

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.

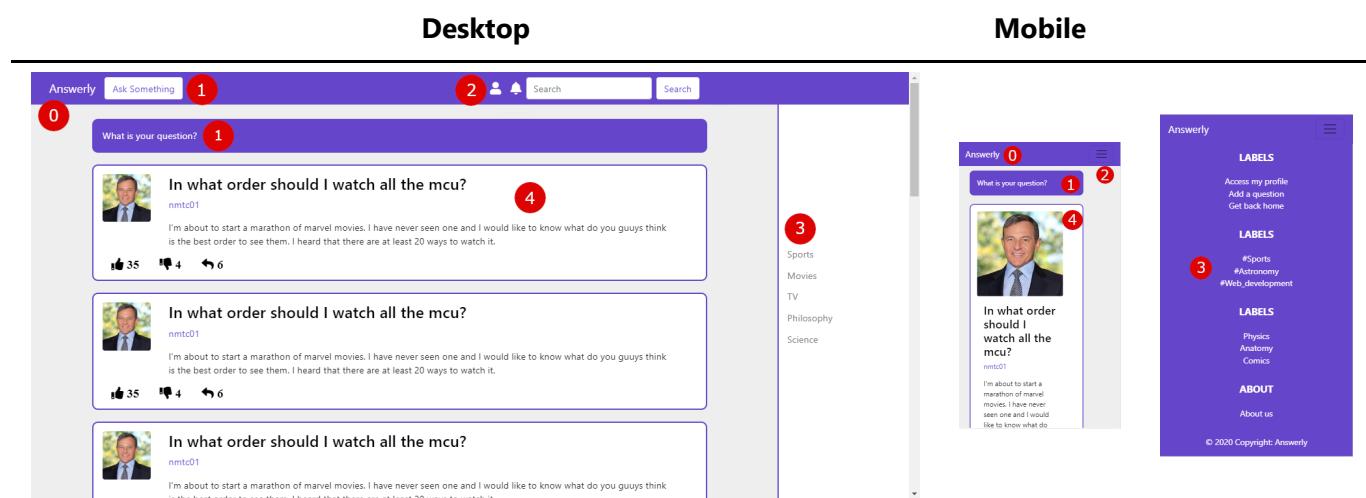


Figure 1.a: Home Page.

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

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.

The figure consists of two side-by-side screenshots of the Answerly platform. The left screenshot is labeled "Desktop" and the right is labeled "Mobile". Both screenshots show a question card and its interaction details.

Question Card:

- Desktop:** Shows a user profile picture of Pedro Dantas, the question title "How to generate a random string of a fixed length in Go?", and a text box containing "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?". Below the text box are upvote (35), downvote (1), and comment (6) counts.
- Mobile:** Shows the same question card with the same text and interaction counts.

Interaction Details:

- Desktop:** Below the question card are two input fields: "Answer" and "Comment". Each field has a red circle with a number indicating the count of interactions: "Answer" has 3 and "Comment" has 4.
- Mobile:** Below the question card is a single input field for "Answer" with a red circle showing a count of 4.

Comments Section (Visible on Desktop Only):

- Comments:** A header showing a red circle with a count of 4.
- Comment by nmtc01:** Text: "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.".
- Comment by edo1234:** Text: "This question does not show any research effort" (first highly upvoted answer in your link) - 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".
- Answers Section (Visible on Desktop Only):**
- Answers:** A header showing a red circle with a count of 3.
- Answer by bob_mourato:** Text: "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. Benchmarking each iteration can be found at the end of the answer. All the solutions and the benchmarking code can be found on the Go Playground. The code on the Playground is a test file, not an executable.".
- Comments on Answers:** Below the answer, there are upvote (35), downvote (1), and comment (1) counts.
- Mobile:** Shows the same comments and answers sections as the desktop version.

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.

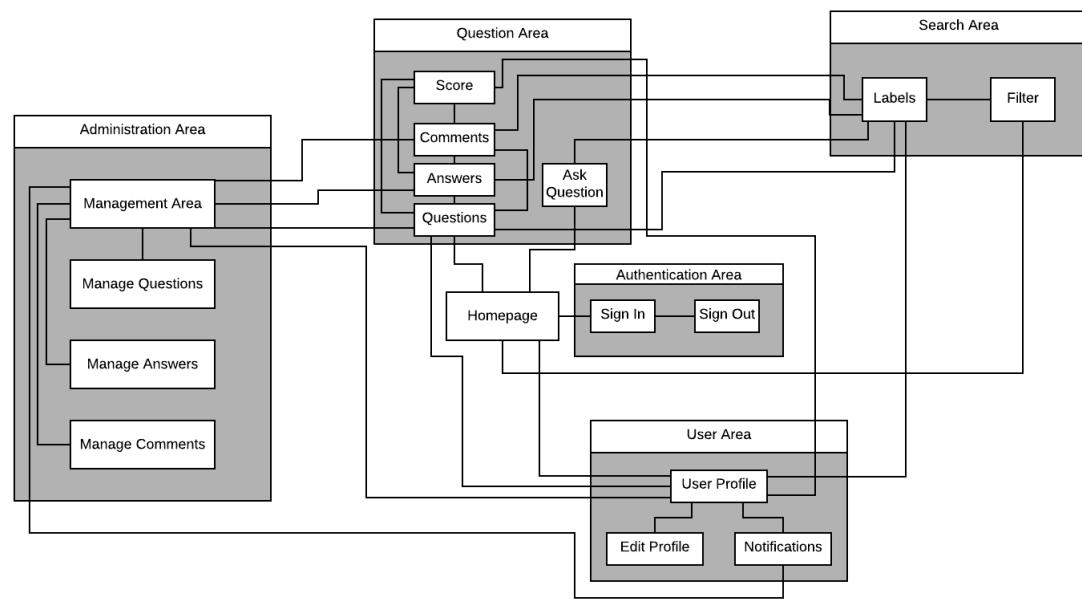


Figure 2: Sitemap.

