

A3: User Interface Prototype

1. Interface and common features

The user interface of the *SegFault* platform is a set of web pages made using the latest standards: HTML5, Javascript, CSS3. For faster development Bootstrap was used.

The platform is based on a responsive design, that is capable of being adapted to screens of different sizes and resolution without losing functionality.

The principal functionality of our platform are the questions of our users and the fast access to them. Because of that, our main page contain in their majority a preview of some questions of the users.

A navigation bar has been implemented that allows for various interactions with the user, depending on whether the user is authenticated or not;

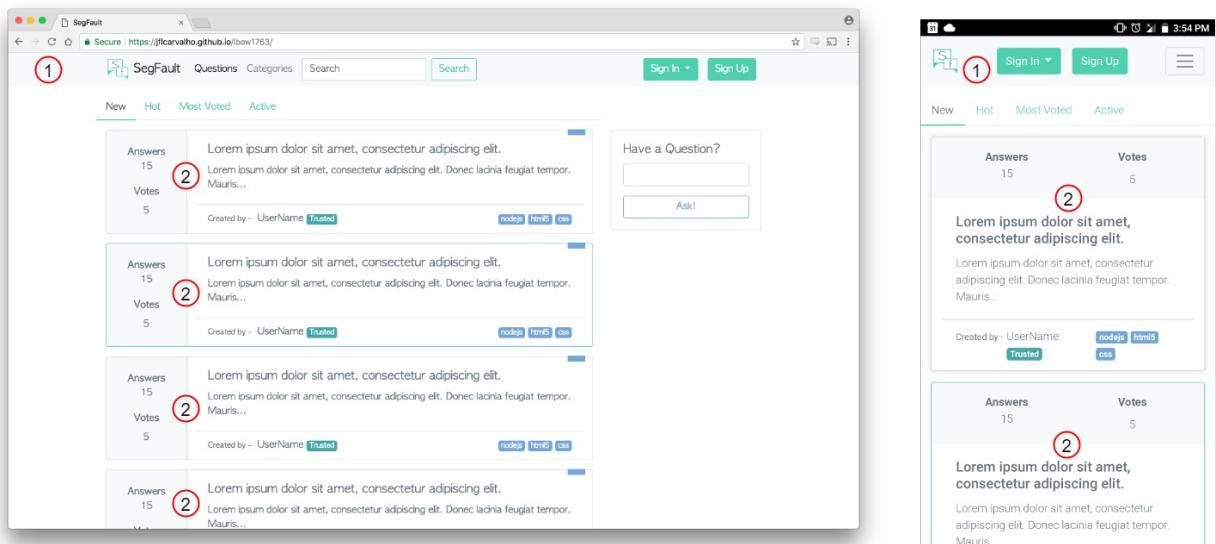


Figure 1.a: Main Interface.

1. NavBar;
2. Preview of Questions;

Besides that the answer to the question is very important, so in order to be easier to the user to see that, we develop for each question an individual page.

With more emphasis, in each question page the user can see the full description of the question and also some information about the author of the question and how many votes the question have.

Following the description it will appear all the answers to the question. If one answer was marked as correct it will appear first.

Each question our answer can be commented. All last tree can be voted in order to present first the better content and give reputation to the users. This privileges is just for the authenticated users.

The screenshot displays the SegFault question interface. At the top, there's a navigation bar with a logo, the site name "SegFault", and links for "Questions", "Categories", "Search", "Sign In", and "Sign Up".

Question Details:

- Number:** 1 (circled in red)
- Title:** Lorem ipsum dolor sit amet, consectetur adipiscing elit.
- Description:** Let's say we're making a first-person camera. The basic idea is it should yaw to look left & right, and pitch to look up & down. So we write a bit of code like this (using Unity as an example):

```

1. void Update() {
2.     float speed = lookSpeed * Time.deltaTime;
3.
4.     // Yaw around the y axis using the player's horizontal input.
5.     transform.Rotate(0f, Input.GetAxis("Horizontal") * speed, 0f);
6.
7.     // Pitch around the x axis using the player's vertical input.
8.     transform.Rotate(-Input.GetAxis("Vertical") * speed, 0f, 0f);
9. }
```

- Answers:** 15 (circled in red)
- Votes:** 5

Code Examples:

- Original Post:** A block of C# code for a camera update function.
- Edited Post:** A slightly modified version of the code.
- Comments:** Three numbered comments are shown, each with a reply count (e.g., 4 comments).
- Related Questions:** A sidebar listing three questions with their titles and descriptions.

Comments:

- Comment 1:** A comment from a user named "UserName" with 4 comments.
- Comment 2:** A comment from a user named "UserName" with 9 comments.
- Comment 3:** A comment from a user named "UserName" with 3 comments.
- Comment 4:** A comment from a user named "UserName" with 4 comments.

Right Panel:

- Top Content:** A snippet of text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit." followed by a note about a first-person camera.
- Code Examples:** Two snippets of C# code for camera rotation.
- Comments:** Three numbered comments from users "UserName", "UserName", and "UserName" with 4, 4, and 3 comments respectively.
- Related Questions:** A sidebar listing three questions with their titles and descriptions.

Figure 1.b: Question Interface.

1. NavBar;
2. Full description of the question;

3. Answers to the question;
4. Comments;

2. Sitemap

This sitemap presents the overall structure of the web application.

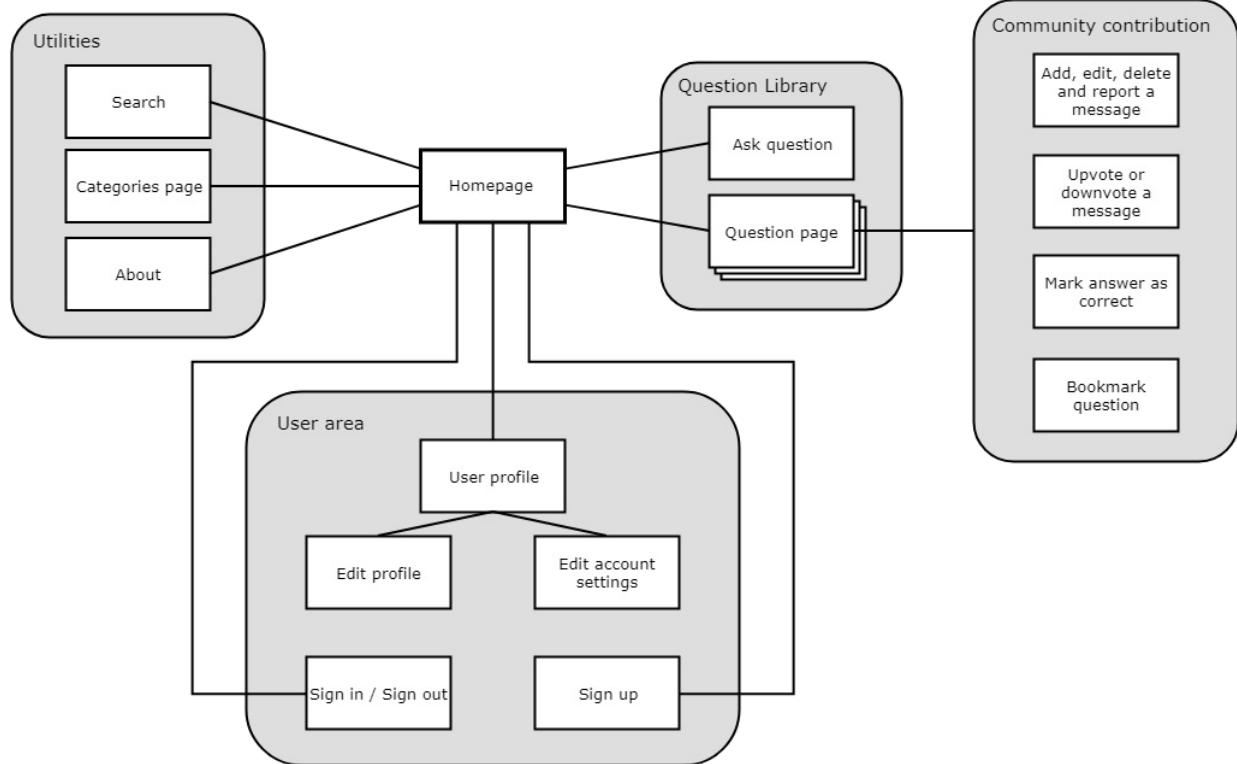


Figure 2.a: Sitemap.

