

# A3: User Interface Prototype

Our project, Answerly, is a web application for collaborative Questions and Answers.

This artifact specifies the project's interface elements and features, the websites sitemap and a brief description of the main interactions with the systems (storyboards)

## 1. Interface and common features

*Answerly* is a web application consisting in a set of web pages made with: HTML5, Javascript and CSS3. The user interface was implemented using the Bootstrap framework.

The platform was developed with both desktop and mobile users in mind, so that it adapts to screens of different sizes and resolution while keeping its functionality.

We aim for the users to quickly find the questions and answers they are looking for. Thus, our homepage will contain several answers that you can scroll around sorted by points or, if the user is logged in, by questions of topics he previously chose to follow.

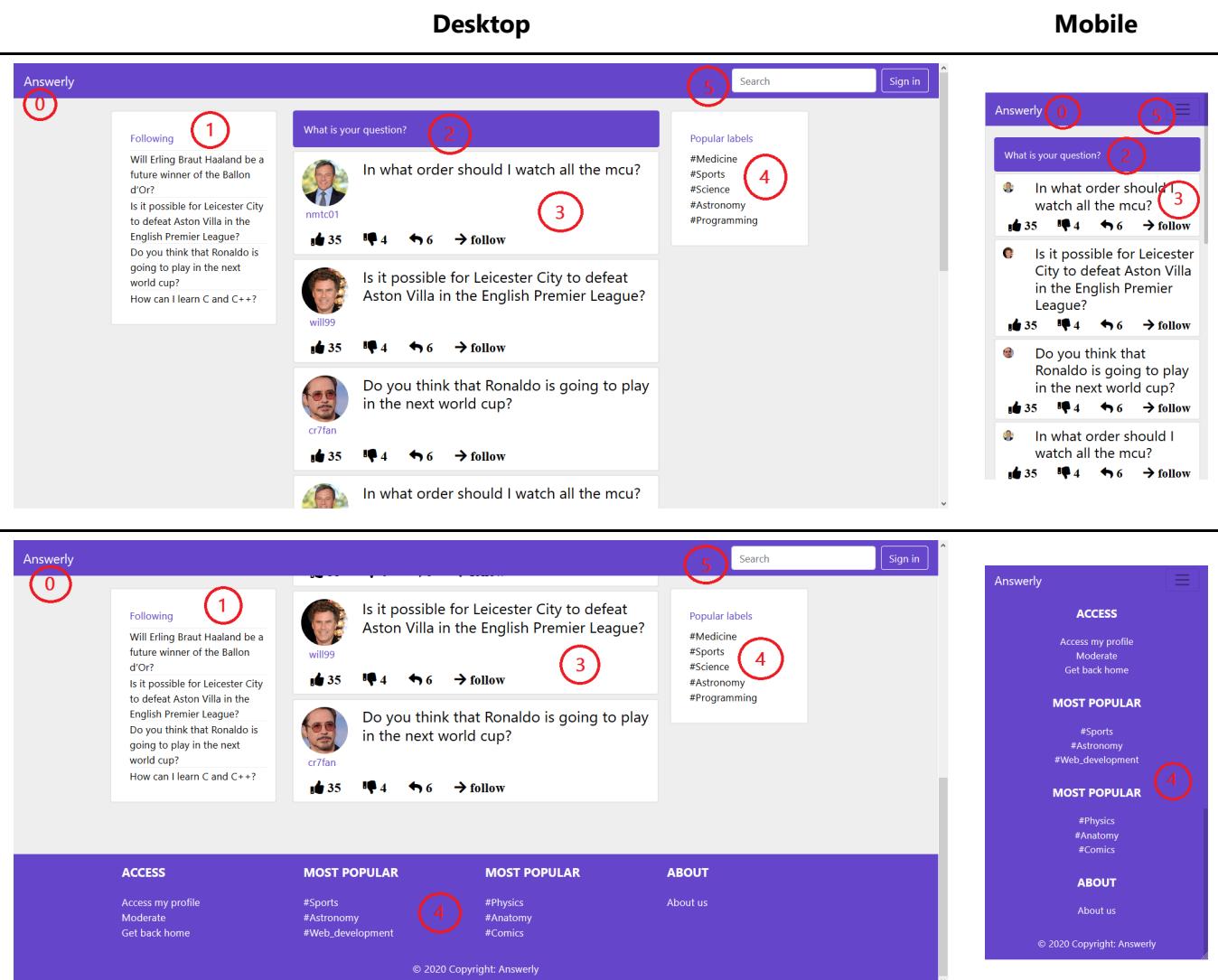


Figure 1.a: Home Page.

0. Answerly button to go back to the home page;
1. Followed Questions;
2. Ask a question button;
3. Preview of a question;
4. Labels;
5. NavBar;

We also developed an individual page for each question so that the user has an easier time looking through more details about the questions.

In each question we can see the full description of the question and additional information about the author and the question's points.

Following the description we will be able to find answers for the questions which can receive votes from other users whether it is helpful or not.

There will also a section with users to post comments if they want to give a insight about something in particular.