3. Storyboards

The figure consists of two screenshots of the Answerly website. The top screenshot shows the login page. It features a purple header with a search bar and a 'Search' button. Below the header is a white box with the 'Answerly' logo. Inside the box are a 'Sign in with Google' button, 'Email Address' and 'Password' input fields, a 'Login' button (circled with red number 2), and a 'Don't have an account? [Register](#)' link (circled with red number 1). A red circle with the number 0 is in the top-left corner of the page. The bottom screenshot shows the homepage under a purple header labeled 'Popular questions'. It displays three identical posts in a grid. Each post includes a user profile picture, the question 'In what order should I watch all the mcu?', the user's name 'nmtc01', a red circle labeled '4' (circled with red number 4), and a red circle labeled '5' (circled with red number 5) indicating the number of answers and comments respectively. The posts also contain a brief description: 'I'm about to start a marathon of marvel movies. I have never seen one and I would like to know what do you guys think is the best order to see them. I heard that there are at least 20 ways to watch it.'

Figure 3.a and 3.b: This is login page of the website. Here the user can access to the homepage(2) by logging in with the correct credentials. We also give the option for the user to register into the website(1), or search for questions while not authenticated (3). Below we also list the most popular questions of the website, giving the user the option to check the question's page(4) or the profile of the user that asked it(5).

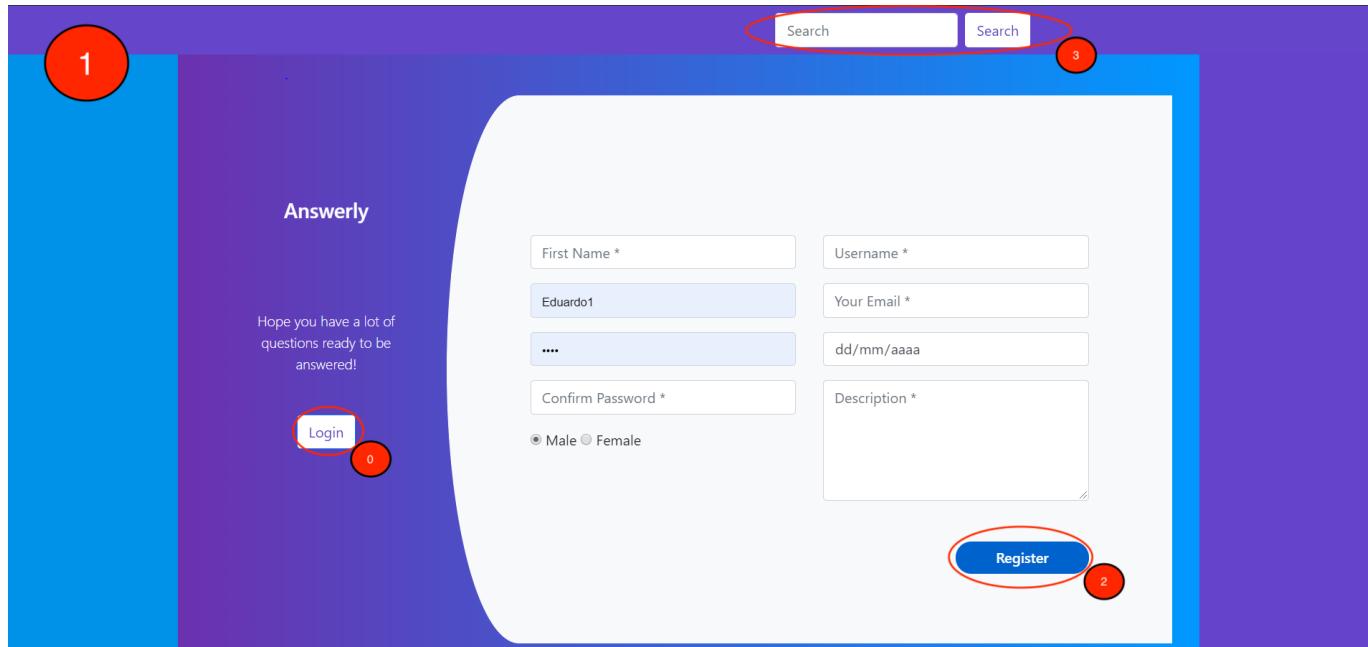


Figure 3.c: After the user has introduced its information, he can press the register button and go directly to the homepage(2).

Figure 3.d: In the homepage the user is presented several questions that are of his interest. He can find questions of a specific topic (3), ask a question(6), check a question's page(4) or user(5), go to his profile(5), check his notifications(7) or search for a question(3). All the actions presented in the navbar are common to all the pages that present that same navbar.

Figure 3.e: Here the user is with the results of his search, being able to access the question's page he so desires(4).

The screenshot shows a question page on a platform. At the top, there are navigation links: 'Answerly' (with a red circle containing '2'), 'Ask Something' (with a red circle containing '6'), and a search bar with a red circle containing '5'. Below the search bar are icons for user profile, notifications, and search.

Comments:

- nmtc01** (5) - A comment from a user named nmtc01. It discusses the topic of basic questions and suggests that loops, type casting, and make() functions are useful for beginners.
- edu1234** (5) - A comment from a user named edu1234. It criticizes the question for not showing research effort and states that the site is focused on teaching new people, not specific programming problems.