3. Storyboards

This section displays step-by-step illustrations of the main use cases of the system.

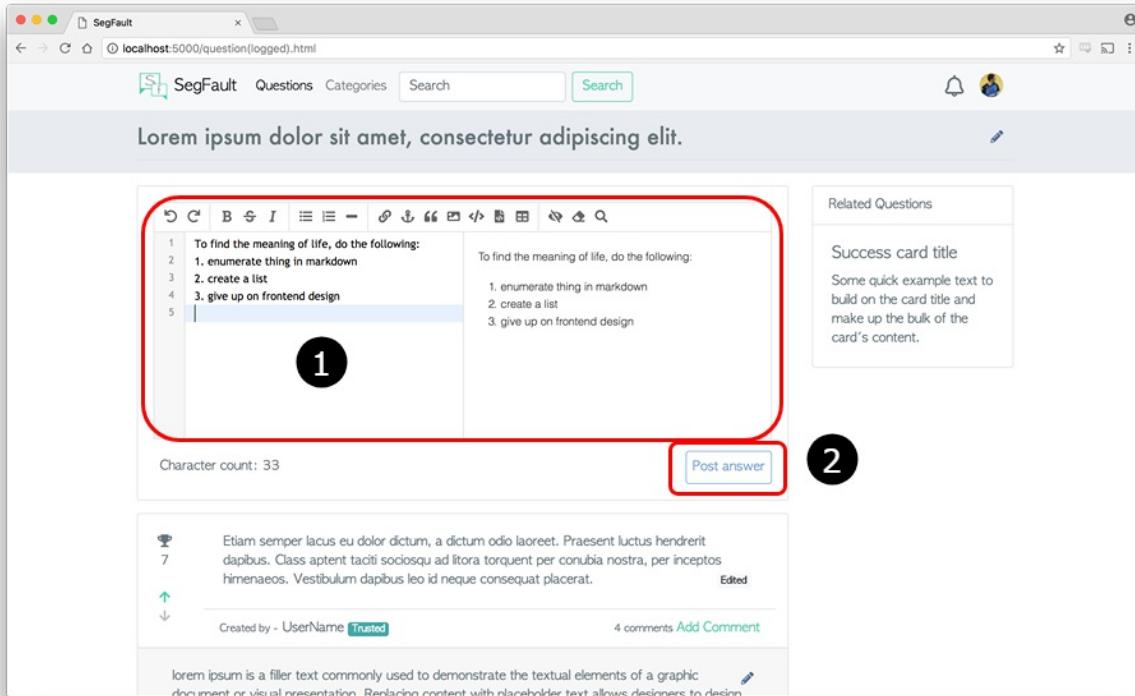


Figure 3.a: While logged in, to answer a question you must write your answer on the text area (1) and then submit your answer by clicking on the "Post answer" button (2).

The screenshot shows a list of answers to a question. The first answer is highlighted with a red border. The sidebar on the right contains a user profile for 'António Almeida' and a 'Have a Question?' section with two buttons.

- Answer 1:**
 - Created by -UserName Trusted
 - nodejs html5 css
- Answer 2:**
 - Created by -UserName Trusted
 - nodejs html5 css
- Answer 3:**
 - Created by -UserName Trusted
 - nodejs html5 css

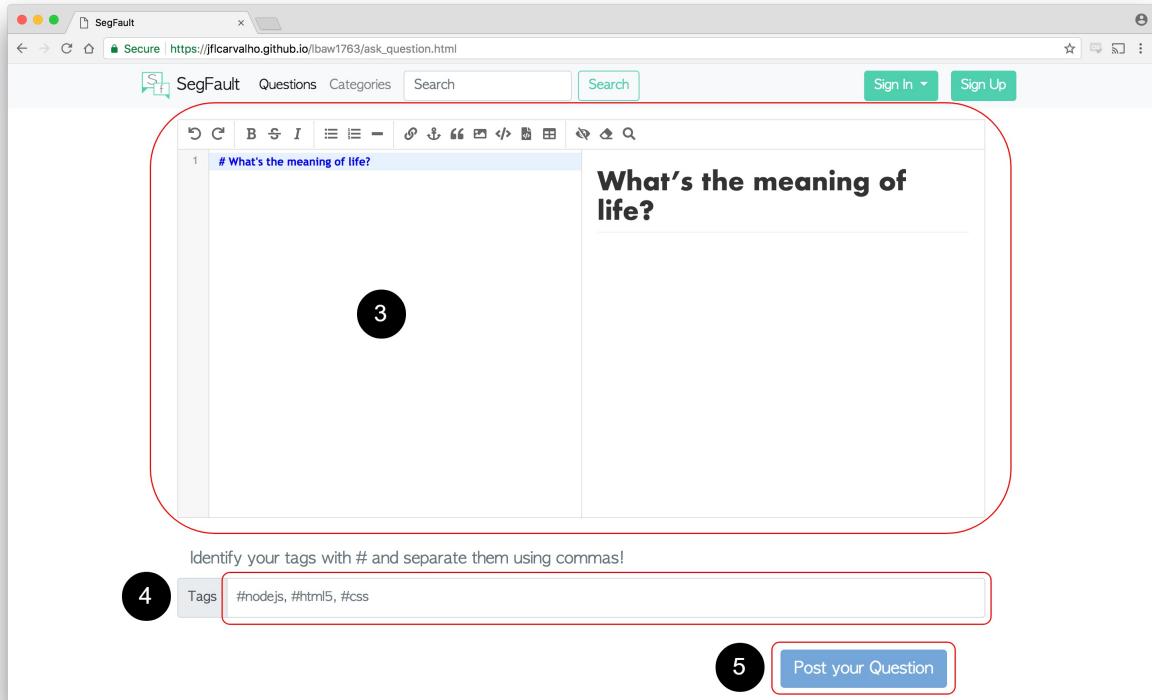


Figure 3.b: While logged in, to ask a question you must enter your question title (1) - which can later be modified -, click the "Ask!" button on (2) the landing page and you'll be redirected to the "ask question page". There you'll write your question on the text area (3), the related tags (4) and then submit it by clicking on the "Post your question" button (5).

