UI Prototypes for Bikerr,
an ERP for Bike Manufacturers

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Revision History			
Version	Description of Changes	Responsible Party	Date
1.0	Initial version	James El-Tayar	February 3, 2021
1.1	Added better identification of Prototypes. Added User-Story cross-reference Added Prototypes for Sprint 3	Adam Richard and James El-Tayar	February 24, 2021
1.2	Added Prototype for Scheduling	Adam Richard and James El-Tayar	March 17, 2021

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1. INTRODUCTION

This document seeks to provide UI Prototypes for the Bikerr ERP system. Each prototype will be modelled based on given user stories for the sprint in question, and each will have those user stories cross-referenced. The reason we create these UI Prototypes is both to propose possible designs to the customer and to make it easier to model the software once we have settled on a design. The prototypes in this document will be organized by sprint. Each set of prototypes looks toward the next sprint, so those created in sprint 1 will be labelled "Sprint 2 Prototypes" as those are the prototypes needed for Sprint 2, and so on.

1.1. SCOPE

The scope of needed prototypes is based on the user stories for each sprint. Ideally, each user story would be covered by at least one prototype, however a single prototype may address multiple user stories. This is why we will include a section cross-referencing each prototype with the user stories it covers.

1.2. IN THIS DOCUMENT

In this document, you will find a section for color palette, UI prototypes for Sprint 2, and UI prototypes for Sprint 3. Future prototypes for future sprints will be included in later versions.

2. COLOR PALETTE

The original idea for the colors was to use blacks and greys to deliver a neutral-looking application. While this was a good idea, we have further refined it to include blues as well in order to deliver a neutral, yet more colorful experience. Grey was then excluded from the design.

2.1. BLACK

Black was intended for use in the main application. Now however, it will just be used for fonts and writing in some areas.

Hex code: #000000

Figure 1: Black

2.2. LIGHT BLUE

Light blue is the new main color for the application. This will be visible on all pages of the application.

Hex code: #11cdef

Figure 2: Light Blue

2.3. DARK BLUE

Dark blue will be the secondary color used in the application. This will be used to accentuate the light blue shown above.

Hex code: #172b4d

Figure 3: Dark Blue

3. PROTOTYPES FOR SPRINT 2

Each of the following prototypes were created during Sprint 1, looking forward to the functionality of Sprint 2. The main prototypes created are the login, the dashboard, the profile, the transportation, and the production pages.

3.1. LOGIN PROTOTYPE

The following is the mockup for the login page. This version of the prototype maintains the black and grey color scheme that was originally planned.

3.1.1. LOGIN DESIGN

The login page will be simple and feature the Bikerr logo top and center. There will be a field to enter username and password, and a large login button on the right for easy understanding of how to navigate the page. Finally, a “forgot password” and “register” button are included so that existing users can recover their account and new users can create an account.

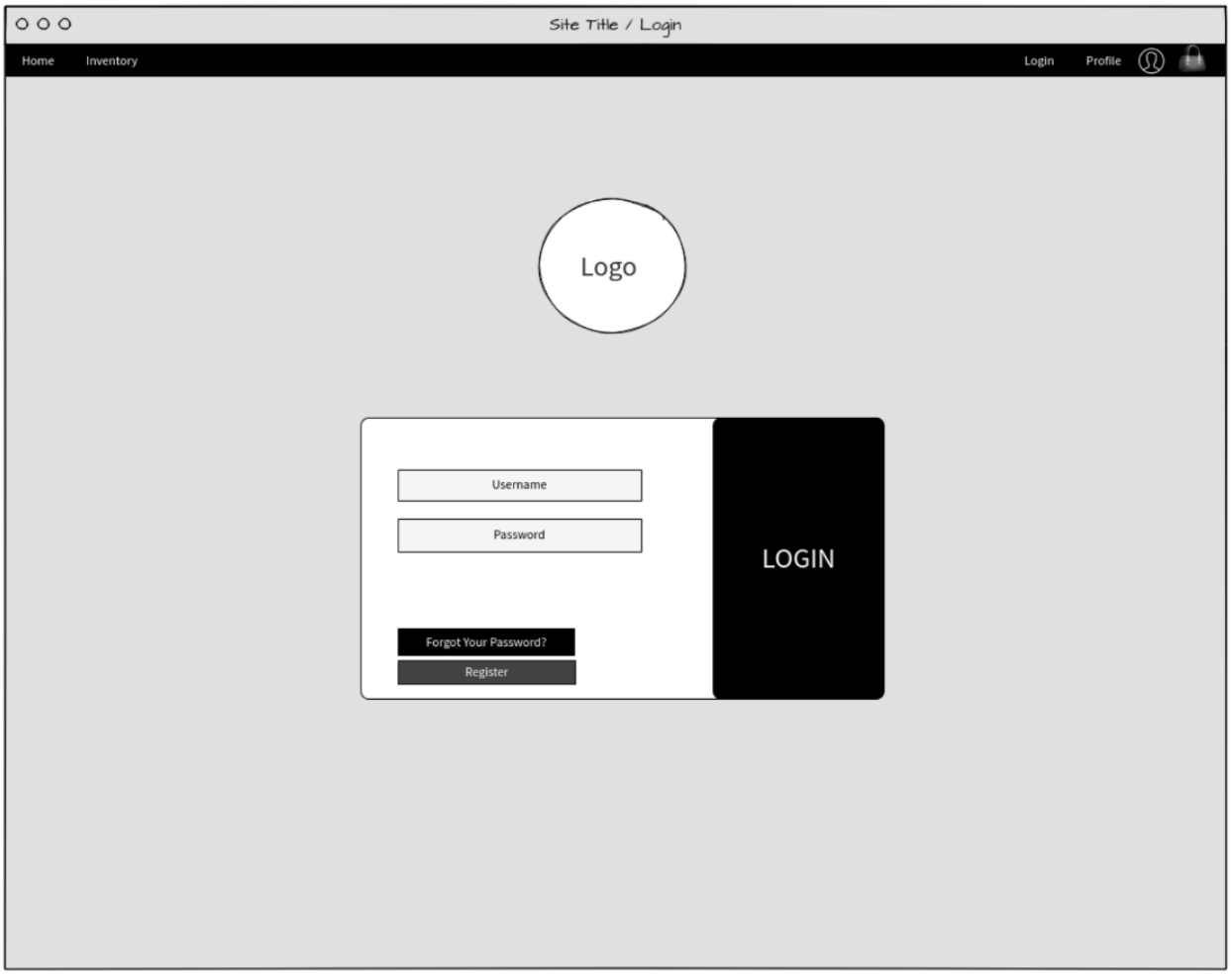

Figure 4: Login Page Prototype

3.1.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 2 user stories that inform the Login Prototype, followed by their issue number on GitHub.