Answers:

- bob_mourato** (5) - An answer from a user named bob_mourato. It addresses the question about the fastest and simplest way to solve a problem, mentioning iterative benchmarking and the Go Playground.
- bob_mourato** (5) - Another answer from the same user, reiterating the need for the fastest and simplest solution and referring to the Go Playground.

A large red circle with the number '4' is located in the top right corner of the screenshot area.

Figure 3.f and 3.g: In the question's page, the user is able to access the profile of the users that interacted with the question(question, answer and comments). He can also answer the question or leave a comment(4)

The screenshot shows a user profile page for 'António Sardinha'. At the top, there are navigation links: 'Answerly' (with a red circle containing '2'), 'Ask Something' (with a red circle containing '6'), and a search bar with a red circle containing '5'. Below the search bar are icons for user profile, notifications, and search.

User Profile:

- Profile picture placeholder: 150 x 150.
- Upload a different photo button.
- Choose file button.
- Profile tab (highlighted).
- Messages tab.
- Edit tab.
- User details: 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, mastro, rede, pesca.
- Score: ★ Score 9999.

Recent Activity:

#	Question	Number of Answers	Score
1	Como é que meto o anzol na linha?	8	300
2	Está bom tempo para ir pescar?	17	146
3	Estamos na época da sardinha?	3	421

A large red circle with the number '5' is located in the top right corner of the screenshot area.

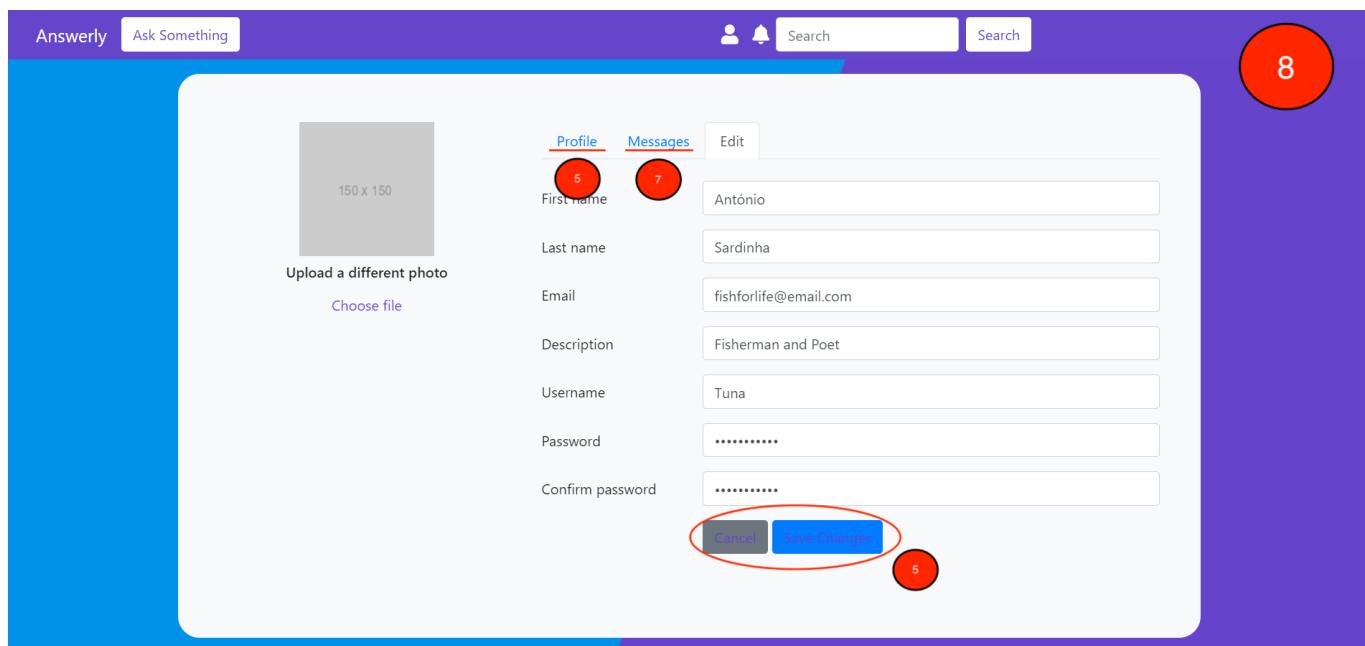
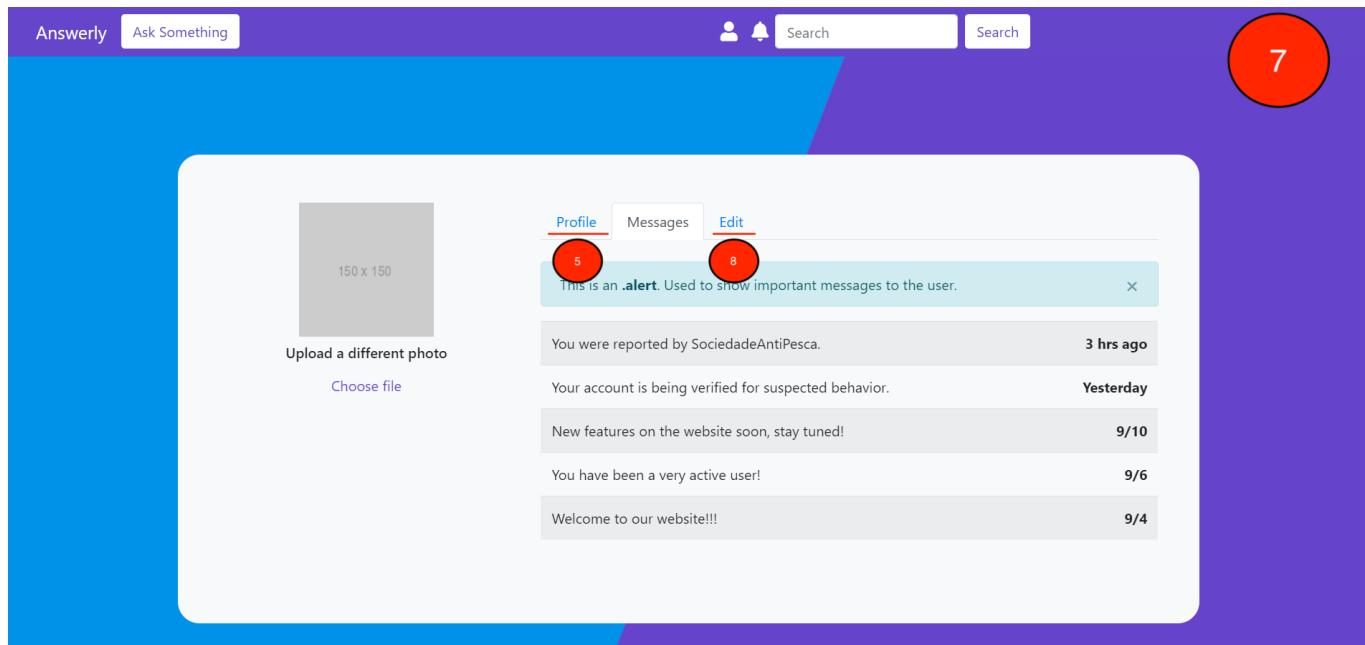


