

User Interface

Overview

What are the most important facts that a developer should know about the user interface of this system?

The UI must be as simple as possible

What are the ranked goals for the user interface of this system?

- ❖ Safety
- ❖ Task support and efficiency
- ❖ Understandability and learnability.
- ❖ Consistency and familiarity.

Metaphors, Exemplars and Standards

What is the central metaphor of these UI design?

What existing systems have user interfaces similar to the UI you want to build? What specific aspects are similar?

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What UI design standards, guidelines, and styles are you following?

- ❖ W3C Accessibility Guidelines
- ❖ Django UI

Task Models

What types of users will use this system?

An administrator and User(worship leaders)

What types of tasks will those users perform?

Common users can add, delete, view and edit songs. They can also generate playlist. The Administrator has the right of a user and has the capability to add, view and delete user. The Administrator can also configure the site.

Content Model/Interaction Contexts

Interaction Context Abstract UI Components	Purpose	Contents/Constraints/Behavior
Login dialog	Verify that the current user is actually the person that they claim to be.	
Register New User	Enables a new user to have his/her account in the system	Filling up a new form for the "User name" and "Password" of the new user.
User name	Identify the user account that the current user is trying to access.	The name of the user account. Regex: <code>[_a-z0-9]{1-16}</code> . The application should not do anything that would help users guess usernames. E.g., this should not be a combo-box with recent users listed, and it should not offer auto-complete.
Password	Verify that the current user knows a secret password that only the true user of that user account should know.	The password of 4-16 characters. Do not display the password on the screen. The application should not do anything that would help users guess passwords.
Login	Allow the user to indicate that they have completed entry of their username and password.	"Login" Only enabled when <code>Username != ""</code> . If the username or password is incorrect, delay a few seconds, and then clear all fields.
Lost Password	Allow the current user to start a process of generating a new password for a given username.	"Forgot your password? Click here." Only enabled when <code>Username != ""</code> .

Technical Constraints / Operational Contextualization

What are your assumptions about the output devices?

We assume every type of audio file can be played. We make very few assumptions about the user's screen or web browser, other than the assumption that they can view page somehow.

What are your assumptions about the input devices that you will use?

We assume only that the user has a standard keyboard and mouse.

What are your assumptions about the amount of time users will spend on tasks?

Since our goal is to make the software user –friendly, it will take five to eight minutes depending on what function the user will perform.

What windowing systems, UI libraries, or other UI technologies will you use?

Simple HTML and CSS with simple GIF images.

Understandability and learnability

Are there any labels of icons that are likely to be misunderstood?

There are no icons or buttons that will be misunderstood since our target is simple users interface focusing more on functionalities of the system.

Is the user's current place and state clearly visible? E.g., wizard step 2 of 5, or edit-mode vs. play-mode.

The user's current place and state will be visible since the system will update the user about his/her place and current state.

Are advanced options clearly separated from the most commonly used options?

The Generate playlist option is separated from other options since it takes amount of space for the output.

Are there no invisible options or commands? E.g., hold down the control key when opening a dialog box to see advanced options.

There are no invisible options or commands present in this system.