- Login Personal Accounts #21
- Automatic Logout #35
- Permission Access of Different Users #13
- Register Personal Accounts #11

3.2. REGISTRATION PROTOTYPE

The following is a mockup for the registration page. This is the page that a user will encounter when they wish to create a new profile to use the Bikerr ERP system. This prototype was created after the colors were changed to include blue.

3.2.1. REGISTRATION DESIGN

This design is a simple page intended for ease of use for a user who wishes to create a profile on the application. There are four fields, name, email, password, and confirm password. Finally, there is a "Create Account" button to complete the process.

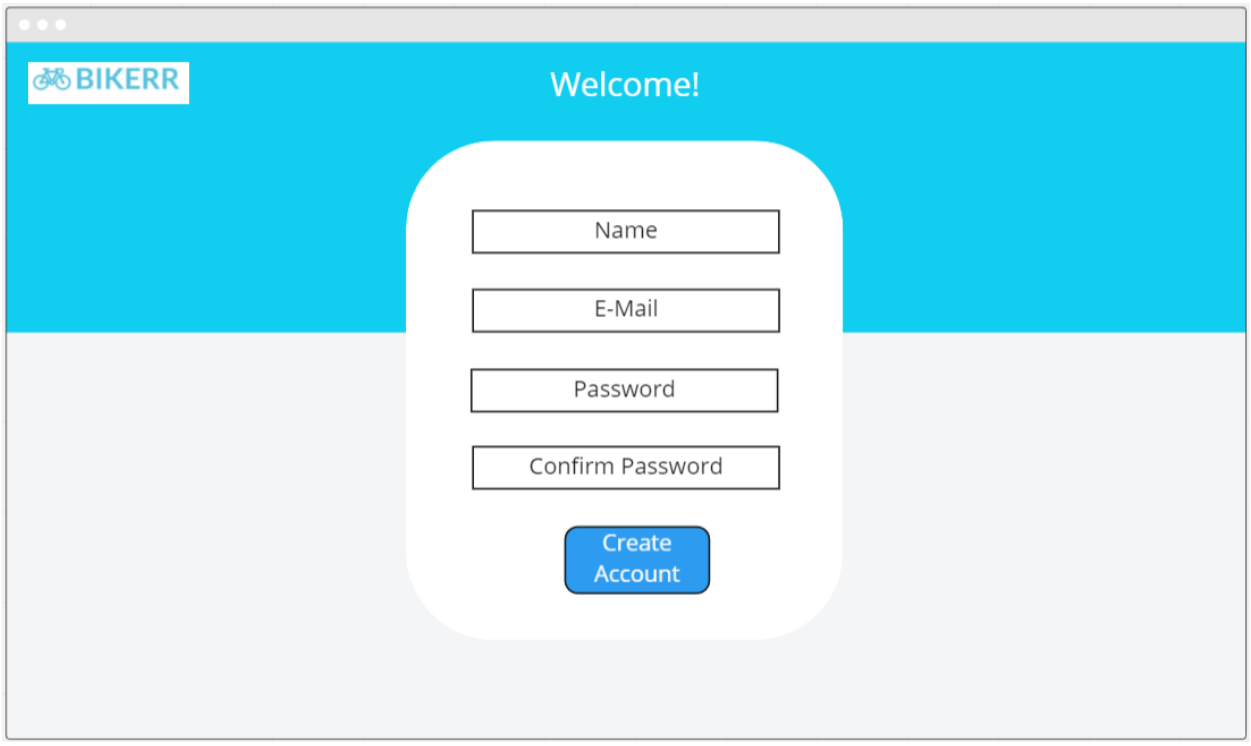

Figure 5: Registration Page Prototype

3.2.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 2 user stories that inform the Registration Prototype, followed by their issue number on GitHub.

- Register Personal Accounts #11
- Security Personal Accounts #46

3.3. DASHBOARD PROTOTYPE

The dashboard is the first page that a user sees when they log in to the Bikerr ERP system. This should be a simple page with the logo, an image, or feed or current events, and the navbar.

3.3.1. DASHBOARD DESIGN

The design of the dashboard is inspired by complete simplicity. The idea is that the user should be able to reach any other page via the navbar. The space is then filled with the Bikerr logo and an image or current events. This prototype was made when the coloration scheme was still black and grey.