**Desktop**

**Mobile**

**Question Page Details:**

- Top Bar:** Answerly logo, Search bar, Ask Something button, User profile icon, Notifications icon.
- Left Sidebar:** Following section with a list of questions (e.g., Will Erling Braut Haaland be a future winner of the Ballon d'Or?, Is it possible for Leicester City to defeat Aston Villa in the English Premier League?).
- Question Content:**
  - Author: pedro\_dantas (0 answers)
  - Question: How to generate a random string of a fixed length in Go? (2 votes)
  - Description: I want a random string of characters only (uppercase or lowercase), no numbers, in Go. What is the fastest and simplest way to do this?
  - Upvote: 35
  - Downvote: 1
  - Follow: → follow
  - Report: Report
  - Comments: Do you know the answer to this question? (3 comments)
  - Answers: Do you want to comment this question? (4 answers)
- Popular Labels:** #Medicine, #Sports, #Science, #Astronomy, #Programming.

**Bottom View (Detailed Question Page):**

**Comments Section:**

- Comment by nmtc01:** Here's a meta topic discussing basic questions. Personally, I think basic questions are ok if written well and are on-topic. Look at the answers below, they illustrate a bunch of things that would be useful for someone new to Go. For loops, type casting, make(), etc. (4 upvotes)
- Comment by edu1234:** This question does not show any research effort - That's what I was referring to. He shows no research effort. No effort at all (an attempt, or even stating that he looked online, which he obviously hasn't). Although it would be useful for someone new, this site is not focused on teaching new people. It's focused on answering specific programming problems/questions, not tutorials/guides. Although it could be used for the latter, that is not the focus, and thus this question should be closed. Instead, its spoonfed (3 upvotes)

**Answers Section:**

- Answer by will99:** The question asks for the the fastest and simplest way. Let's address the fastest part too. We'll arrive at our final, fastest code in an iterative manner. (Score 33)

Figure 1.b: Question Interface.

0. Access account's profile;

1. Upvote and downvote buttons;
2. Question;
3. Answer a question and see other answers;
4. Add a comment and see other comments;

## 2. Sitemap

Here below we can find a sitemap representing the overall structure of the project.