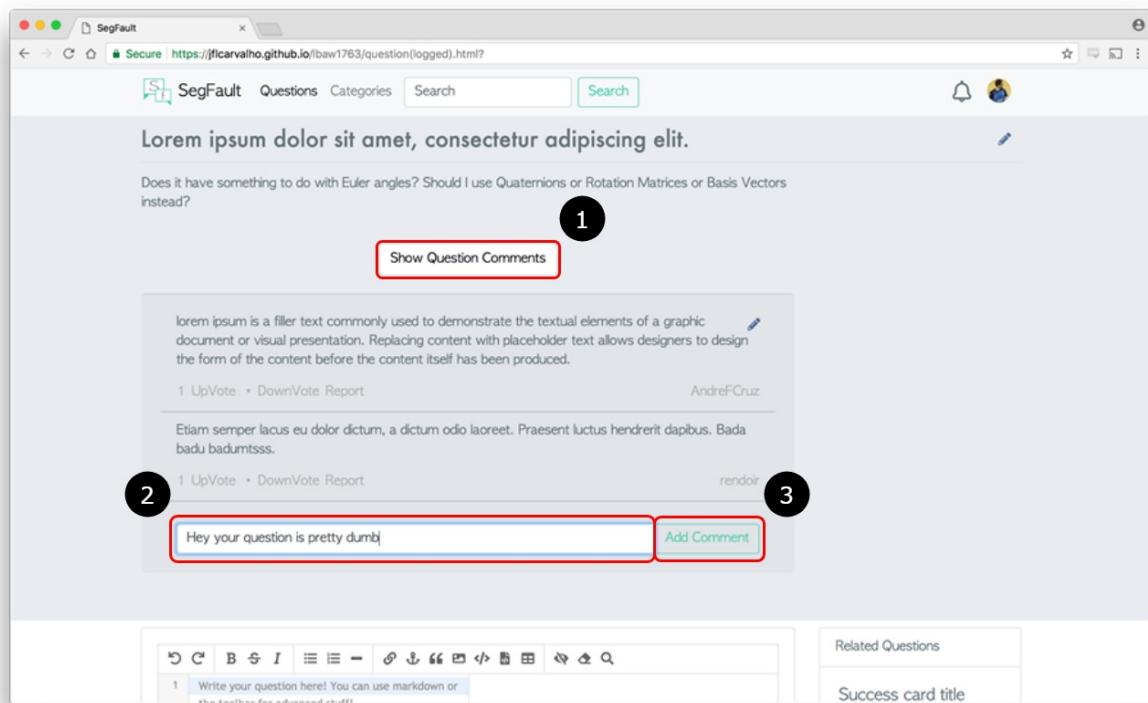


Figure 3.c: While logged in, to add a comment (to a question, for example) you should click the button that shows the comments to that message (1), then you'll be shown a text area where

you can write your comment (2) and finally you can submit it by clicking on the "Add comment" button (3).

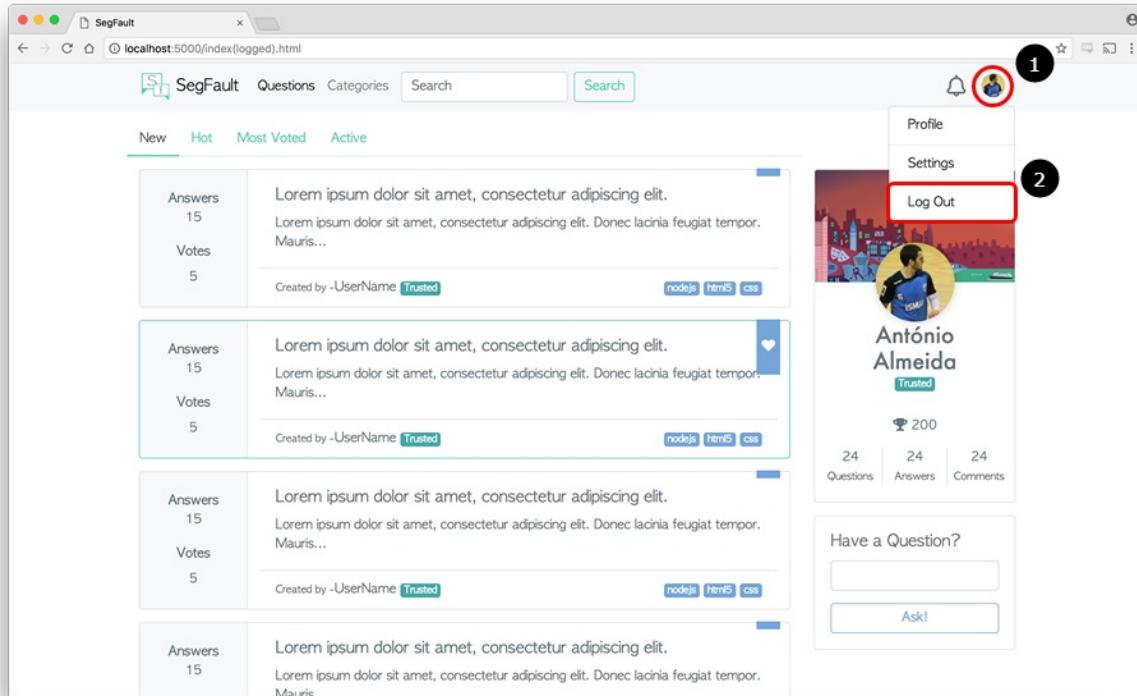


Figure 3.d: To log out you have to click on your profile thumbnail (1), then you'll be shown a dropdown where you'll have to click on the "Log out" option (2).

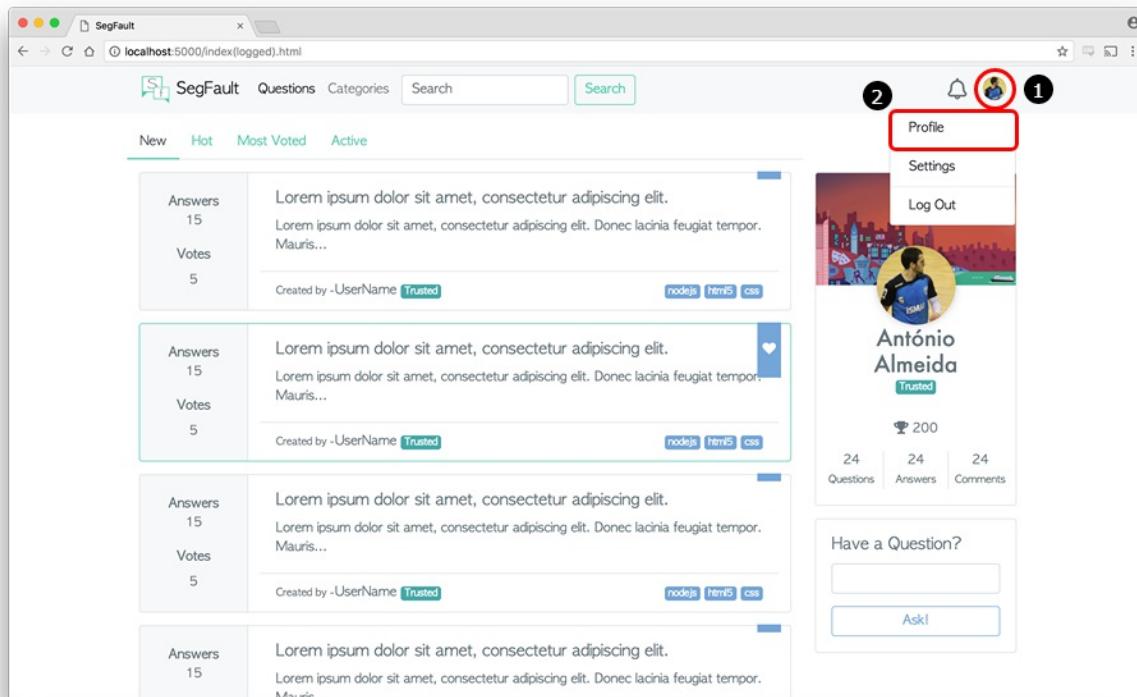


Figure 3.e: To check your profile click on your profile thumbnail (1), then you'll be shown a

dropdown where you'll have to click on the "Profile" option (2).