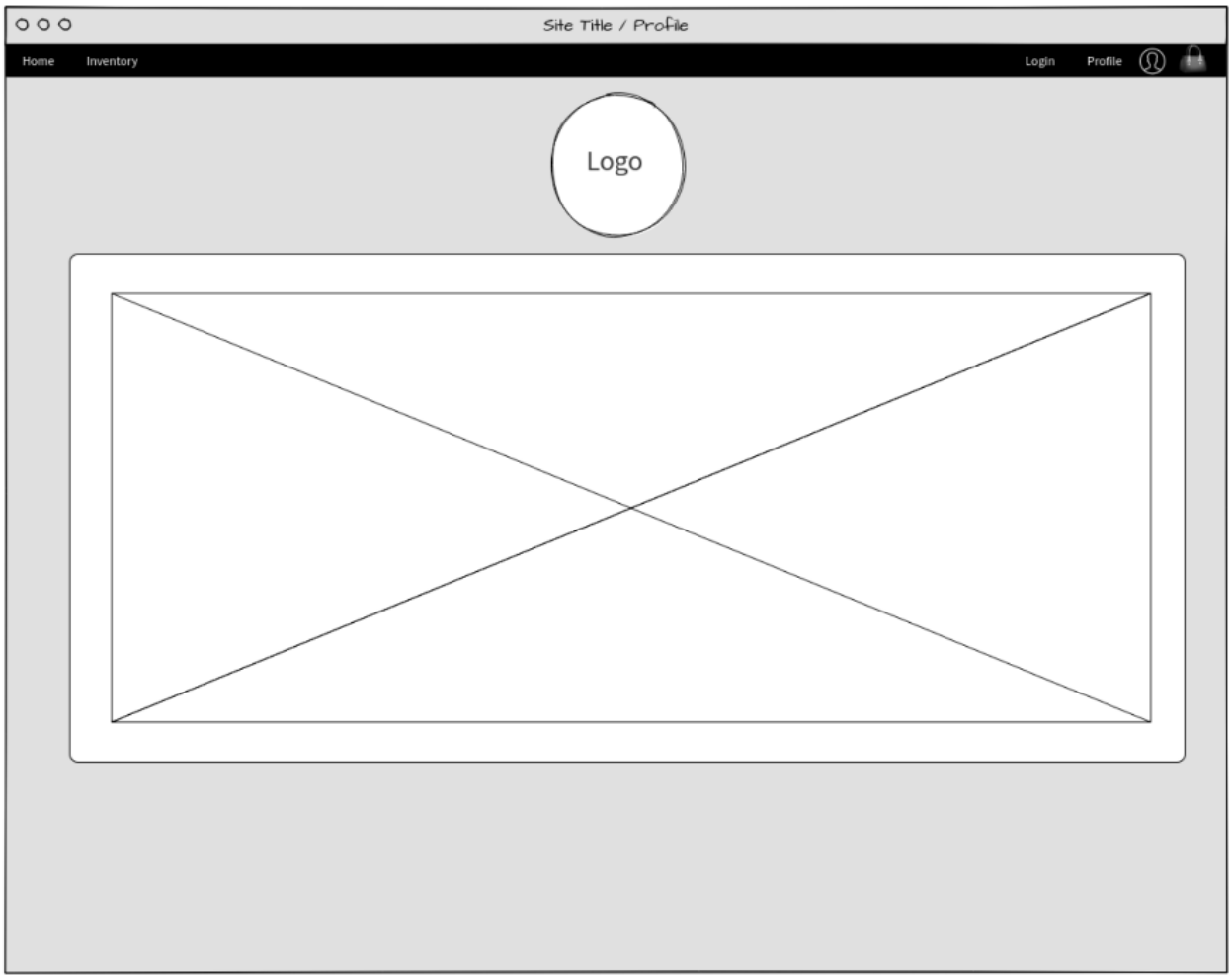

Figure 6: Portal Prototype

3.3.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 2 user stories that inform the Dashboard Prototype, followed by their issue number on GitHub.

- Dashboard #96

3.4. PROFILE PROTOTYPE

The profile prototype will be used for determining what a user's profile page should look like. This prototype was made when the color scheme was still black and grey.

3.4.1. PROFILE DESIGN

The profile is where the design begins to get more complicated. The user's picture will be displayed on the left, with a navbar underneath it. Beside that are the profile settings, and on the far right is a history of user activity.