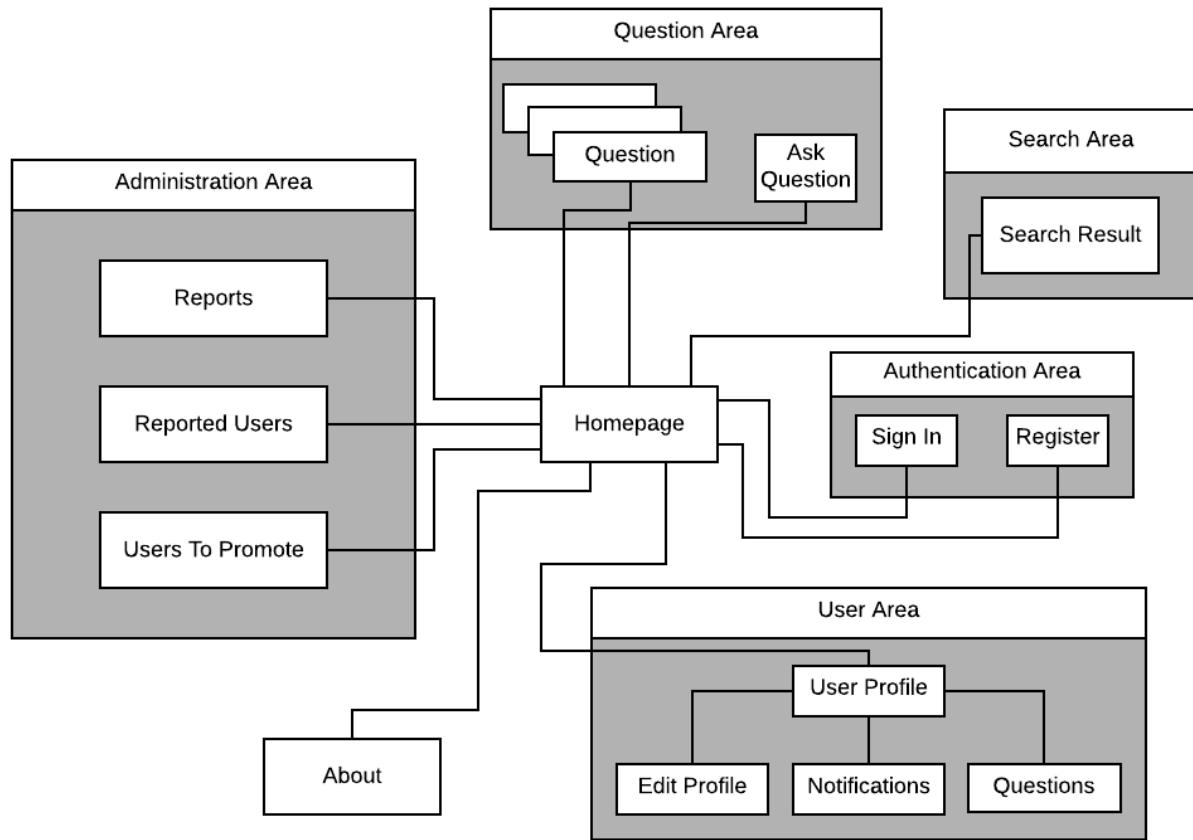
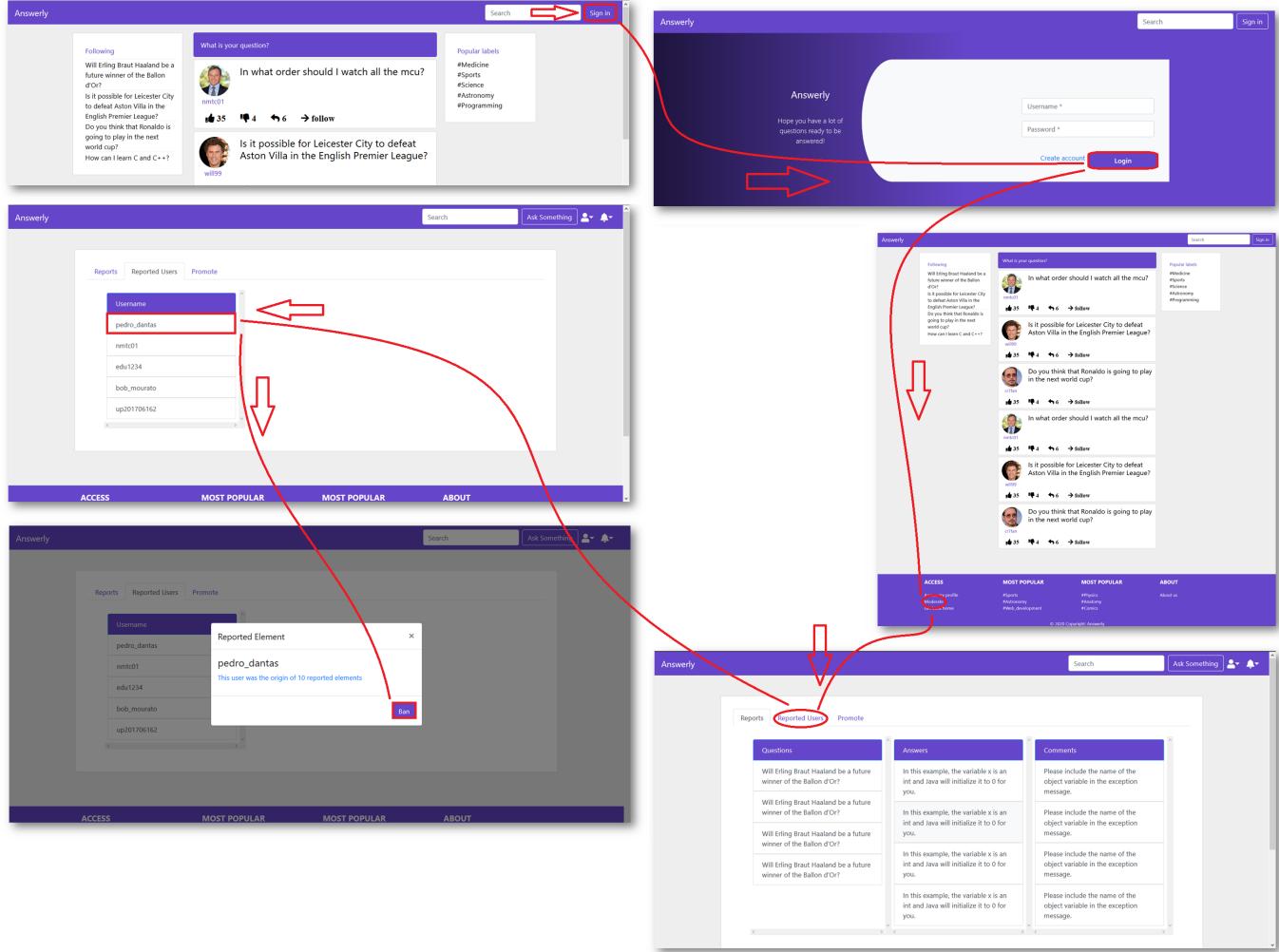


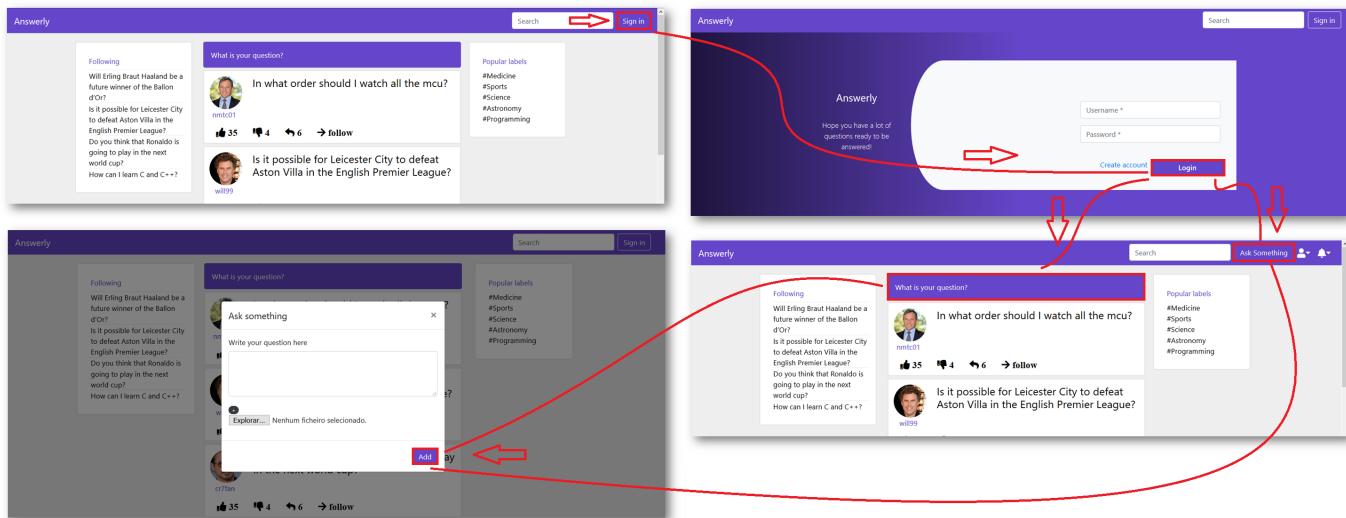
Figure 2: Sitemap.