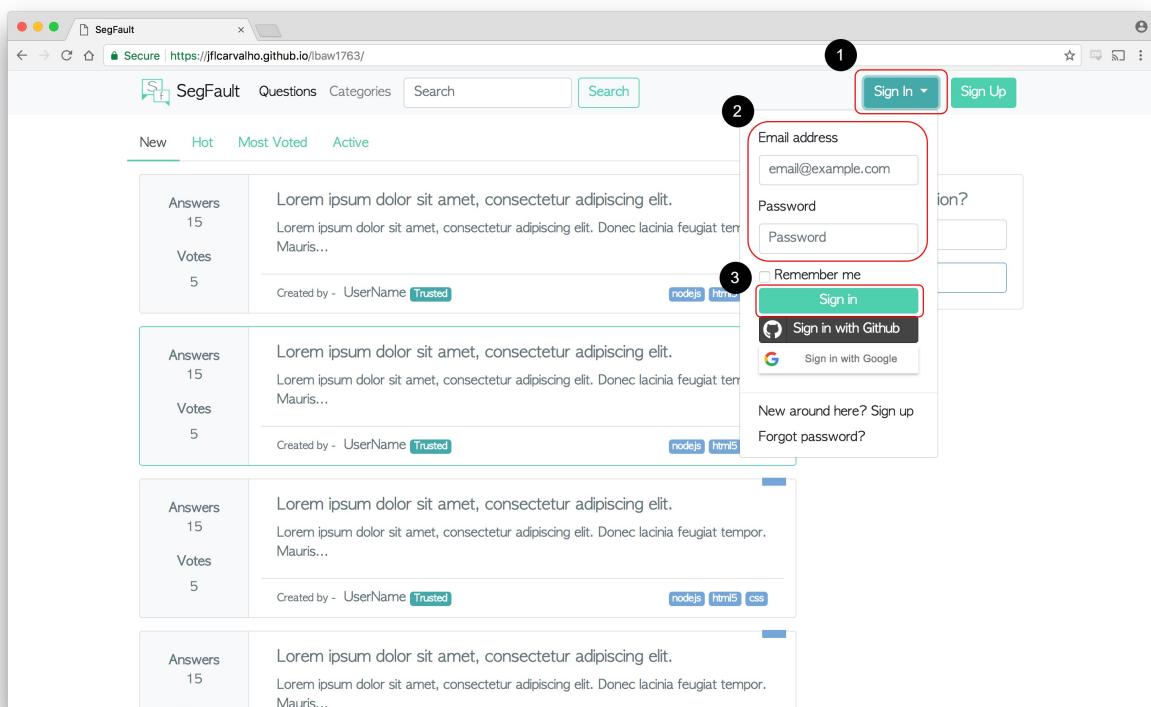
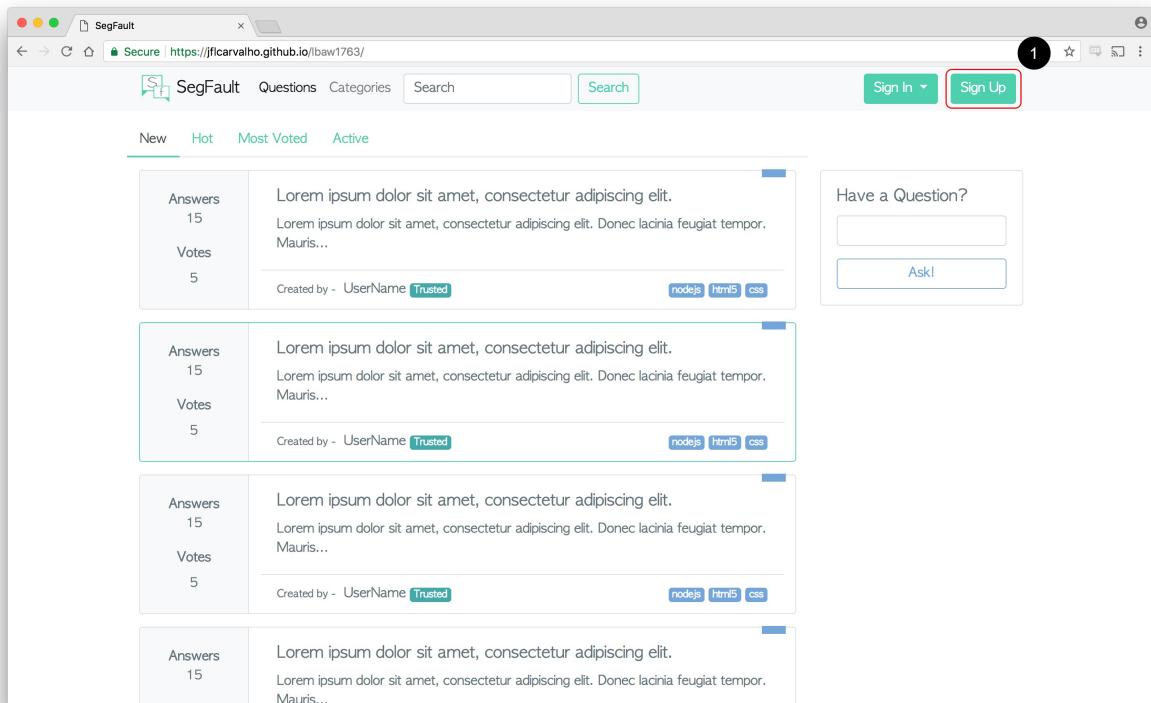


Figure 3.f: While visiting the website, to sign in you can click the "Sign in" button (1), then you'll be shown a dropdown where you'll have to fill your credentials (2) and finally enter them by clicking "Sign in" (3).



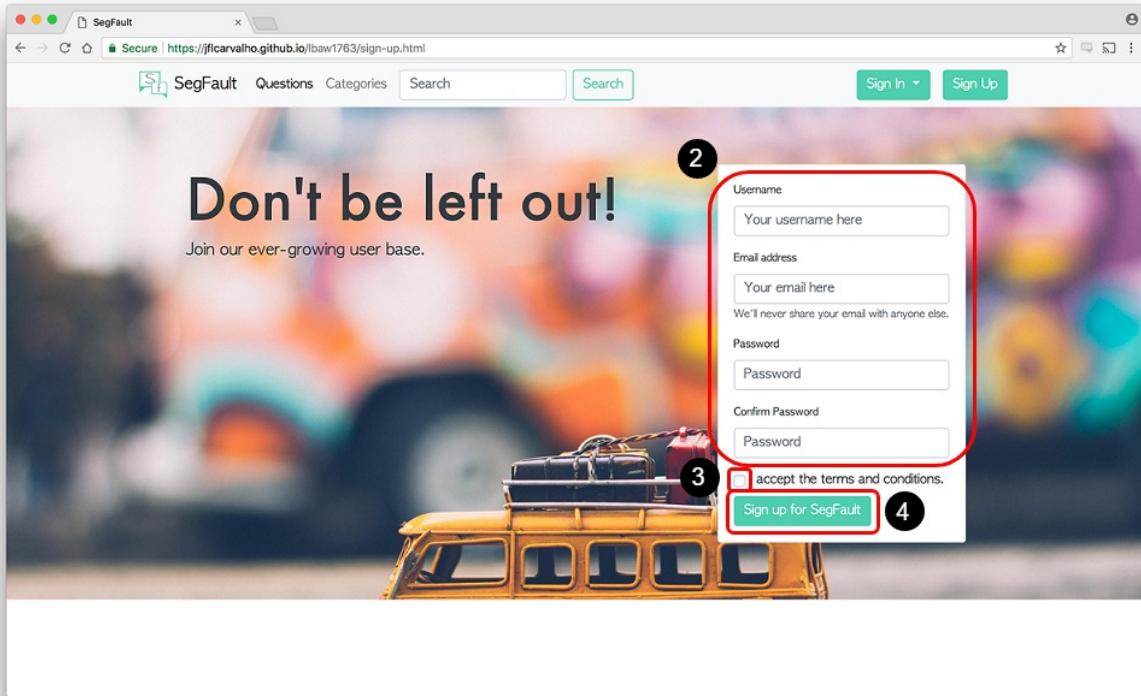


Figure 3.g: While visiting the website, to sign up you can click the "Sign up" button (1), which will redirect you to the "Sign up page" where you'll enter your personal credentials (2), accept our terms and conditions by checking the checkbox (3) and finally clicking "Sign up for SegFault" (4).

