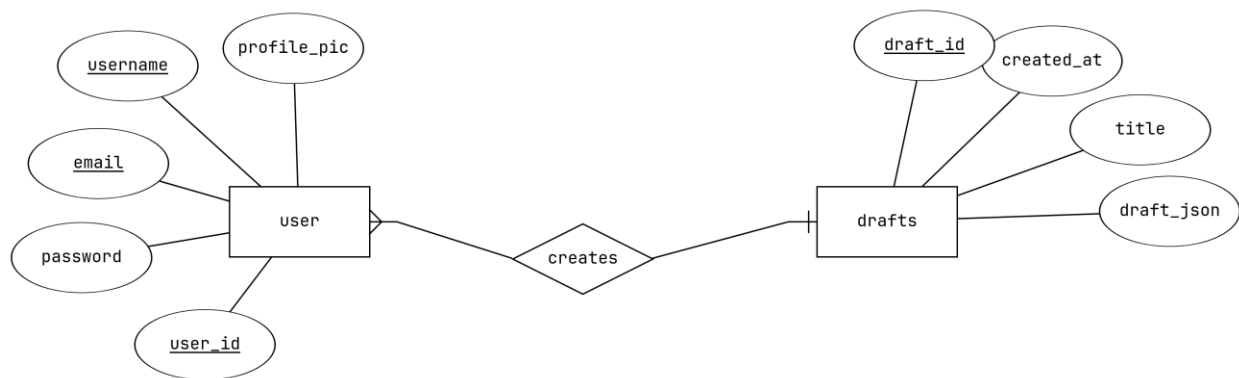
6. Database Constraints & Integrity

A draft must always belong to a valid user.

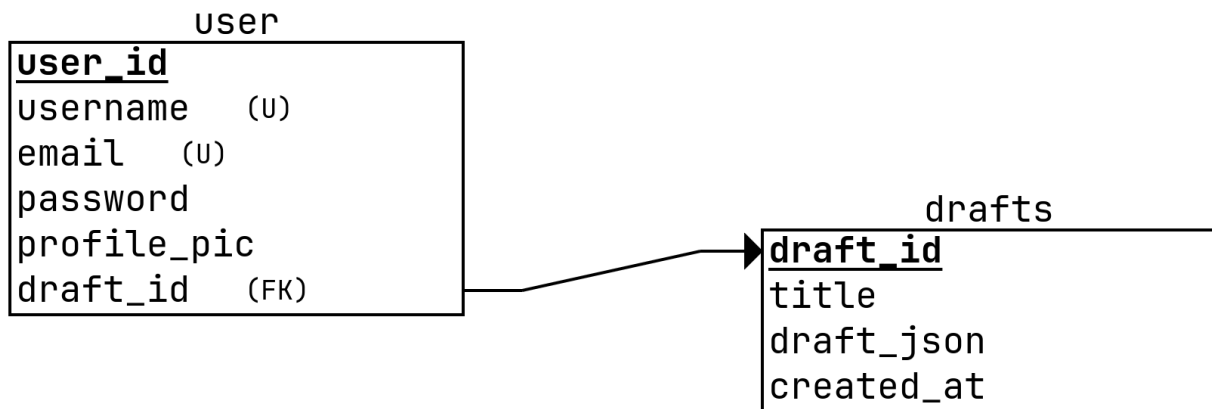
7. Import/Export Functionality

Users should be able to import/export drafts as JSON.