## 3. Storyboards

Storyboards represent the main interactions with the system using a sequence of interfaces and explaining how the navigation is made between them.



**Figure 3.a:** Wireflow centered on the moderator's action of login and report a user.



**Figure 3.b:** Wireflow centered on the user's action of register and ask a question.

## 4. Interfaces

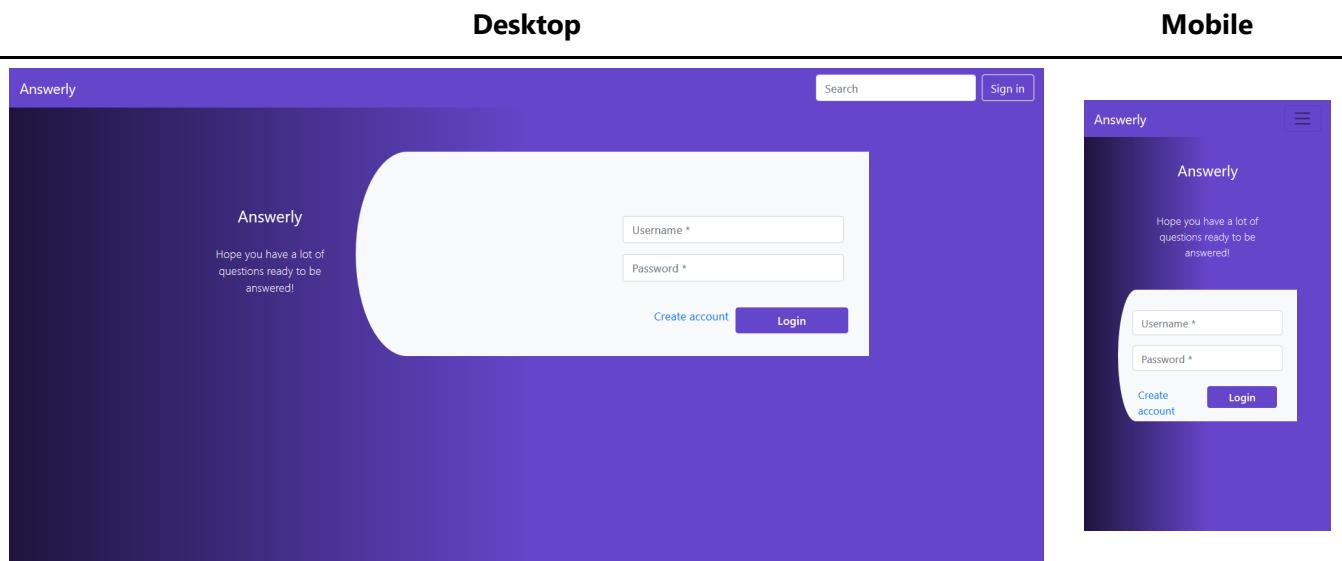
The following section show a brief description of the content you will be able to find in each page as well as as images of the interface, in both esktop and mobile

1. Sign In
2. Home
3. Question

4. Moderator/Admin
5. Profile
6. Register
7. Search
8. About

### UI01: Sign In

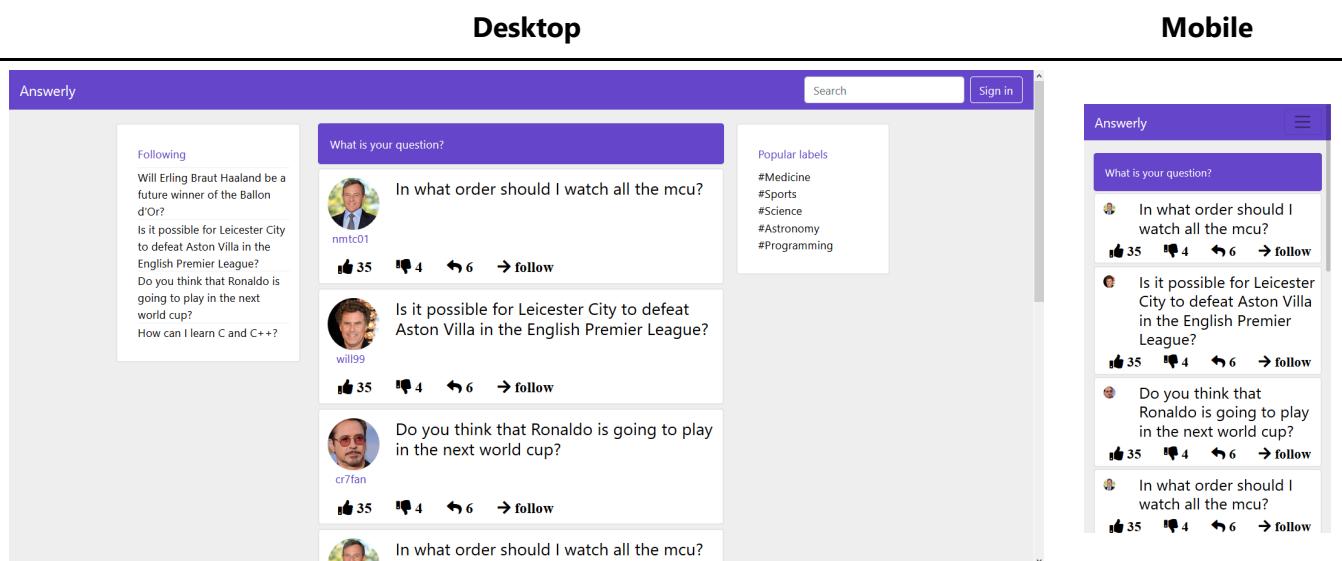
This page has the option for the User to sign in to the website.