4. Interfaces

The following interfaces describe the main content of the web pages and their relative priority and help the project team previewing the features and behaviour of the final product's different screens, both their desktop (left) and mobile (right) versions.

UI01: Home

On the [home page](#), the user can view several questions to his choosing, their title, score, number of answers, and a short introduction. The user can also bookmark a question for ease of access. As customary, the user can search for a specific question using the *nav-bar*.

Additionally, an authenticated user can ask a new question: after introducing the title and clicking the "Ask!" button the user is redirected to the [question editing page](#). If a visitor (non-authenticated user) clicks the "Ask!" button, a "Sign-In" prompt appears.

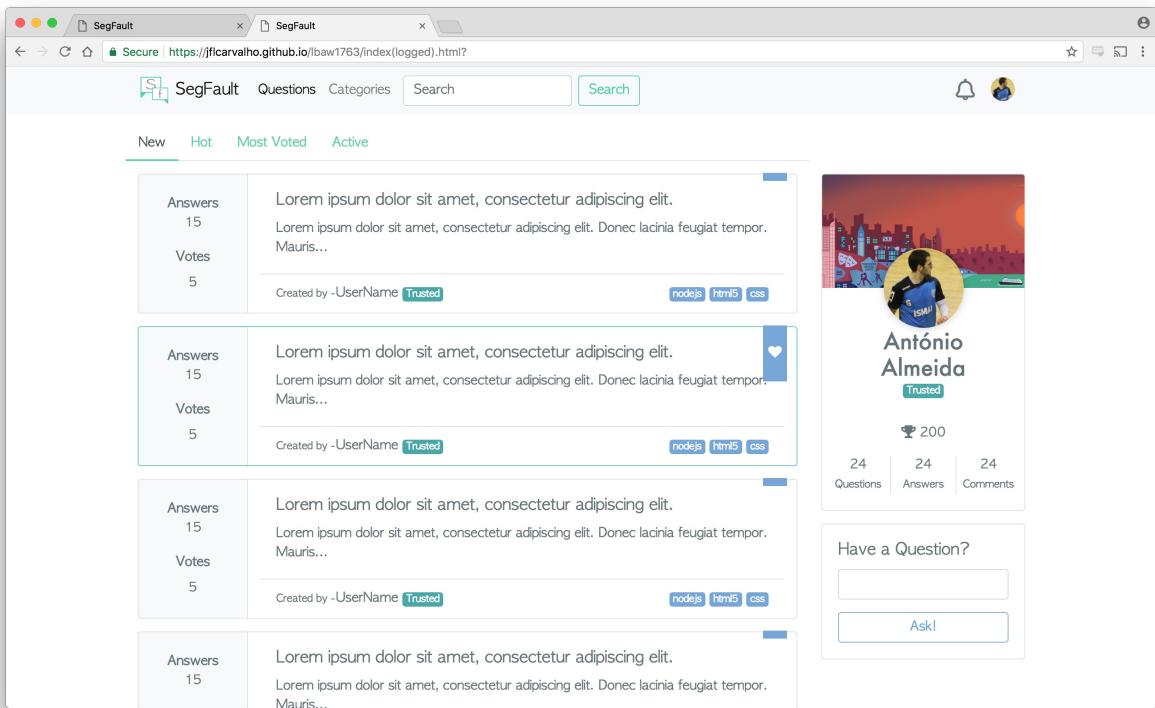


Figure 1.a: Home page.

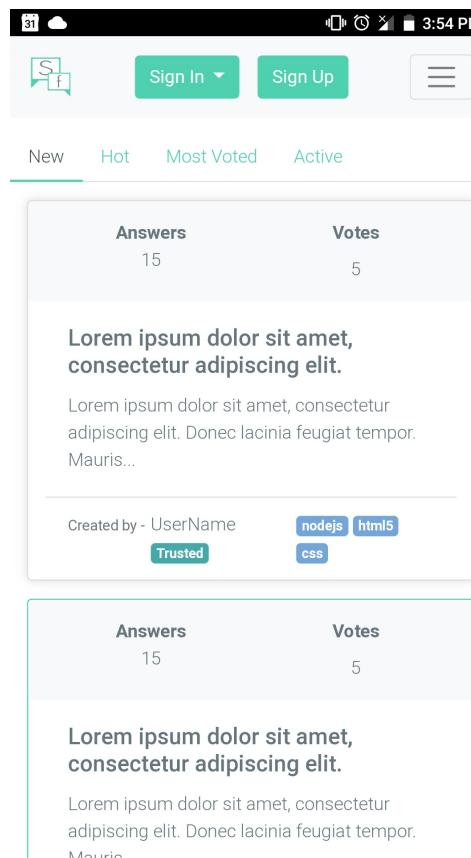


Figure 1.b: Home page, on mobile.

UI02: About

The [about page](#) informs the user of the purpose of the site, as well as the team behind it. Additionally, the user can navigate to the developers' *SegFault* profiles by clicking on them.

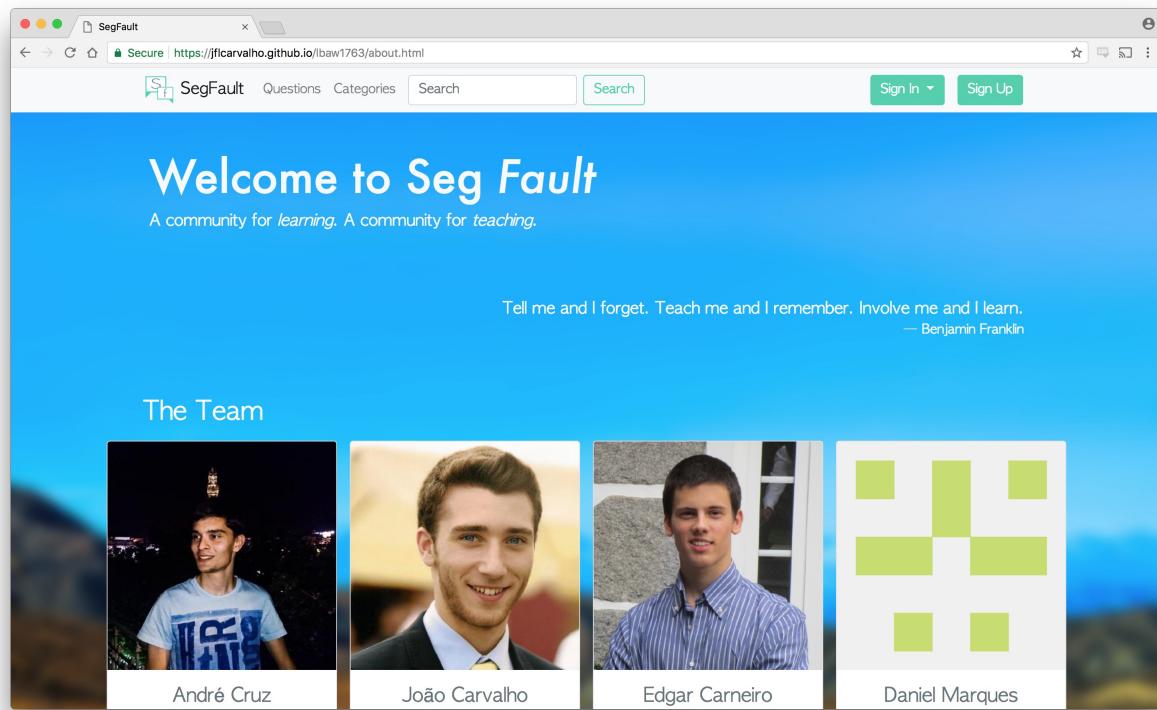


Figure 2.a: About page.