Figure 3.h and 3.i and 3.j: In the user profile, he is able to check his information and how his profile is presented to others. Besides that, he can check any notifications(7) he may have gotten or edit his own profile information(8).

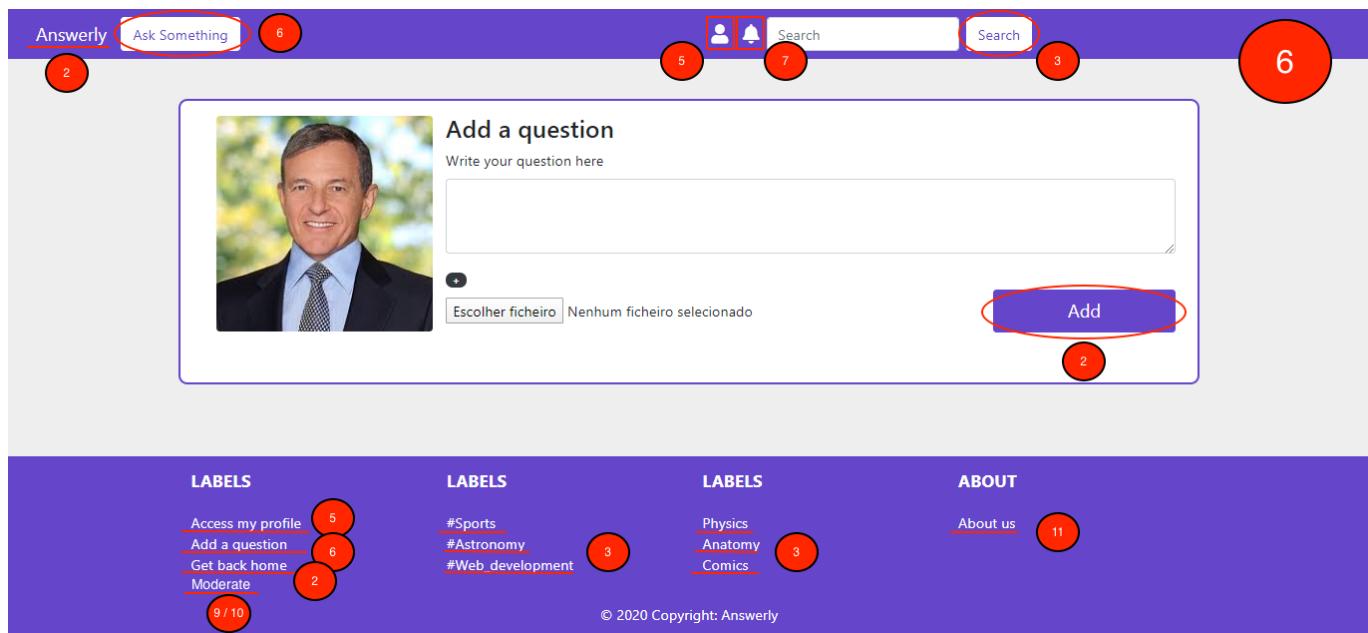


Figure 3.k: Here the user may write a question of his liking and submmiting any media he may want, and when he is done, press the "Add" button to go to the homepage and his question will be added to the website(2). In this photo we can also see the website footer that is foound in all the website's pages with links for the various pages refered above.