**Figure 4:** Sign In

### UI02: Home

Main website page where you scroll through the most popular questions, interact with questions, search for a specific question or ask one of your own.



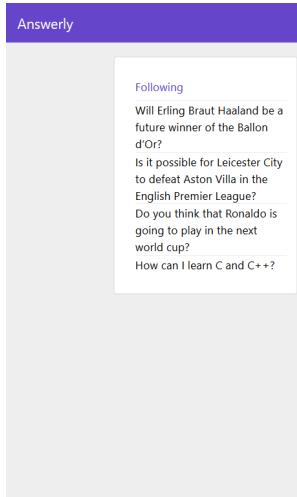
**Figure 5:** Home

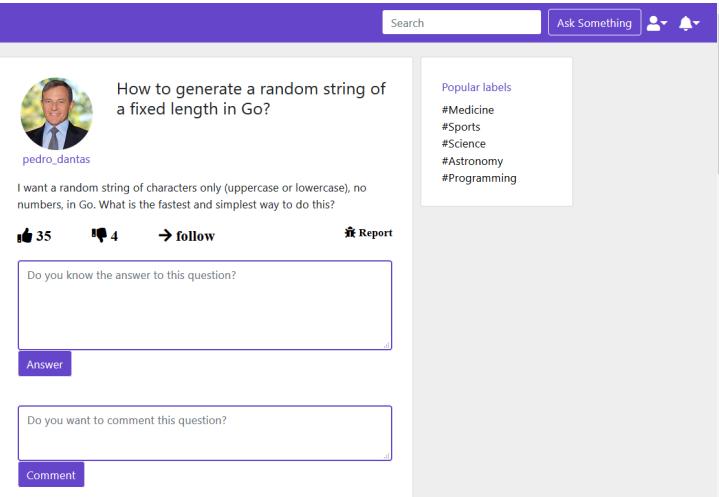
### UI03: Question

This page gives a more detailed view of the question, with all of its answers and comments. You can also find the Profile of the user that asked the question and interact with the page by liking or sharing the question, comments or answers.

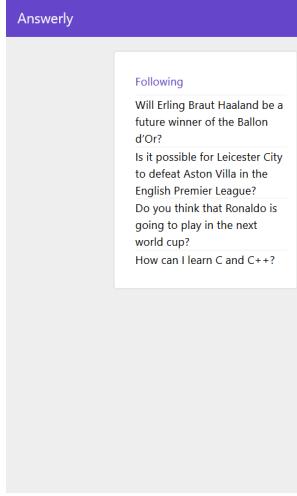
Desktop
Mobile

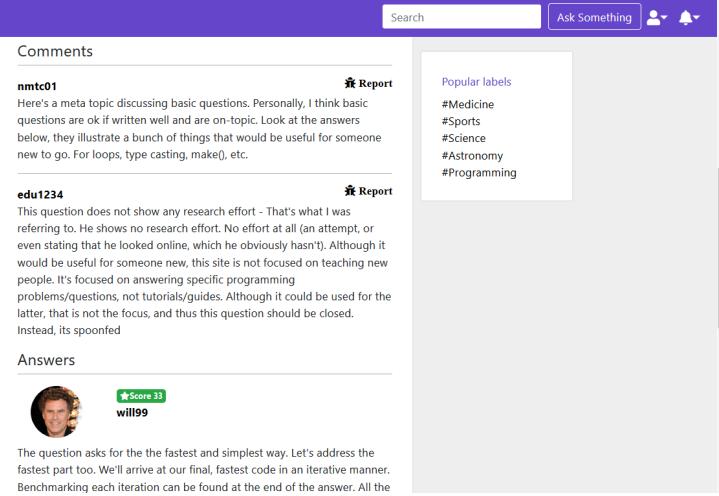
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**Figure 6: Question**

#### UI04: Moderator/Admin

In this page the moderators will be able to see profiles and questions/answers/comments that were reported. The admin page is exactly the same but also has the Promotion section where users and moderators can be promoted/demoted.

Desktop
Mobile

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**Desktop**

Questions	Answers	Comments
Will Erling Braut Haaland be a future winner of the Ballon d'Or?	In this example, the variable x is an int and Java will initialize it to 0 for you.	Please include the name of the object variable in the exception message.
Will Erling Braut Haaland be a future winner of the Ballon d'Or?	In this example, the variable x is an int and Java will initialize it to 0 for you.	Please include the name of the object variable in the exception message.
Will Erling Braut Haaland be a future winner of the Ballon d'Or?	In this example, the variable x is an int and Java will initialize it to 0 for you.	Please include the name of the object variable in the exception message.
Will Erling Braut Haaland be a future winner of the Ballon d'Or?	In this example, the variable x is an int and Java will initialize it to 0 for you.	Please include the name of the object variable in the exception message.