Figure 2.b: About page, on mobile.

UI03: Question

The question page allows a user to see the full description of a question, as well as its answers and comments. An authenticated user can vote on a question, answer or comment, or report any of these.

The screenshot shows a web browser window for the SegFault platform. The URL is [https://jflicarvalho.github.io/baw1763/question\(logged\).html](https://jflicarvalho.github.io/baw1763/question(logged).html). The main content area displays a question with the title "Lorem ipsum dolor sit amet, consectetur adipiscing elit." Below the title is a text block: "Let's say we're making a first-person camera. The basic idea is it should yaw to look left & right, and pitch to look up & down. So we write a bit of code like this (using Unity as an example):". A code snippet follows:

```
1. void Update() {
2.     float speed = lookSpeed * Time.deltaTime;
3.
4.     // Yaw around the y axis using the player's horizontal input.
5.     transform.Rotate(0f, Input.GetAxis("Horizontal") * speed, 0f);
6.
7.     // Pitch around the x axis using the player's vertical input.
8.     transform.Rotate(-Input.GetAxis("Vertical") * speed, 0f, 0f);
9. }
```

Below the code, a note says: "And it mostly works, but over time the view starts to get crooked. The camera seems to be turning on its roll axis (z) even though we only told it to rotate on the x and y!" To the right of the text are "Answers: 15" and "Votes: 5". Below the text is a small image of a camera viewfinder. On the right side of the page, there are sections for "Related Questions" and "Success card title".

Figure 3.a: Question page.

This screenshot shows the same SegFault question page as above, but with more detailed comments. The main content area includes the original question and code snippet. Below the code is a note about camera rotation. The "Related Questions" and "Success card title" sections are present on the right.

The comments section contains several entries:

- A comment by "UserName" (Trusted) with 7 upvotes: "Etiam semper lacus eu dolor dictum, a dictum odio laoreet. Praesent luctus hendrerit dapibus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos. Vestibulum dapibus leo id neque consequat placerat." (Edited)
- A note below the comment: "Created by - UserName Trusted nodejs html5 css"
- A comment by "AndreFCruz" with 1 upvote: "lorem ipsum is a filler text commonly used to demonstrate the textual elements of a graphic document or visual presentation. Replacing content with placeholder text allows designers to design the form of the content before the content itself has been produced."
- A comment by "jflicarvalho" with 1 upvote: "Etiam semper lacus eu dolor dictum, a odio laoreet. Praesent luctus hendrerit dapibus."
- A sample comment: "This is a sample comment!! *Insert meme here*"
- A comment by "EdgarACarneiro" with 1 upvote: "Etiam semper lacus eu dolor dictum, a dictum odio laoreet. Praesent luctus hendrerit dapibus. Bada bado badumss."
- A comment by "rendoir" with 1 upvote: "Etiam semper lacus eu dolor dictum, a dictum odio laoreet. Praesent luctus hendrerit dapibus. Bada bado badumss."

Figure 3.b: Question page, scrolled down.

Figure 3.c: Question page, on mobile.

Figure 3.d: Question page, on mobile, scrolled down.

In addition, the owner of a question can accept an answer as correct, edit the question's

description and categories, and/or delete it (owner view seen in Figure 3.e).

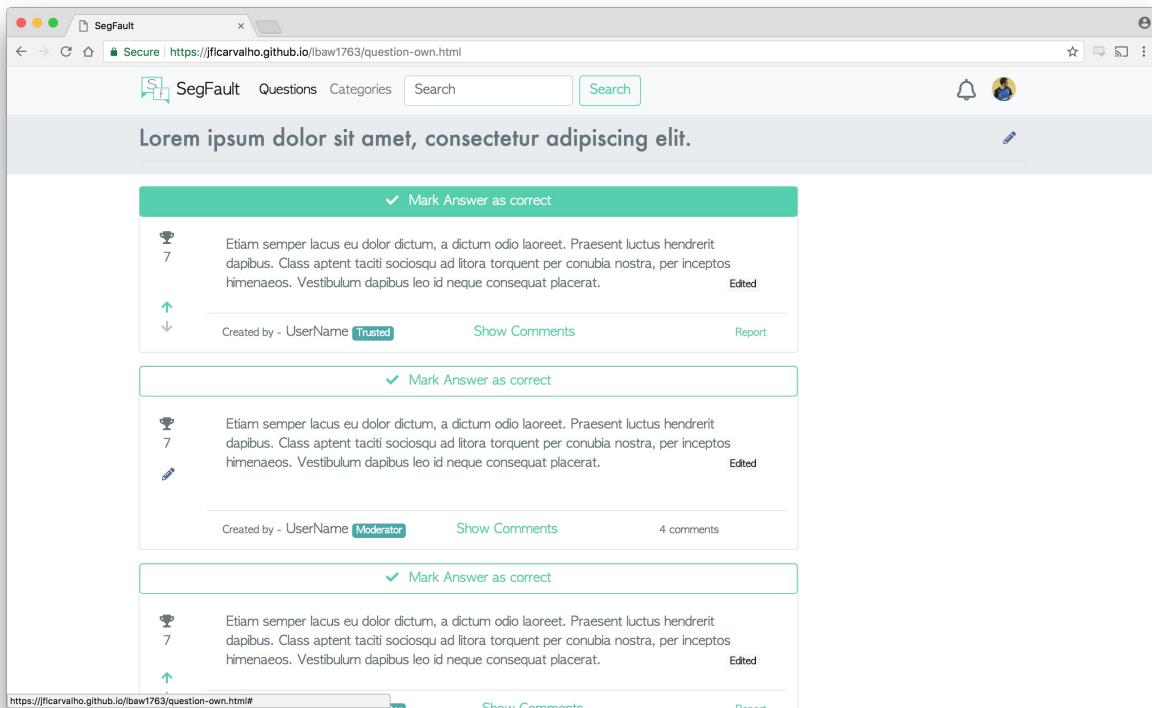


Figure 3.e: Question page, owner view.

UI04: Ask a Question

This page allows an authenticated user to ask a question. The description can be designed with markdown, and features code syntax highlighting. The user can also add tags to a question.

Note that the title may already be filled in if the user was redirected from the main page's "Ask!" button.