ER Model

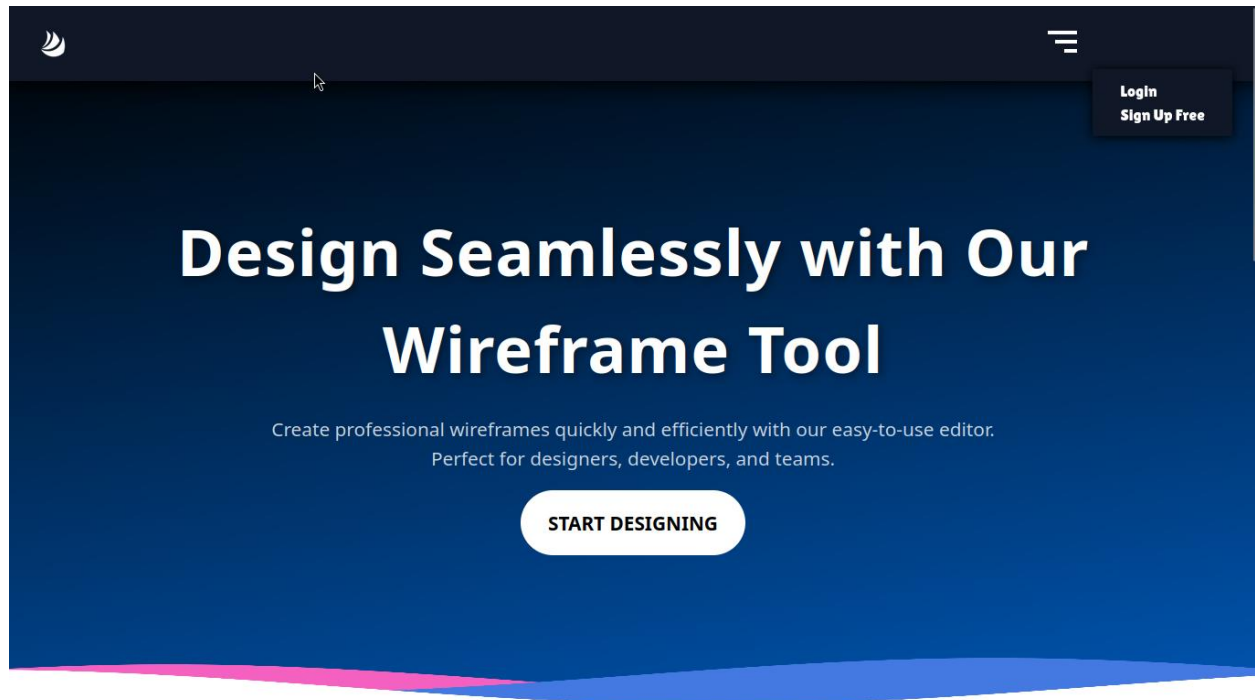


Relational Schema



SnapShots

Home page



Login and SignUP page

The image displays two screenshots of a web application's login and sign-up interface. Both screenshots feature a dark blue background with a large, stylized text overlay: "Design S... with Our" and "W... ol". Below this, smaller text reads "Create profession... easy-to-use editor.".

Top Screenshot: Sign Up to our platform

This modal form is titled "Sign Up to our platform" and includes a close button (X) in the top right corner. It contains the following fields and elements:

- Email:** A text input field containing "name@company.com".
- Username:** A text input field containing "username123".
- Password:** A password input field with masked characters "*****".
- ☐ Remember me
- [Lost Password?](#)
- Register to your account** (Blue button)
- Already have an account? [Login account](#)


Bottom Screenshot: Sign in to our platform

This modal form is titled "Sign in to our platform" and includes a close button (X) in the top right corner. It contains the following fields and elements:

- Username:** A text input field containing "username".
- Password:** A password input field with masked characters "*****".
- ☐ Remember me
- [Lost Password?](#)
- Login to your account** (Blue button)
- Not registered? [Create account](#)

Both modals are centered on the screen and have a white background. The background of the web application shows a dark blue header with a logo on the left and a menu icon on the right. In the top right corner of the header, there is a button with the text "Login" and "Sign Up Free".

Dasborad page (here you can send verifincation email for confirmation)


Home Editor Logout

Account Settings

General

Change Password

Draft



Upload new photoReset

Allowed JPG, GIF or PNG. Max size of 800K

Username

freefire1

E-mail

parmarnarayan2008@gmail.com


Your email is not confirmed. Please check your inbox.

[Resend confirmation](#)