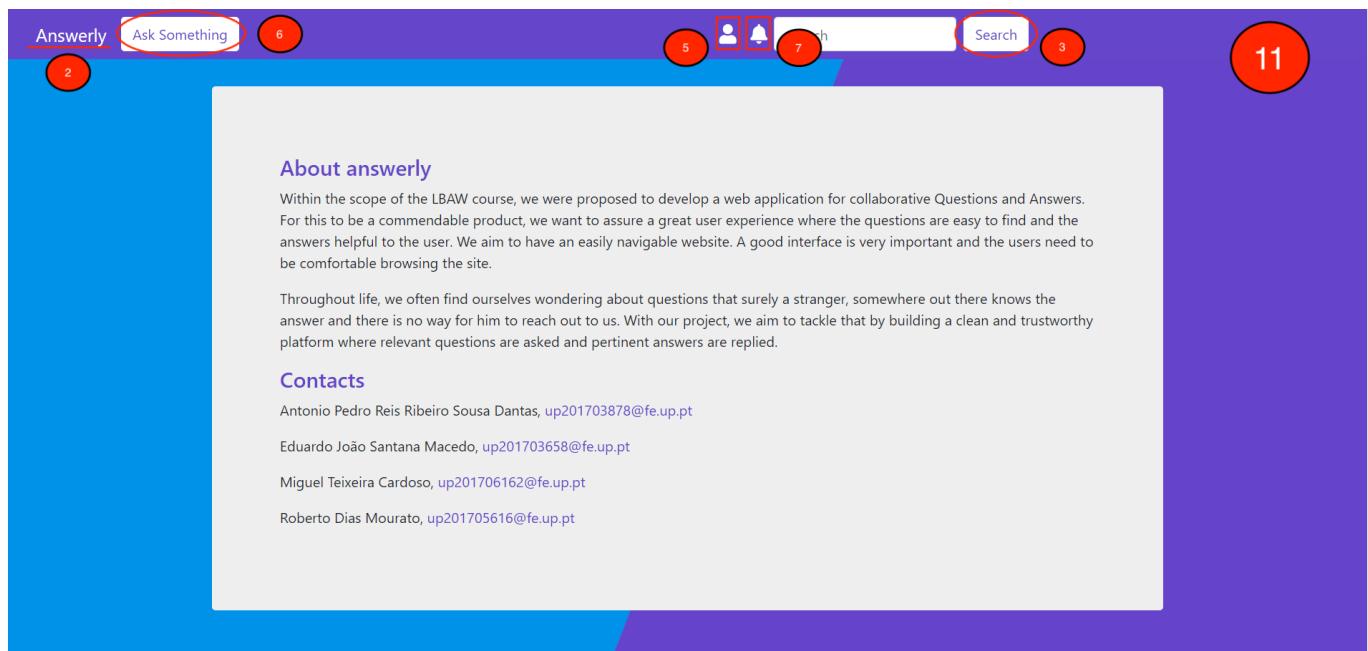


Figure 3.l: This is the about page where the user is presented information about this project. He may leave the page by using the searchbar. (E.g. Number 2 for Homepage).

Figure 3: Storyboard.

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

UI01: Sign In

This page has the option for the User to sign in to the website and below you'll find some of the most popular questions on *Answerly*

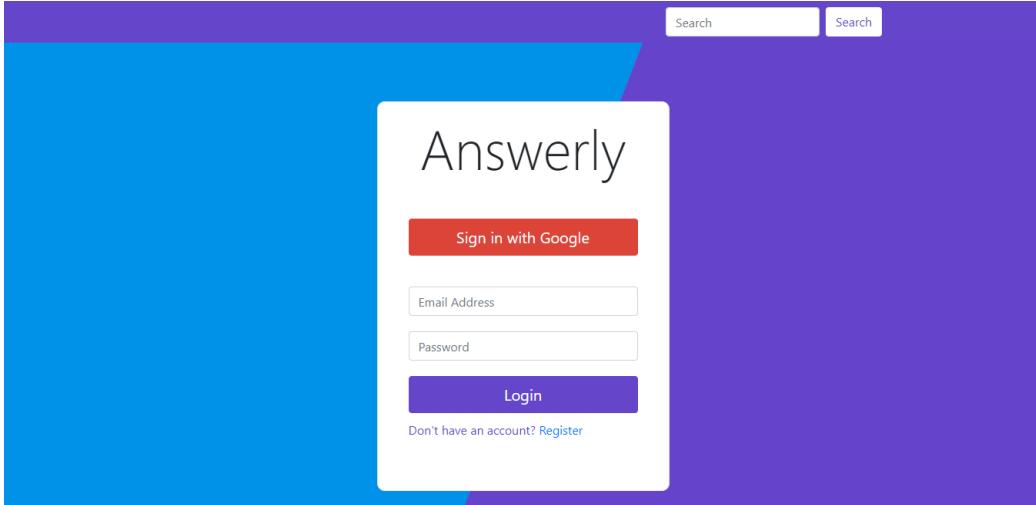
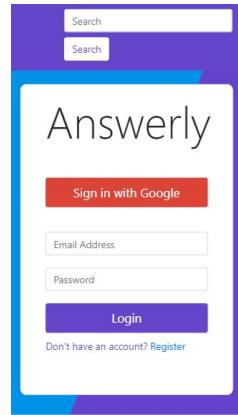
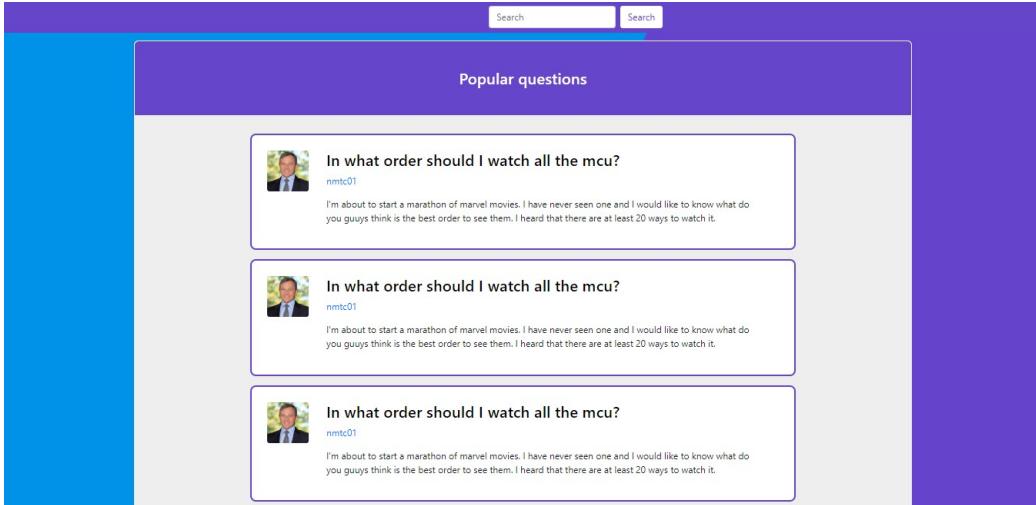
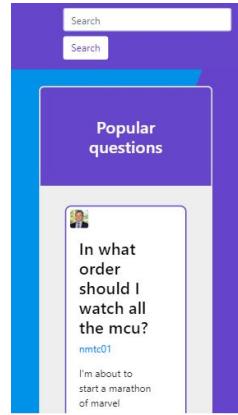
Desktop	Mobile
	