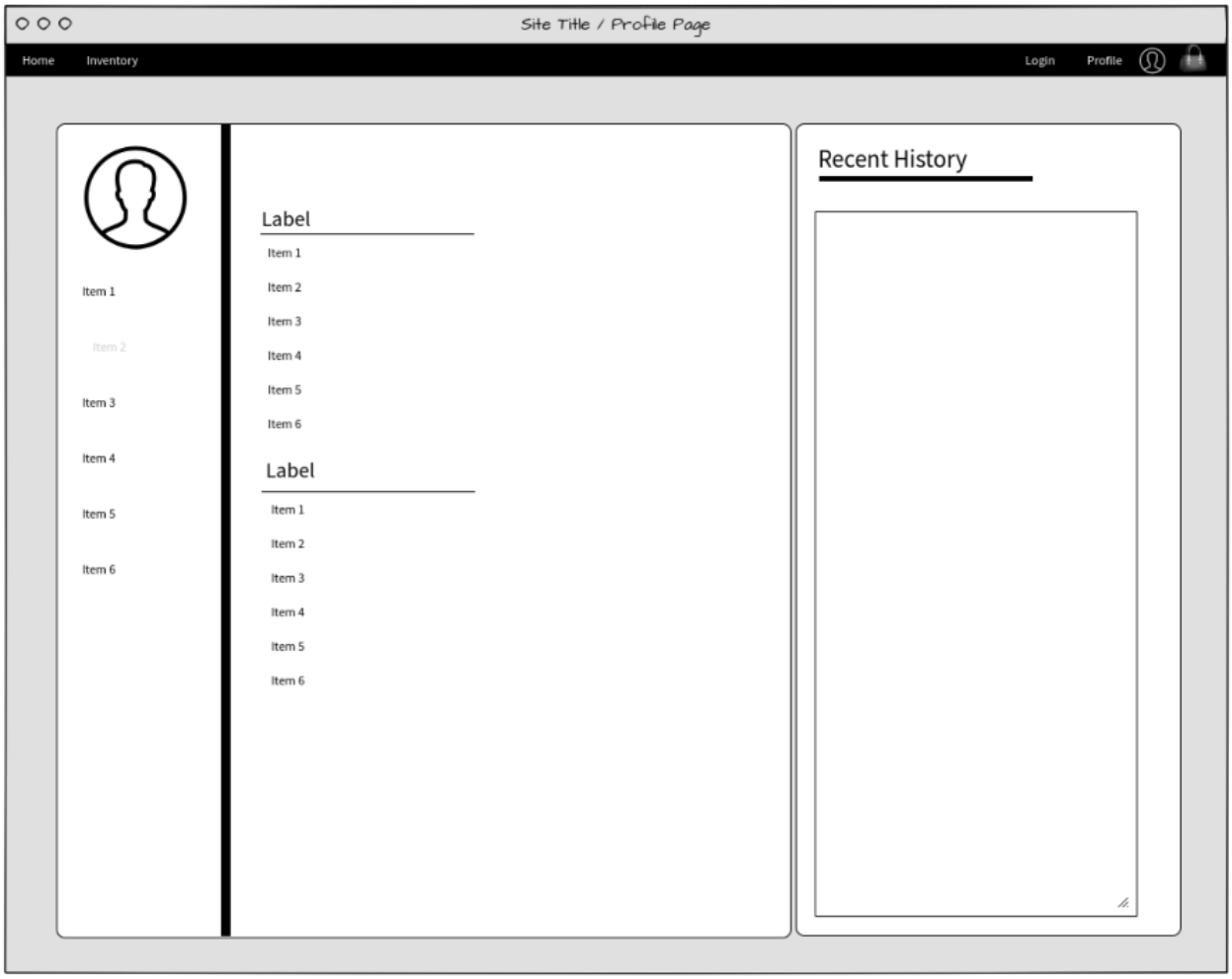

Figure 7: Profile Prototype

3.4.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 2 user stories that inform the Dashboard Prototype, followed by their issue number on GitHub.

- Login Personal Accounts #21
- Automatic Logout #35
- Permission Access of Different Users #13
- Register Personal Accounts #11

3.5. TRANSPORTATION PROTOTYPE

This prototype will be used to help us design the transportation page. This page keeps track of orders and deliveries.

3.5.1. TRANSPORTATION DESIGN

The design of the transportation page should model the design for most pages in the application. The transportation page does however have a few more tabs in the information section of the main part of the page. It will include order numbers, destination, and status, in addition to the usual name, location, and quantity.

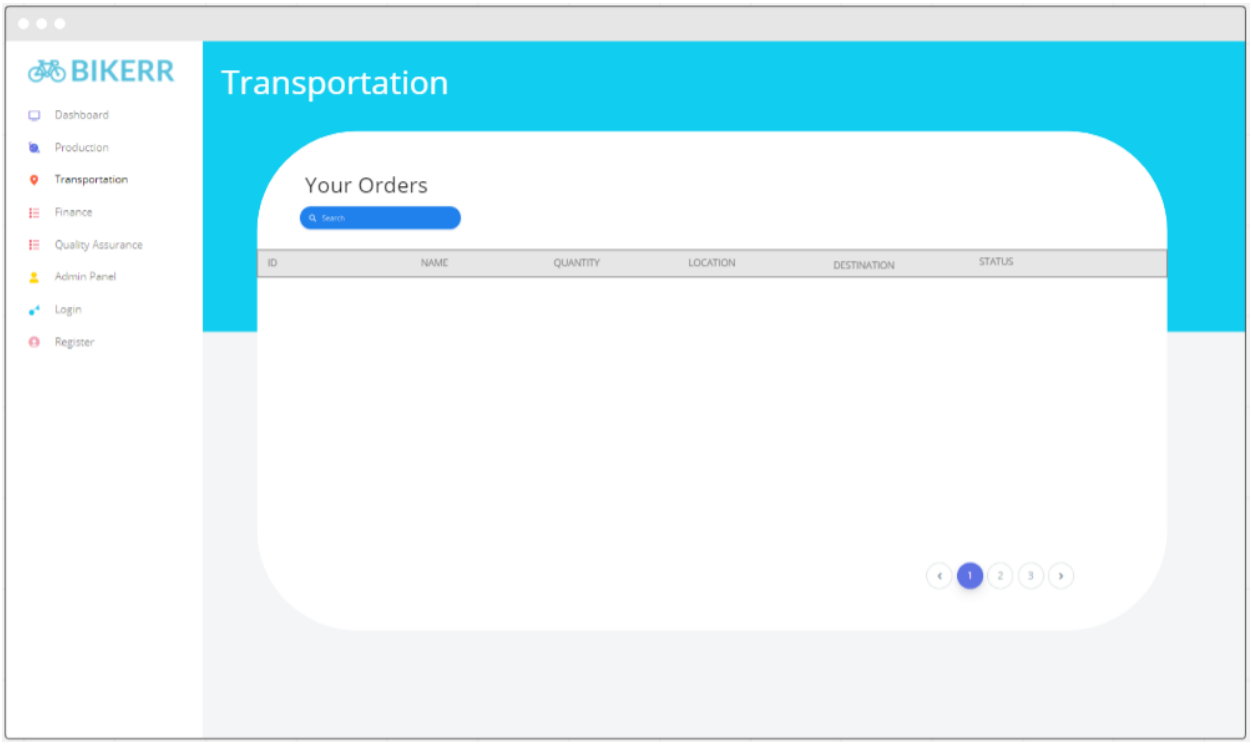

Figure 8: Transportation Prototype

3.5.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 2 user stories that inform the Transportation Prototype, followed by their issue number on GitHub.

- User Story: Transport Location #80
- User Story: Transportation Temporal #81

3.6. PRODUCTION PROTOTYPE

This prototype will be used for modelling the inventory and materials page of the Bikerr ERP system. This prototype was designed after blue was introduced into the color scheme.

3.6.1. PRODUCTION DESIGN

The navbar is ever present on the left of this design. Above we see the name of the page. In the main area of the page, we see the label “Inventory” and a search bar directly underneath it. Underneath that is the list of inventories and/or materials.