**Mobile**

**Desktop**

Username
pedro_dantas
nmtc01
edu1234
bob_mourato
up201706162

**Mobile**

**Desktop**

Users	Moderators
taskforce	taskforce
geek4geeks	geek4geeks
ivo899	ivo899
bob_iger	bob_iger
up201706162	up201706162

**Mobile**

**Figure 7:** Moderation Area: Admin; Moderator

## UI05: Profile

This page consists in the User's profile. Here he'll be also able to Edit its information, view his notifications and his questions.

**Desktop**

**Mobile**

**Desktop****Mobile**

**Answerly**

Search Ask Something

Profile Notifications My Questions Edit

**António Sardinha**

Username: Tuna  
Email: fishforlife@email.com  
Description: Fisherman and Poet  
Birthdate: 25/04/1974

Recent labels: cana de pesca, anzol, isco, barco, rabanada de vento, mestre, rede, pesca

Score 9999

**ACCESS**

- Access my profile
- Moderate
- Get back home

**MOST POPULAR**

- #Sports
- #Astronomy
- #Web development

**MOST POPULAR**

- #Physics
- #Anatomy
- #Chemics

**ABOUT**

About us

**Answerly**

Profile Notifications My Questions

Edit

**António Sardinha**

Username: Tuna  
Email: fishforlife@email.com  
Description: Fisherman and Poet  
Birthdate: 25/04/1974

Recent labels: cana de pesca, anzol, isco, barco, rabanada de vento, mestre, rede, pesca

Score 9999

150 x 150

**Answerly**

Search Ask Something

Profile Notifications My Questions Edit

You were reported by SociedadeAntiPesca. 3 hrs ago

Your account is being verified for suspected behavior. Yesterday

New features on the website soon, stay tuned! 9/10

You have been a very active user! 9/6

Welcome to our website!!! 9/4

Previous 1 2 3 Next

**Answerly**

Profile Notifications My Questions

Edit

You were reported by SociedadeAntiPesca. 3 hrs ago

Your account is being verified for suspected behavior. Yesterday

New features on the website soon, stay 9/10 tuned!

You have been a very active user! 9/6

Welcome to our website!!! 9/4

Previous 1 2 3 Next

**Answerly**

Search Ask Something

Profile Notifications My Questions Edit

**Recent Activity**

#	Question	Answers	Score
1	How do I put the hook on the line?	8	300
2	Is it a good time to go fishing?	17	146
3	Is it sardine season?	3	421
4	In what order should I watch all the mcu?	7	67
5	Is it possible for Leicester City to defeat Aston Villa in the English Premier League?	2	41

Previous 1 2 3 Next

**Answerly**

Profile Notifications My Questions

Edit

**Recent Activity**

#	Question	Answers	Score
1	How do I put the hook on the line?	8	300
2	Is it a good time to go fishing?	17	146
3	Is it sardine season?	3	421
4	In what order should I watch all the mcu?	7	67

The figure shows two side-by-side views of a user profile page. The left view is for a desktop computer, and the right view is for a mobile device. Both pages have a purple header with the 'Answerly' logo and navigation links for 'Profile', 'Notifications', 'My Questions', and 'Edit'. The 'Edit' link is highlighted in the desktop view. Below the header, there is a placeholder for a user photo (150x150 pixels) with a 'Choose file' button. The main content area contains fields for 'First name' (António), 'Last name' (Sardinha), 'Email' (fishforlife@email.com), 'Description' (Fisherman and Poet), 'Username' (Tuna), 'Password' (represented by a series of asterisks), and 'Confirm password' (also represented by asterisks). At the bottom are 'Cancel' and 'Save Changes' buttons.

**Figure 8:** Profile**UI06: Register**

This is the page where a User can register into the website.

The figure shows two side-by-side views of a registration page. The left view is for a desktop computer, and the right view is for a mobile device. Both pages have a purple header with the 'Answerly' logo and navigation links for 'Search' and 'Sign in'. The main content area features a dark purple background with white text. It says 'Answerly' at the top and 'Hope you have a lot of questions ready to be answered!' below it. On the left, there is a registration form with fields for 'First Name \*', 'Last Name \*', 'Your Email \*', 'dd / mm / aaaa', 'Male' (radio button), 'Female' (radio button), and 'Username \*'. On the right, there is another registration form with fields for 'First Name \*', 'Username \*', 'Last Name \*', 'Password \*', 'Your Email \*', 'Confirm Password \*', 'dd / mm / aaaa', 'Description \*', and gender selection ('Male' or 'Female'). At the bottom are 'Sign In' and 'Register' buttons.

**Figure 9:** Register**UI07: Search**

Page that retrieves the results of a User search.

The figure shows two side-by-side views of a search results page. The left view is for a desktop computer, and the right view is for a mobile device. Both pages have a purple header with the 'Answerly' logo and navigation links for 'Profile', 'Notifications', 'My Questions', and 'Edit'. The 'Edit' link is highlighted in the desktop view. The main content area displays a search result for a user named 'António Sardinha' with the email 'fishforlife@email.com'. Below the search result, there is a 'Delete' button.