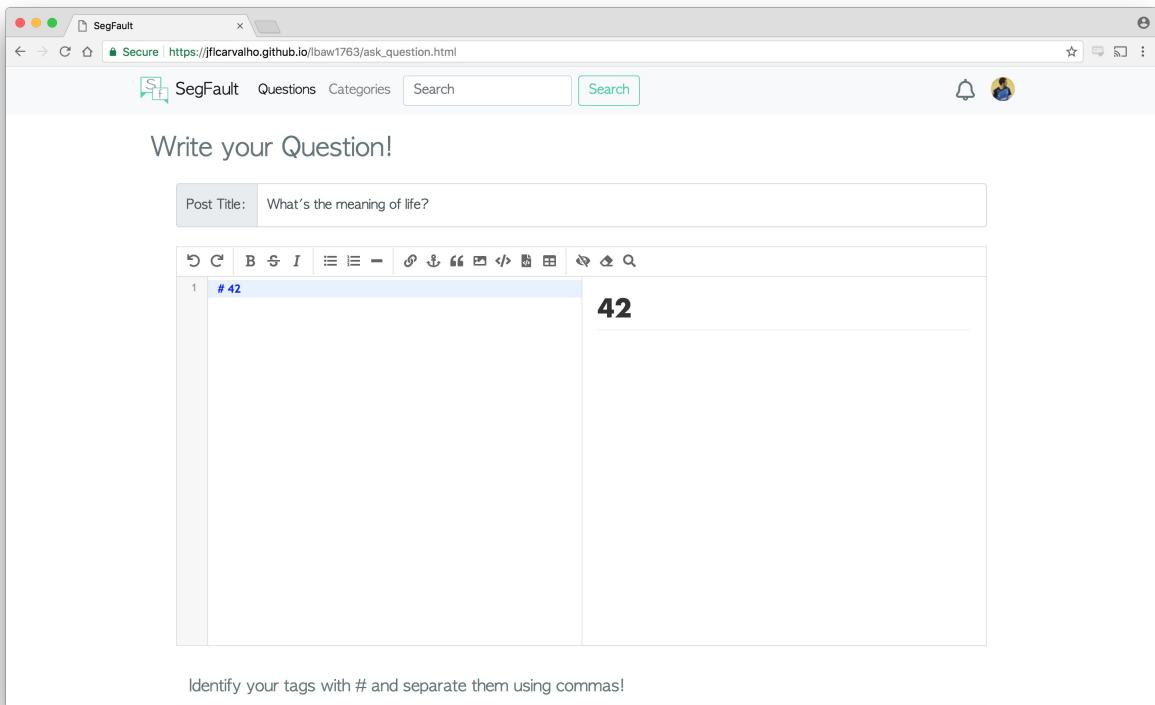


Figure 4.a: Ask question page.

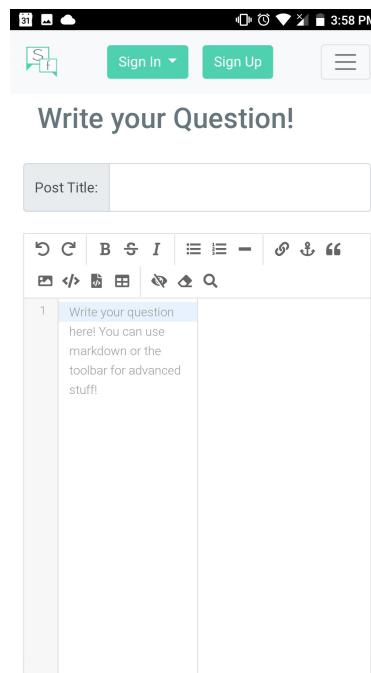


Figure 4.b: Ask/Edit question page, on mobile.

UI05: Profile

A user's [profile page](#) features its contributions to the *SegFault* community, from comments, answers and questions posted, to its overall reputation and badges earned. The owner of a profile can change its profile picture and the short *bio*.

A screenshot of a web browser displaying a user profile page. The page has a header with the SegFault logo, navigation links for 'Questions' and 'Categories', a search bar, and a user icon. Below the header is a large image of a city skyline at sunset with a circular inset showing a person in a blue shirt. To the right is a 'Control Panel' sidebar with sections for 'Trusted' and 'Moderator' status, 'Reputation Points' (200), and activity statistics ('Questions: 24', 'Answers: 24', 'Comments: 24'). At the bottom of the sidebar are 'Edit Profile' and 'Settings' buttons. The main content area shows the user's name, António Almeida, and a block of placeholder text.

António Almeida

Morbi mollis, eros eget sodales tempor, augue mi aliquet nisi, tempor placerat augue arcu sed odio. Aliquam orci urna, porta vel quam quis, aliquam faucibus ante. Curabitur eleifend ut orci sit amet blandit. Curabitur placerat ante tortor, ac volutpat nulla tempus vitae. Donec scelerisque ipsum eu tempus congue. Vestibulum varius est sapien, in gravida tortor euismod eget.

Figure 5.a: A user's own profile page.

A screenshot of the same user profile page as in Figure 5.a, but with the content area scrolled down. The 'My Activity' section is visible, containing three items, each with a snippet of placeholder text. The rest of the page structure remains the same, including the header, sidebar, and footer.

My Activity

Questions Answers Comments Marked Questions

1. Lorem ipsum dolor sit amet, consectetur adipiscing elit.
2. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec lacinia feugiat tempor. Mauris...

3. Lorem ipsum dolor sit amet, consectetur adipiscing elit.
4. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec lacinia feugiat tempor. Mauris...

5. Lorem ipsum dolor sit amet, consectetur adipiscing elit.
6. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec lacinia feugiat tempor. Mauris...

Figure 5.b: A user's own profile page, scrolled down.

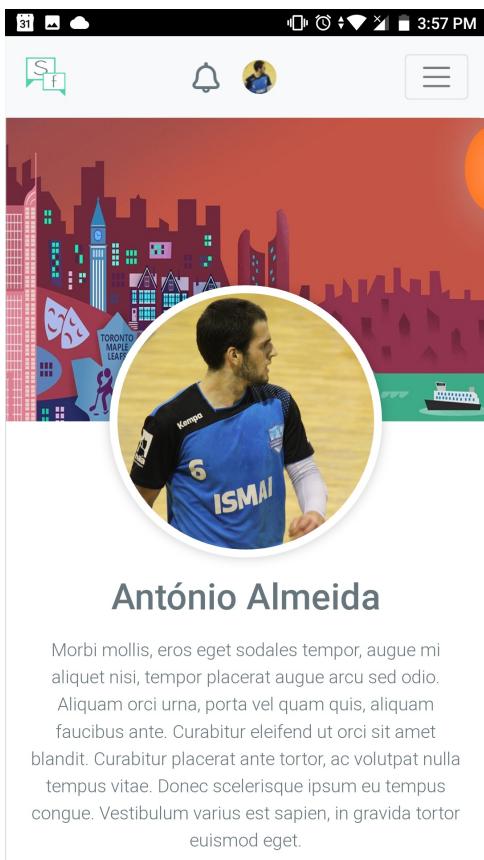


Figure 5.c: Profile page, on mobile.

A screenshot of the same mobile application interface, but the content has been scrolled down. The header bar is at the top. Below it, the section title 'My Activity' is centered. Underneath 'My Activity' are three navigation tabs: 'Questions' (underlined), 'Answers', and 'Comments'. Below these tabs is a section titled 'Marked Questions' with a horizontal line underneath. The main content area contains two card-like boxes. Each box has a title 'Lorem ipsum dolor sit amet, consectetur adipiscing elit.' followed by a short paragraph of placeholder text: 'Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec lacinia feugiat tempor. Mauris...'. There is a vertical scrollbar on the right side of the content area.

Figure 5.d: Profile page, on mobile, scrolled down.

UI06: Sign Up

The [sign up page](#) allows users to register on *SegFault*.