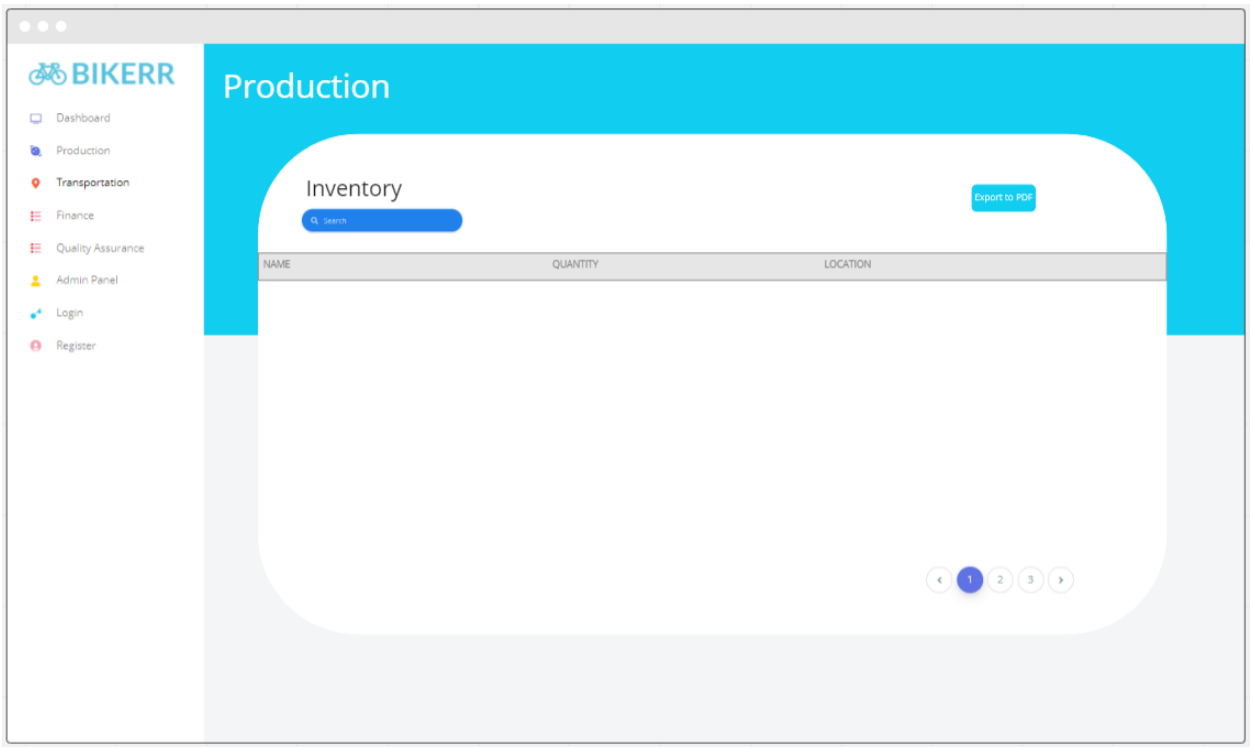

Figure 9: Production Page Prototype

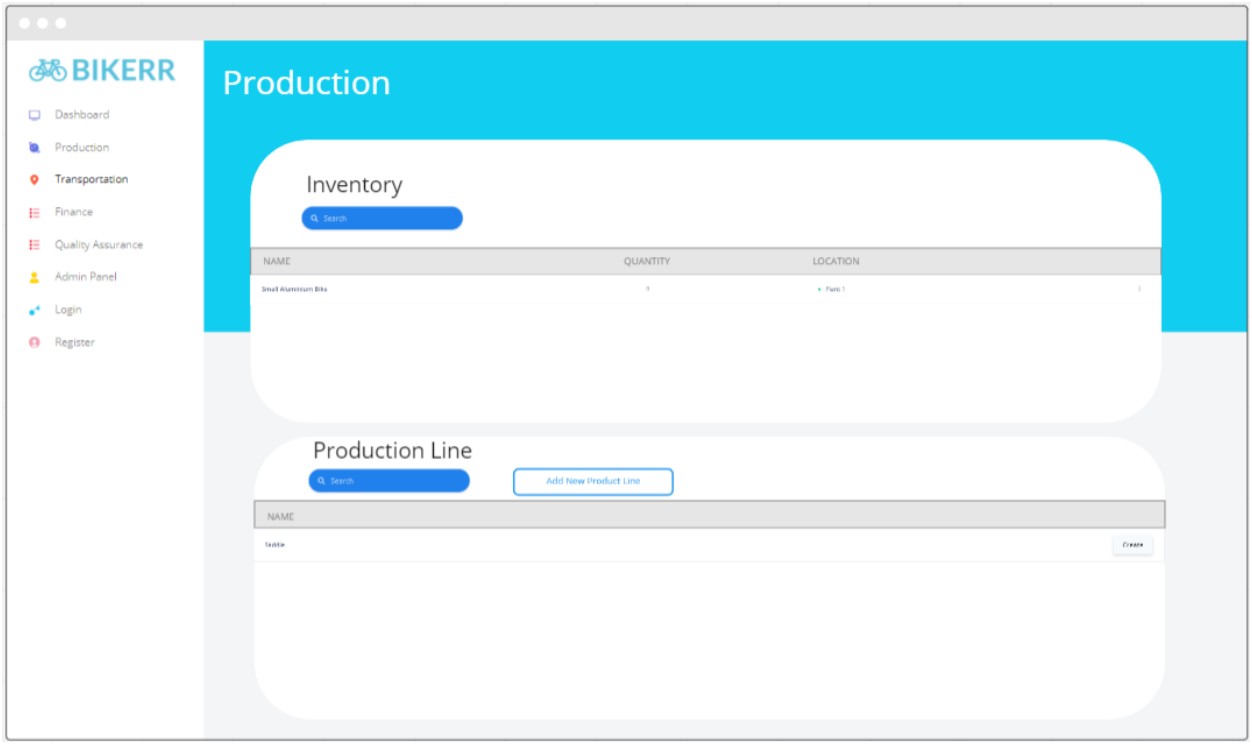

Figure 10: Updated Production Prototype

3.6.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 2 user stories that inform the Production Prototype, followed by their issue number on GitHub.