**Desktop**

**Mobile**

Answerly

Search Ask Something

Following

- Will Erling Braut Haaland be a future winner of the Ballon d'Or?
- Is it possible for Leicester City to defeat Aston Villa in the English Premier League?
- Do you think that Ronaldo is going to play in the next world cup?
- How can I learn C and C++?

Filters

Search Results

Adam Sandler's cool experiment

Hey guys! Can anyone tell me if mixing coke with mentos creates an explosive reaction? I'm doing research for my next movie and I want it to be 100% scientifically correct...

Adam Sandler's cool experiment

Hey guys! Can anyone tell me if mixing coke with mentos creates an explosive reaction? I'm doing research for my next movie and I want it to be 100% scientifically correct...

Adam Sandler's cool experiment

Hey guys! Can anyone tell me if mixing coke with mentos creates an explosive reaction? I'm doing research for my next movie and I want it to be 100% scientifically correct...

Adam Sandler's cool experiment

Popular labels

- #Medicine
- #Sports
- #Science
- #Astronomy
- #Programming

Filters

Search Results

Adam Sandler's cool experiment

Hey guys! Can anyone tell me if mixing coke with mentos creates an explosive reaction? I'm doing research for my next movie and I want it to be 100% scientifically correct...

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Adam Sandler's cool experiment

Adam Sandler's cool experiment

**Figure 10:** Search**UI08: About**

This is the about page where the user is presented information about this project.

**Desktop**

**Mobile**

Answerly

Search Ask Something

About answerly

Within the scope of the LBAW course, we were proposed to develop a web application for collaborative Questions and Answers. For this to be a commendable product, we want to assure a great user experience where the questions are easy to find and the answers helpful to the user. We aim to have an easily navigable website. A good interface is very important and the users need to be comfortable browsing the site.

Throughout life, we often find ourselves wondering about questions that surely a stranger, somewhere out there knows the answer and there is no way for him to reach out to us. With our project, we aim to tackle that by building a clean and trustworthy platform where relevant questions are asked and pertinent answers are replied.

Contacts

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Roberto Dias Mourato, [up201705616@fe.up.pt](mailto:up201705616@fe.up.pt)