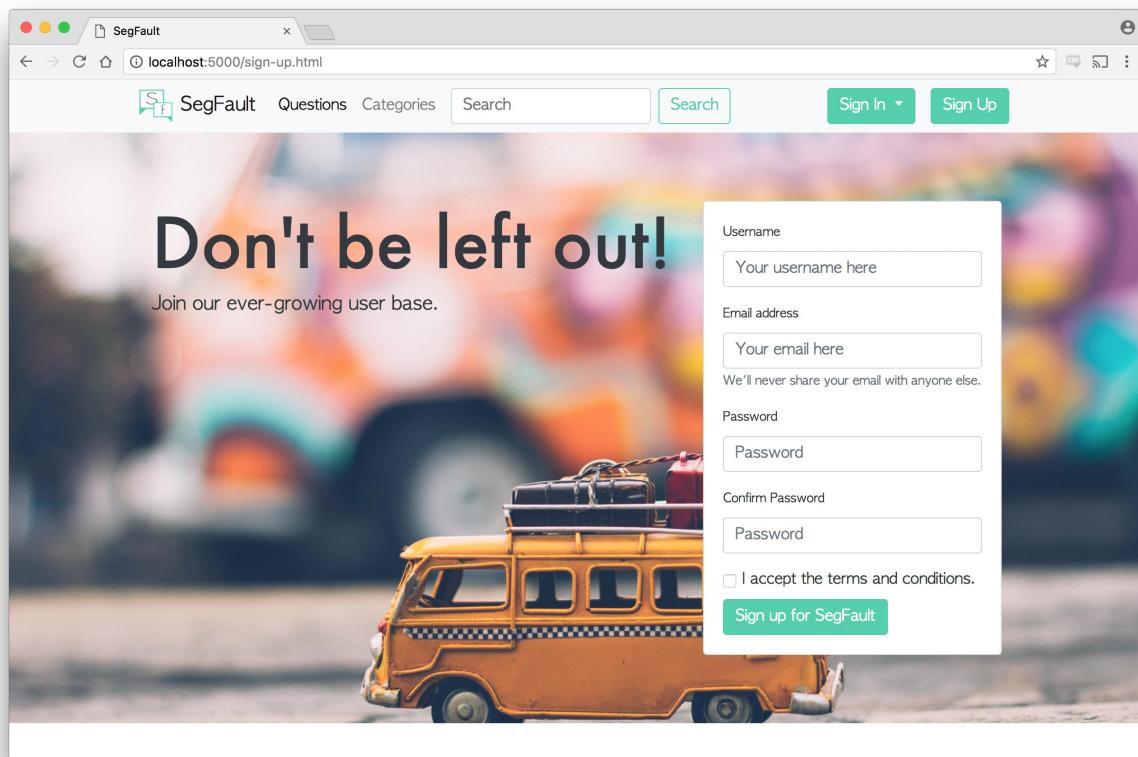


Figure 6.a: [Sign Up page](#).

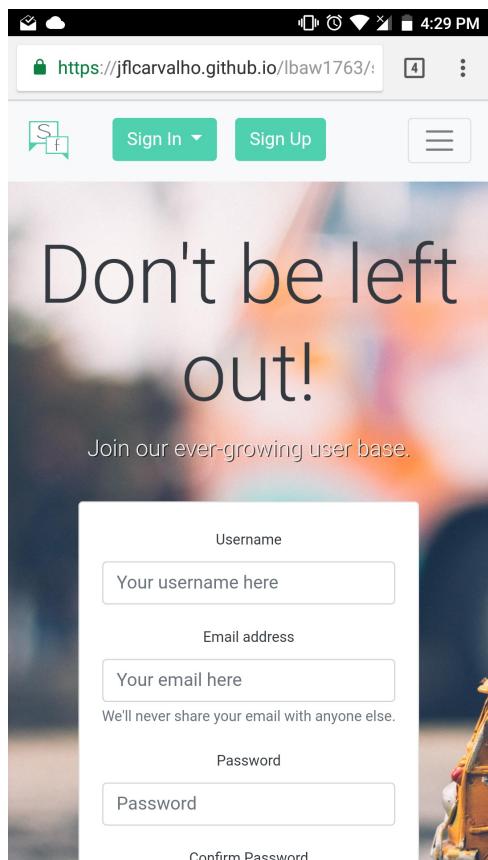


Figure 6.b: Sign Up page, on mobile.

UI08: Error

The [error page](#) informs the user that the server has *segfaulted*, and thus cannot visit the page he was looking for.

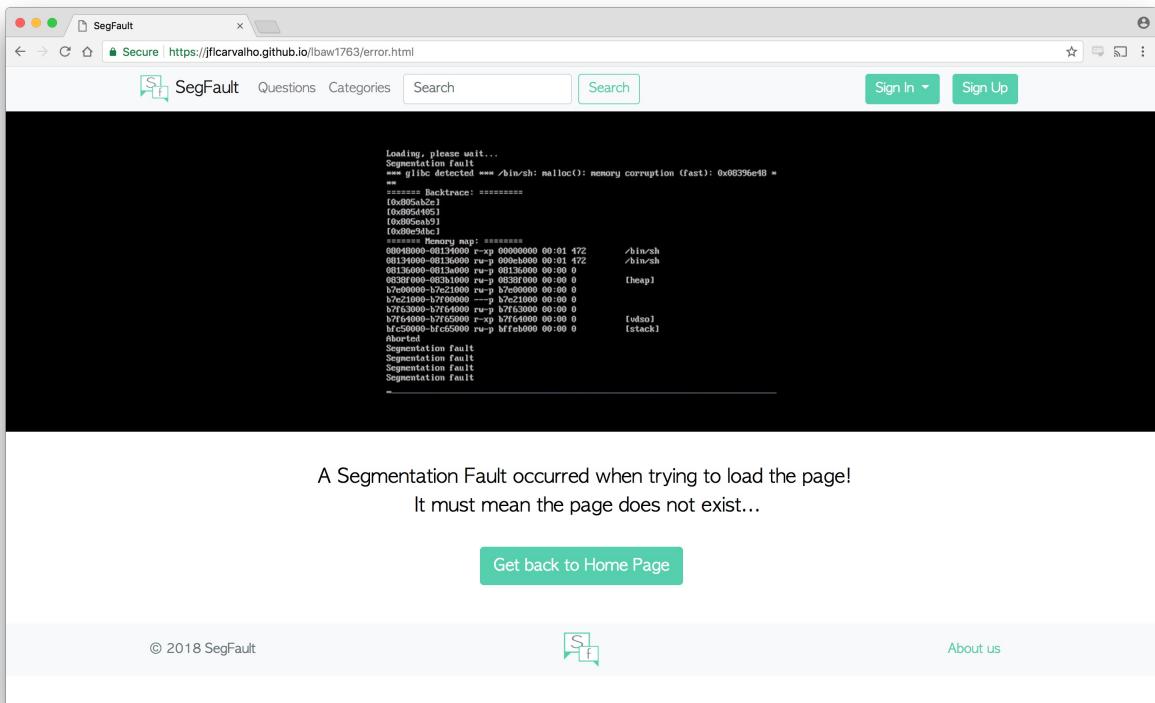
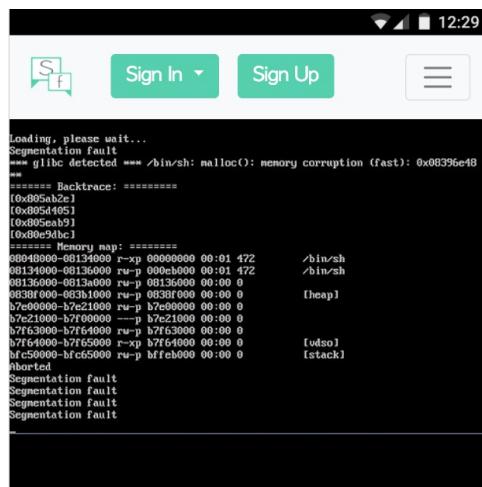


Figure 7.a: Error page.



A Segmentation Fault occurred
when trying to load the page!
It must mean the page does not
exist...

[Get back to Home Page](#)



Figure 7.b: Error page, on mobile.

Revision history

GROUP1763, 06/03/2018

André Cruz, up201503776@fe.up.pt

Daniel Marques, up201503822@fe.up.pt

Edgar Carneiro, up201503784@fe.up.pt

João Carvalho, up201504875@fe.up.pt