- Interact with Raw Material #75
- Production Assembly Line Simulation #70
- Production Build Bikes #69
- Production Inventory #68

4. PROTOTYPES FOR SPRINT 3

Each of the following prototypes were created during Sprint 2, looking forward to the functionality of Sprint 3. The main prototypes created are the accounting, procurement, quality assurance, help, and sales pages. In addition, there will be added features for exporting to PDF and Tool Tips.

4.1. ACCOUNTING PROTOTYPE

This prototype will be used to help us model the functionality of the accounting pages according to their needs. This prototype will consist of several pages, based on what functionality the user is using.

4.1.1. ACCOUNTING DESIGN

The design of the accounting section is such that when you first enter, it asks if you wish to view accounts payable, or receivable. Then, in each page is a table of receipts based on your selection. You can then search for and view receipts in a drop-down list.

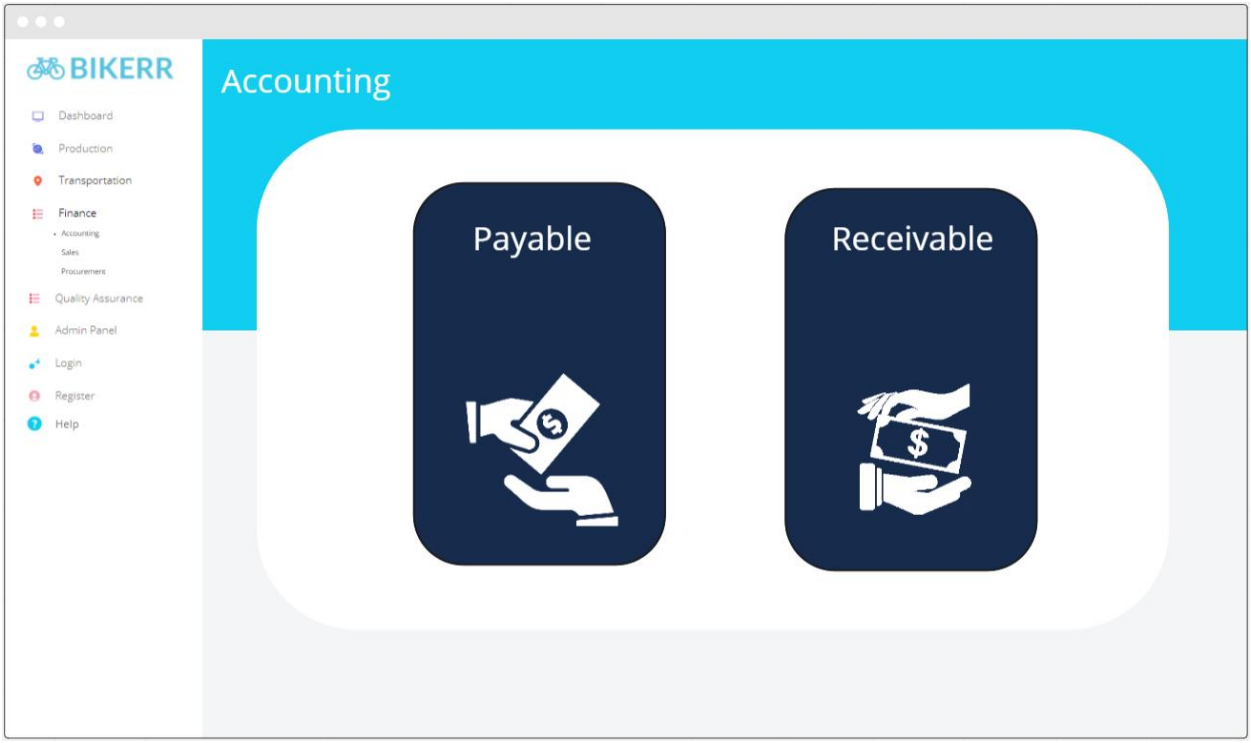

Figure 11: Accounting Main Page Prototype

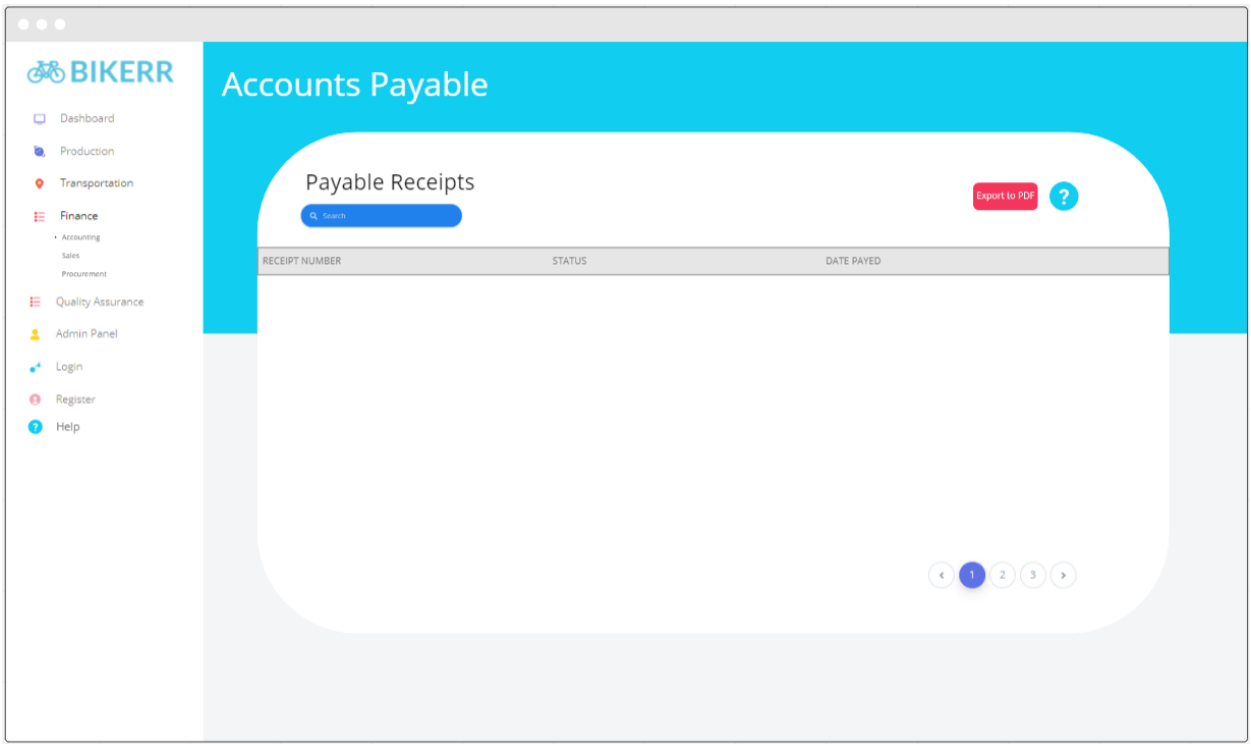

Figure 12: Accounts Payable Prototype

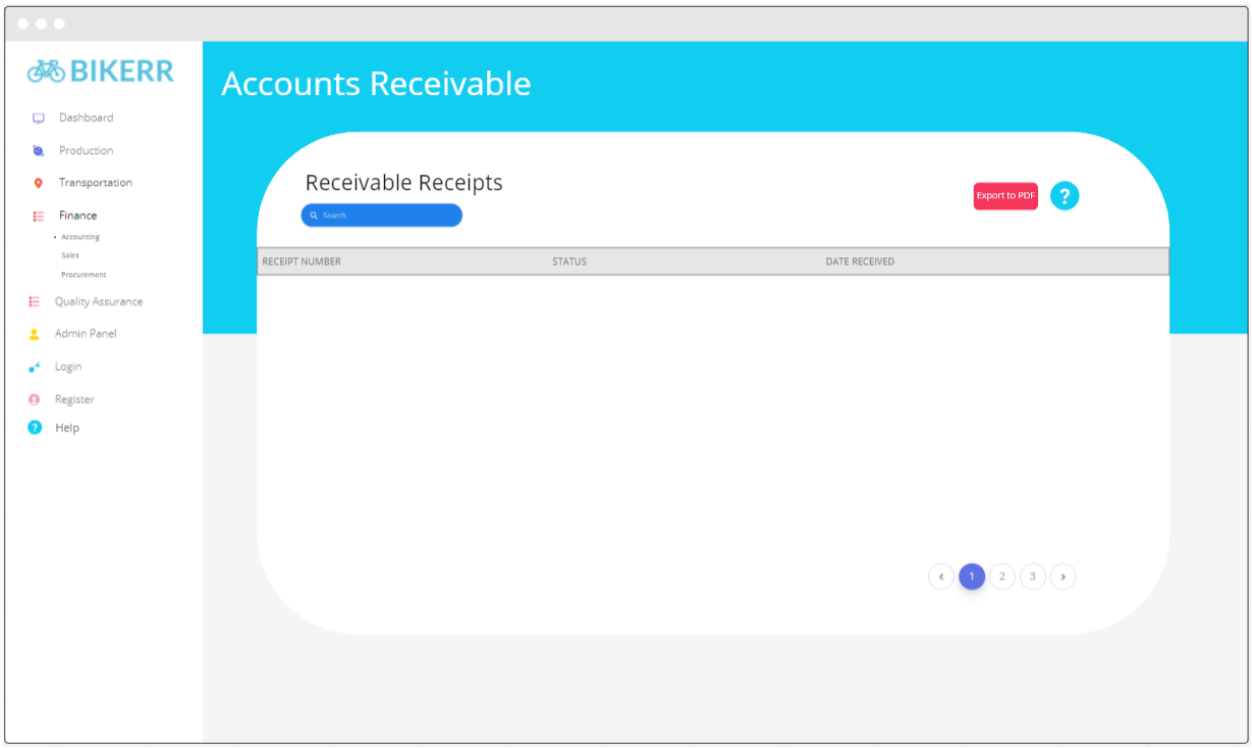

Figure 13: Accounts Receivable Prototype

4.1.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Accounting Prototype, followed by their issue number on GitHub.

- Accounting #73
- Account Page #39

4.2. PROCUREMENT PROTOTYPE

This prototype will be used to help build the procurement page, which will concern itself with materials and inventory acquisition.

4.2.1. PROCUREMENT DESIGN

The procurement page will have the basic layout of the Bikerr ERP application. An Export to PDF and Tool Tips button will also be included in the top right.