Answerly

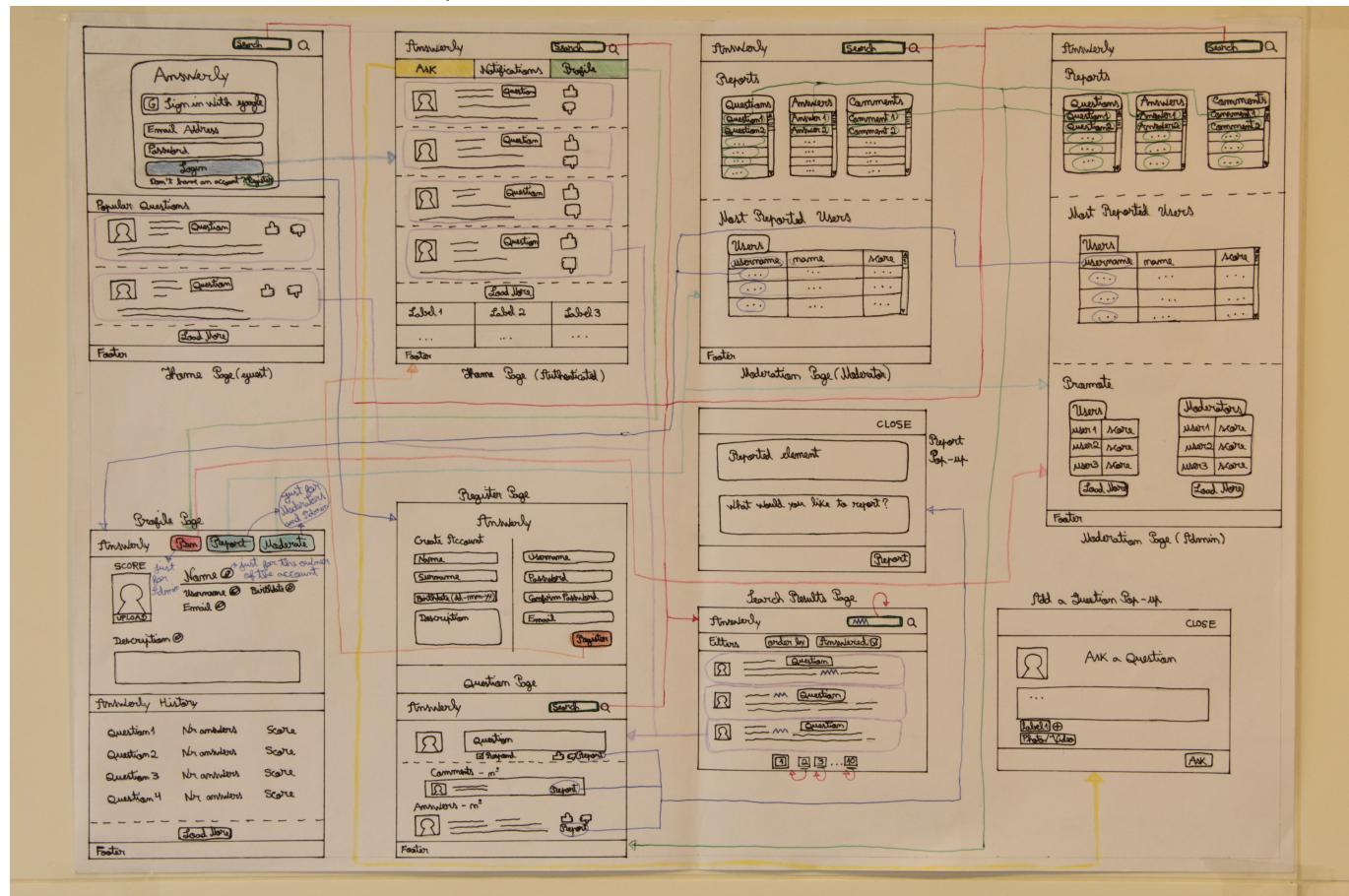
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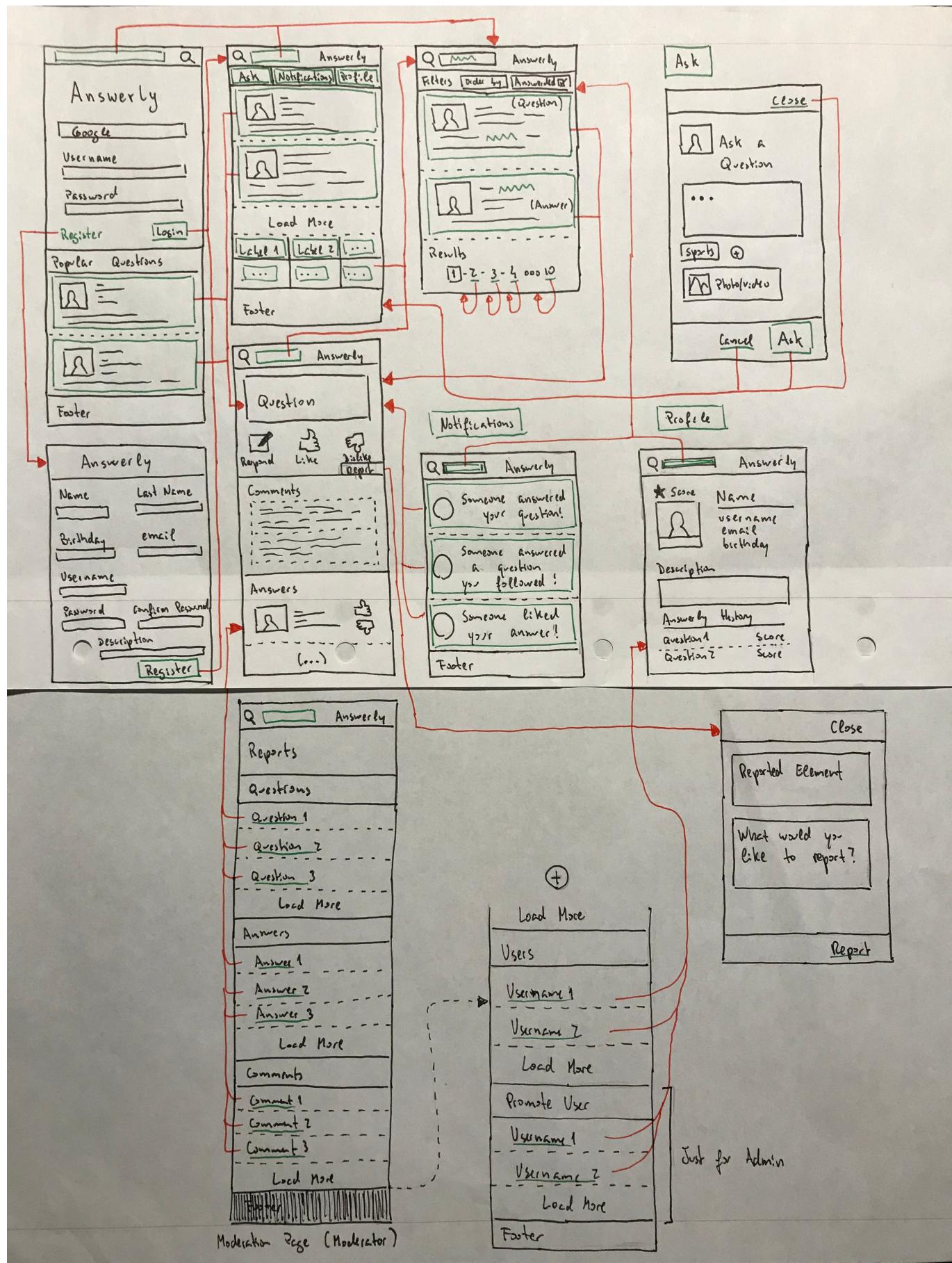
Throughout life, we often find ourselves wondering about questions that surely a stranger, somewhere out there knows the answer and there is no way for him to reach out to us. With our project, we aim to tackle

**Figure 11:** About**A1. Annexes**

## Hand-made wireflows of the desktop version of the website



## Hand-made wireflows of the mobile version of the website



## Revision history

1. First submission (09/03/2020).

2. Refactored website design: improved moderation area, sign in, login and search pages, created dropdown menu for profile access, deleted ask.php to be replaced by a pop-up, added various icons (16/03/2020).
  3. Improved Sitemap (20/03/2020).
  4. Completely changed Storyboards (22/03/2020).
  5. Updated a3 artifact in order to match the new website design (22/03/2020).
- 

GROUP2064, 09/03/2020

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