Save Changes

Reset

General

Change Password 

Draft

Current Password

••••••••••

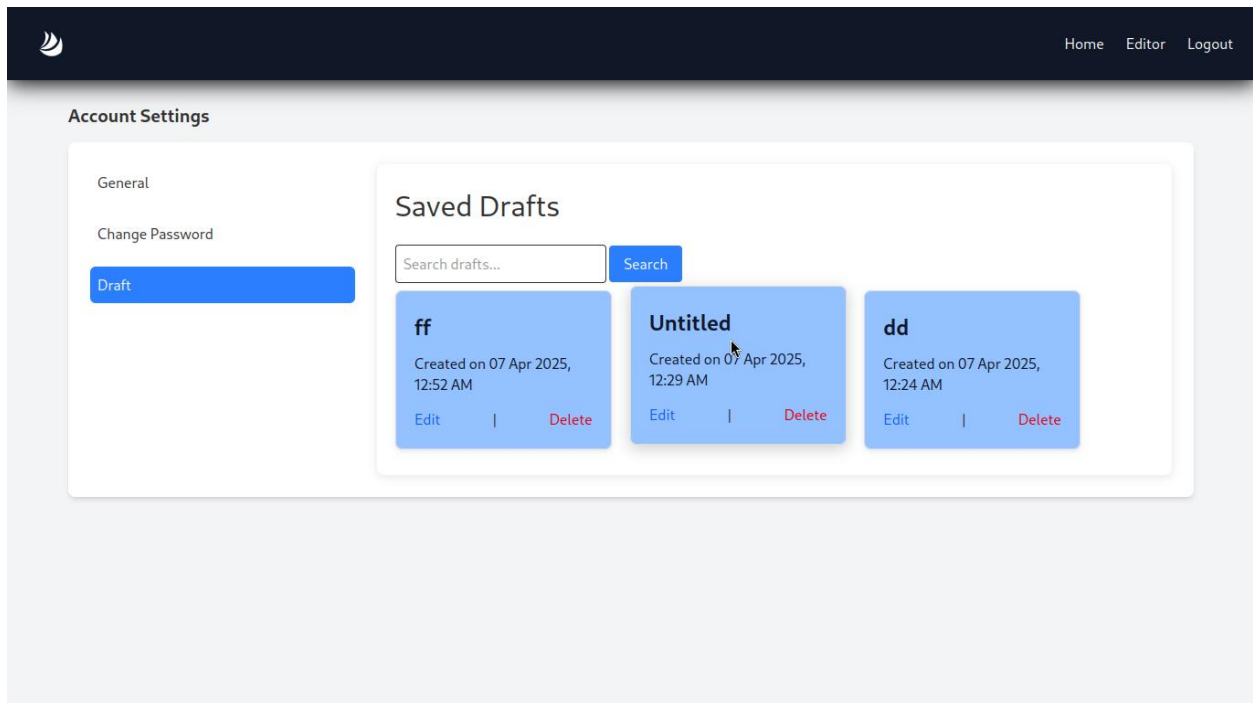
[Forget Password?](#)