	

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. v

Desktop	Mobile
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Desktop

Mobile

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

Desktop

Mobile

Figure 6: Question

UI04: Ask

In this page the user will be able to post a question of his own, inserting media like pictures or videos if he so desires.

The figure shows two views of the 'Ask' feature. The desktop view features a large central input field for the question, with a placeholder 'Write your question here'. Below it is a file selection button 'Escolher ficheiro' and a message 'Nenhum ficheiro selecionado'. To the right is a purple 'Add' button. Above the input field, there's a placeholder image of a man in a suit. The top navigation bar includes 'Answerly' and 'Ask Something' buttons, along with user profile and search icons. The bottom navigation bar has sections for 'LABELS' (with links to 'Access my profile', 'Add a question', and 'Get back home'), 'ABOUT' (with a 'About us' link), and a copyright notice '© 2020 Copyright: Answerly'. The mobile view is a compact version of the same interface, designed for smaller screens.

Figure 7: Ask

UI05: 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.

The figure displays the 'Moderator/Admin' dashboard. The desktop version includes three main sections: 'Reports' (listing 'Questions' like 'Question 1', 'Answers' like 'Answer 1', and 'Comments' like 'Comment 1'), and 'Reported Users' (a table showing users 'johny1', 'mary123', 'redflag', and 'Suzz987' with their names and scores). The mobile version is a simplified version of the same dashboard, showing the 'Reports' section and a 'Reported Users' section with the same data.

Desktop

Username	Score
joee	146
doe23	95
penguinxD	89
somethinggg	67

Username	Score
johny1	32
mary123	15
redflag	5
Suzz987	3

Mobile

Figure 8: Moderation Area: Admin; Moderator

UI06: Profile

This page consists in the User's profile. Here he'll be able to Edit its information and also view any notifications he might have

Desktop

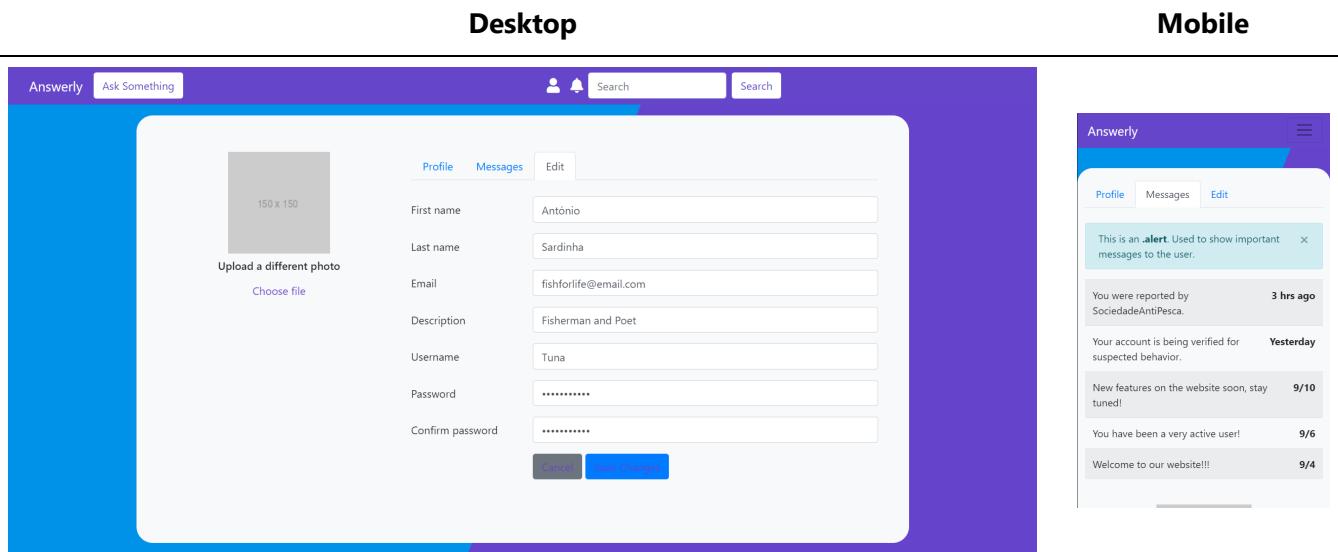
#	Question	Number of Answers	Score
1	Como é que meto o anzol na linha?	8	300
2	Está bom tempo para ir pescar?	17	146
3	Estamos na época da sardinha?	3	421

Mobile

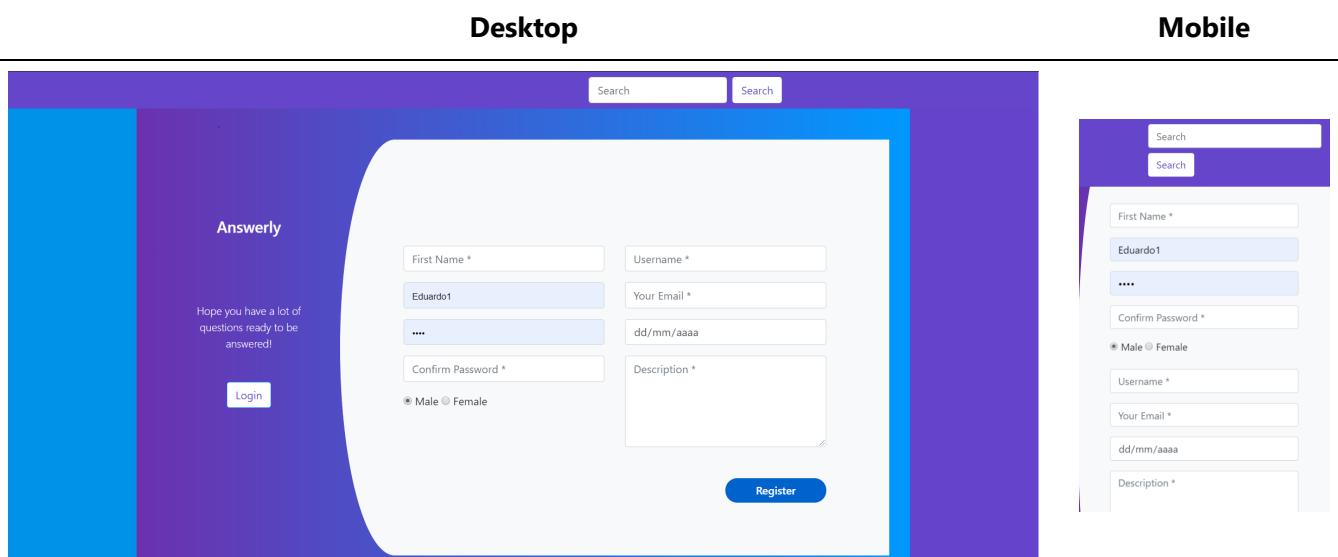
Desktop

#	Question	Number of Answers	Score
1	Como é que meto o anzol na linha?	8	300
2	Está bom tempo para ir pescar?	17	146
3	Estamos na época da sardinha?	3	421

Mobile

**Figure 9: Profile****UI07: Register**

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

**Figure 10: Register****UI08: Search**

Page that retrieves the results of a User search.



Desktop

Mobile

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...

Figure 11: Search**UI09: About**

The purpose of this page is for the user to find a specific question or questions about a specific topic

Desktop

Mobile

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.

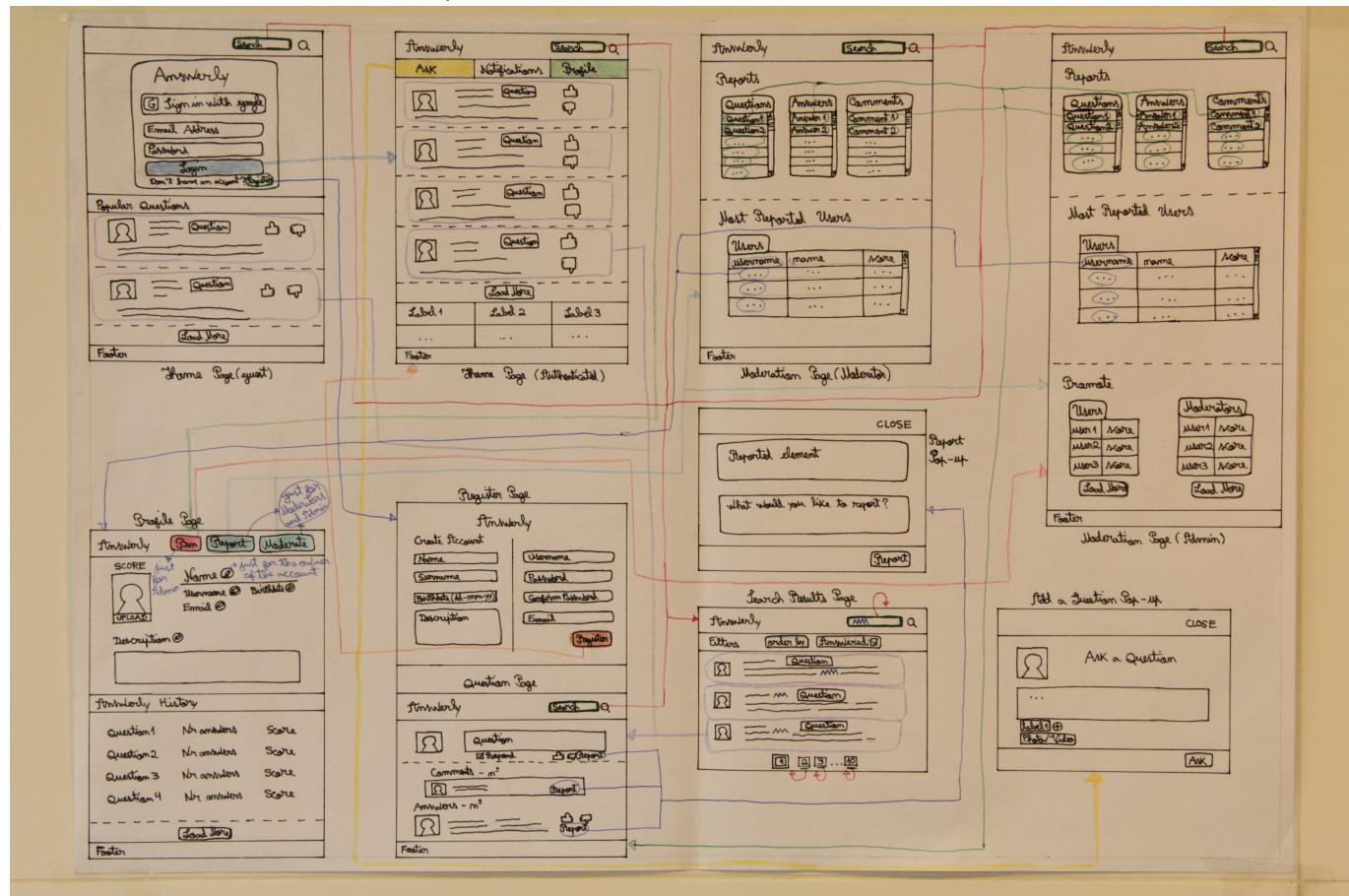
Throughout life, we often find ourselves wondering about questions that surely a stranger, somewhere out there knows the answer and there is no way for him to reach out to us. With our project, we aim to tackle that by building a clean and trustworthy platform where relevant questions are asked and pertinent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