New Password

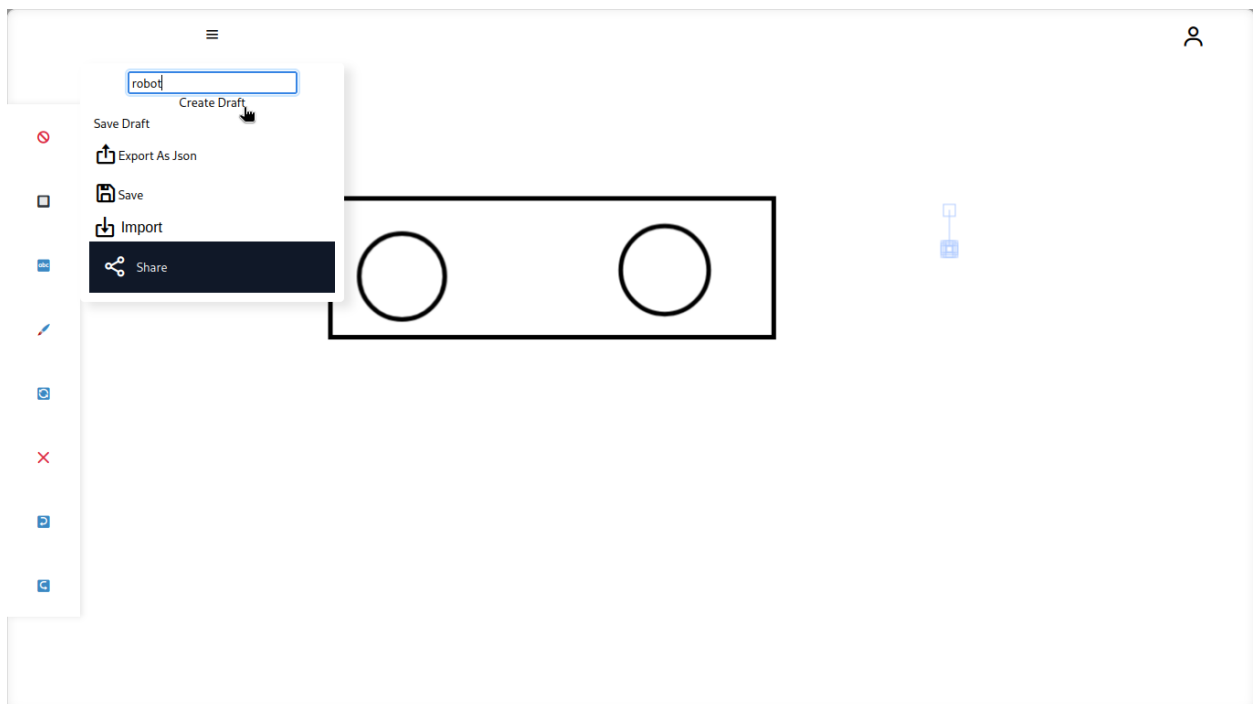
Repeat Password

Save Change

localhost:8000/wireframe/password.php

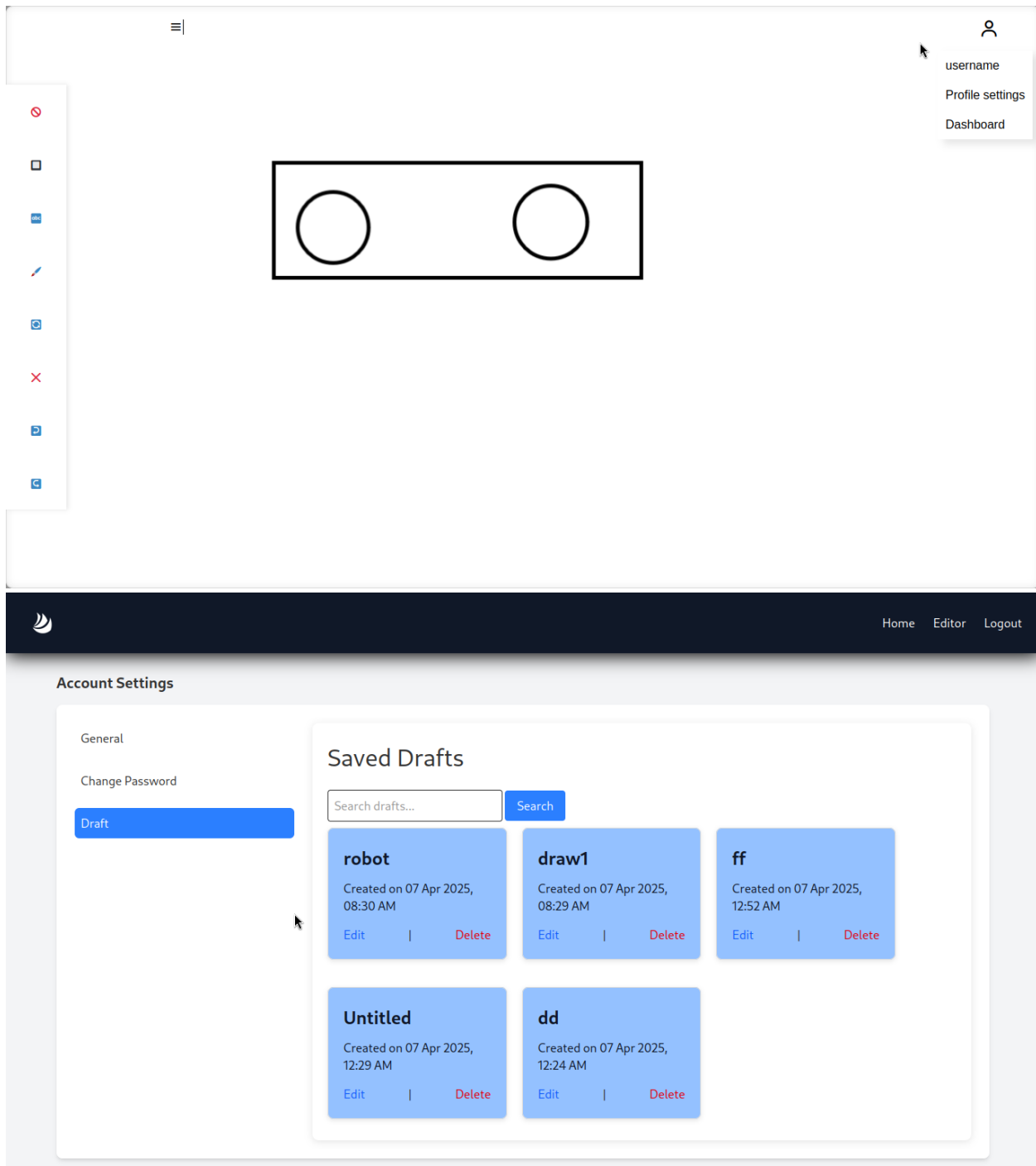


You can edit this draft click on edit button or delete this draft by clicking on delete button



To create draft go to editor page and click on 3 lines give name can click on create buttton

Go to dashborad



here you can see all the draft and can search it