Contacts

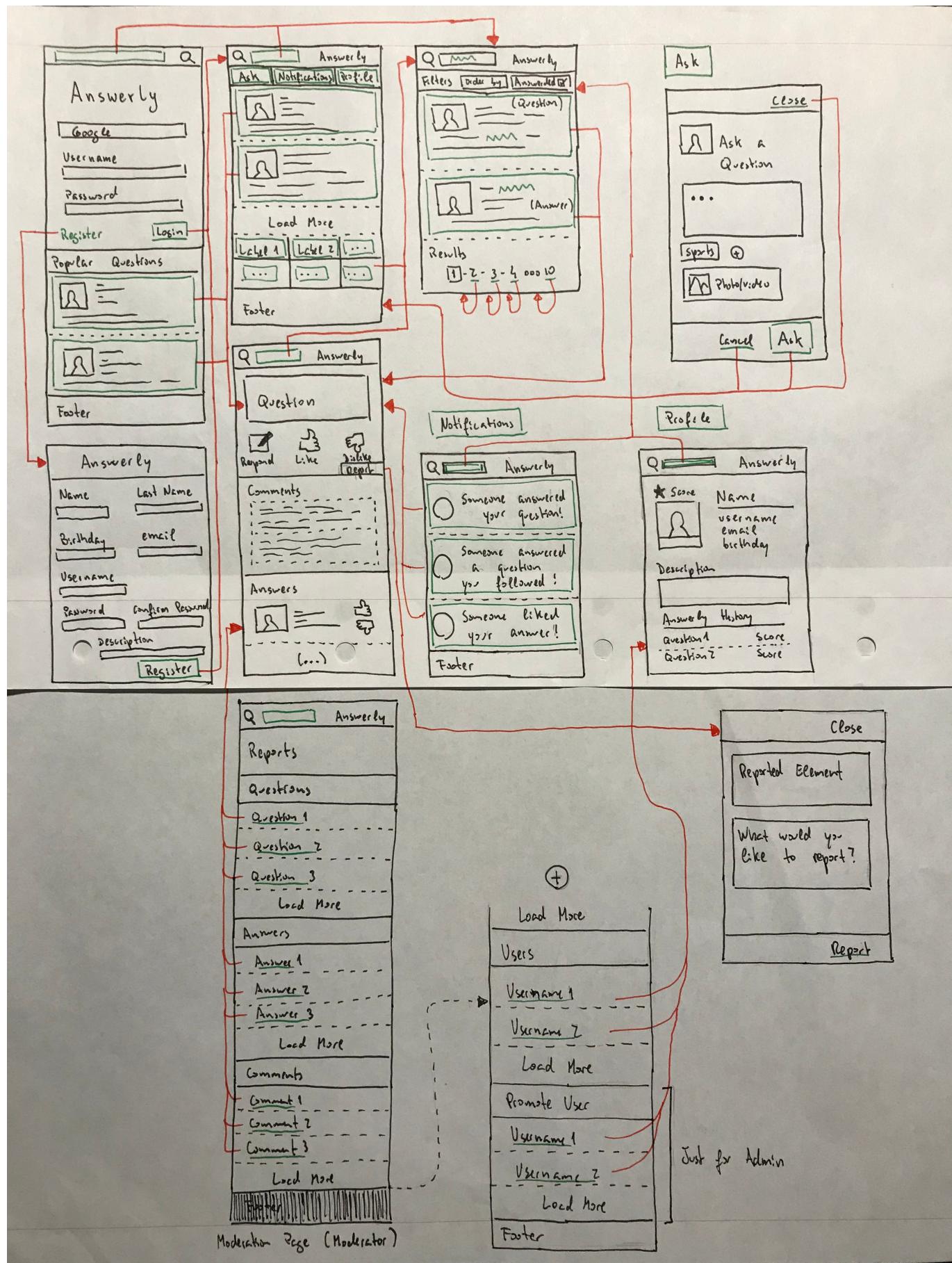
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Figure 12: About**A1. Annexes**

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).

GROUP2064, 09/03/2020

- Antonio Pedro Reis Ribeiro Sousa Dantas, up201703878@fe.up.pt
- [Editor] Eduardo João Santana Macedo, up201703658@fe.up.pt
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