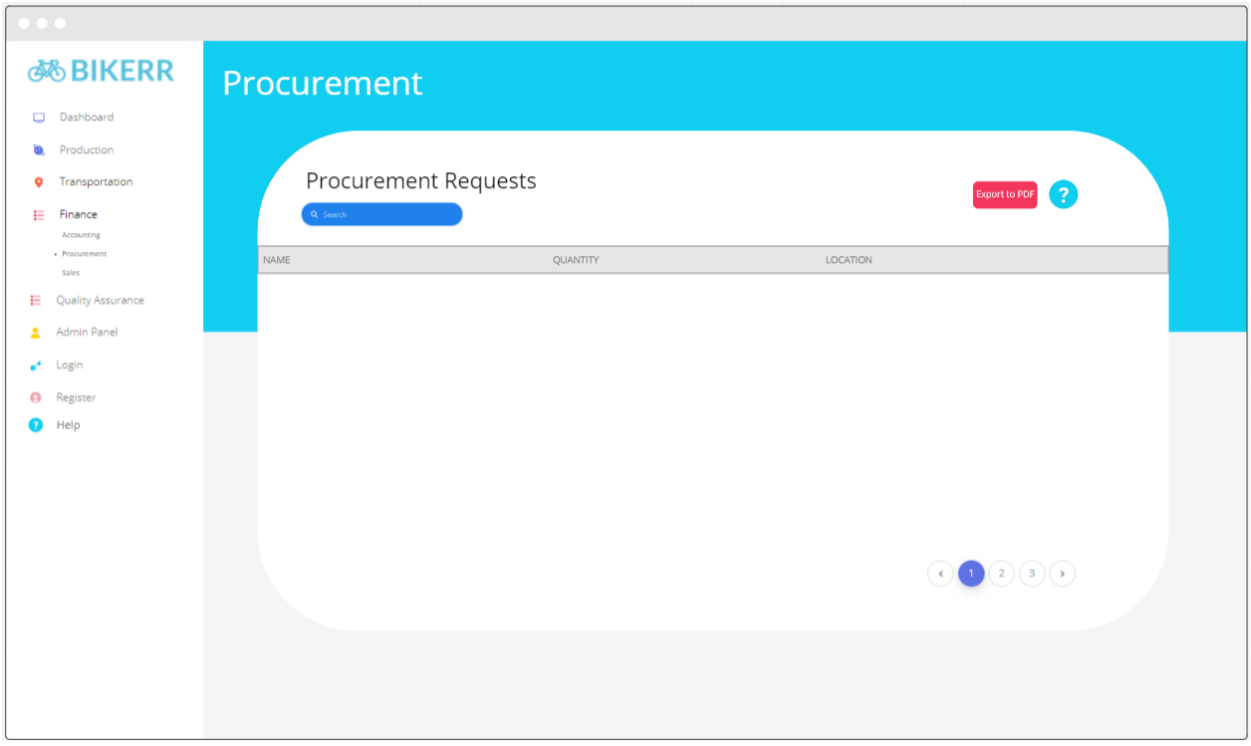

Figure 14: Procurement Prototype

4.2.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Accounting Prototype, followed by their issue number on GitHub.

- Procurement #78

4.3. QUALITY ASSURANCE PROTOTYPE

This prototype will help with the design of the quality assurance page. This page will be used to ensure high quality of products in the manufacturing process.

4.3.1. QUALITY ASSURANCE DESIGN

This prototype will feature a similar setup to the rest of the Bikerr ERP Application. The navbar will be featured on the left, the main content on the right and taking up the majority of the screen.

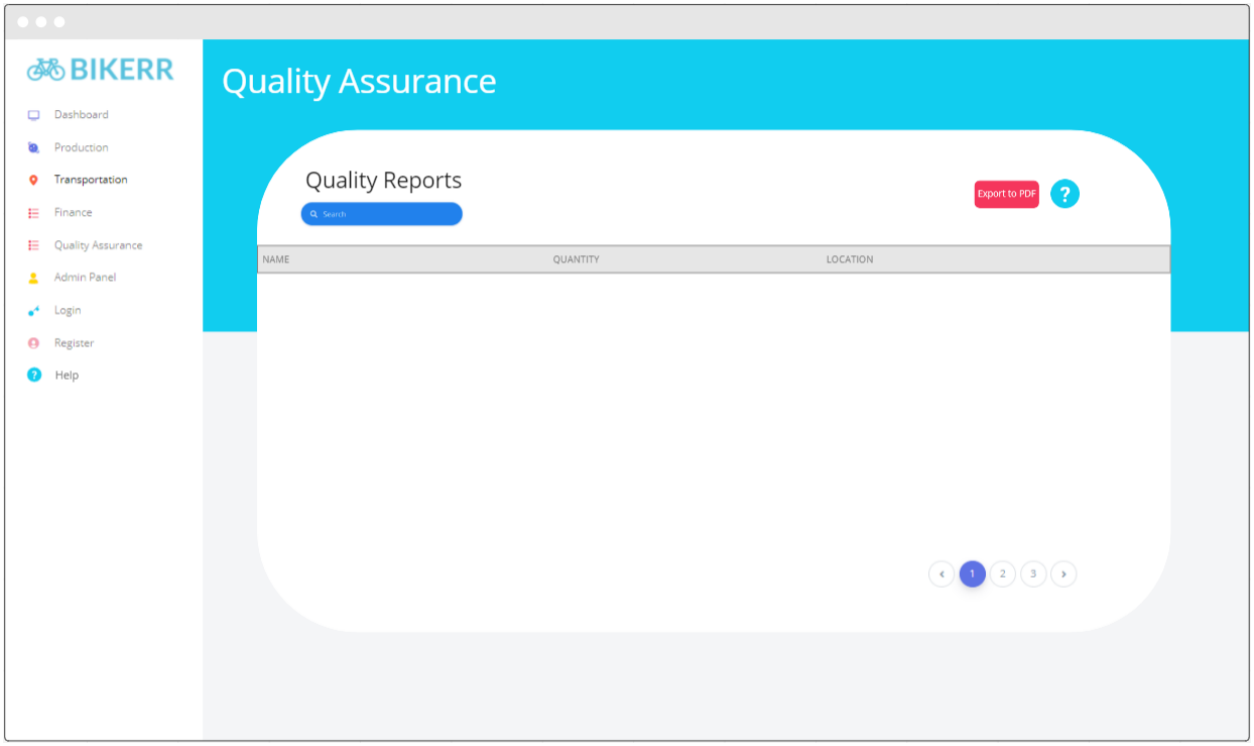

Figure 15: Quality Assurance Prototype

4.3.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Quality Assurance Prototype, followed by their issue number on GitHub.

- Quality of Parts #72
- Track Defects #71

4.4. HELP PROTOTYPE

This prototype will inform the design of the help page. This page will function differently from most of the other pages in the application, and so special attention was given to it.

4.4.1. HELP DESIGN

The help page should have a search bar so a user can easily find the functionality they wish to learn about. Below that are links to an FAQ, instructions on how to manage your profile, and a support link.

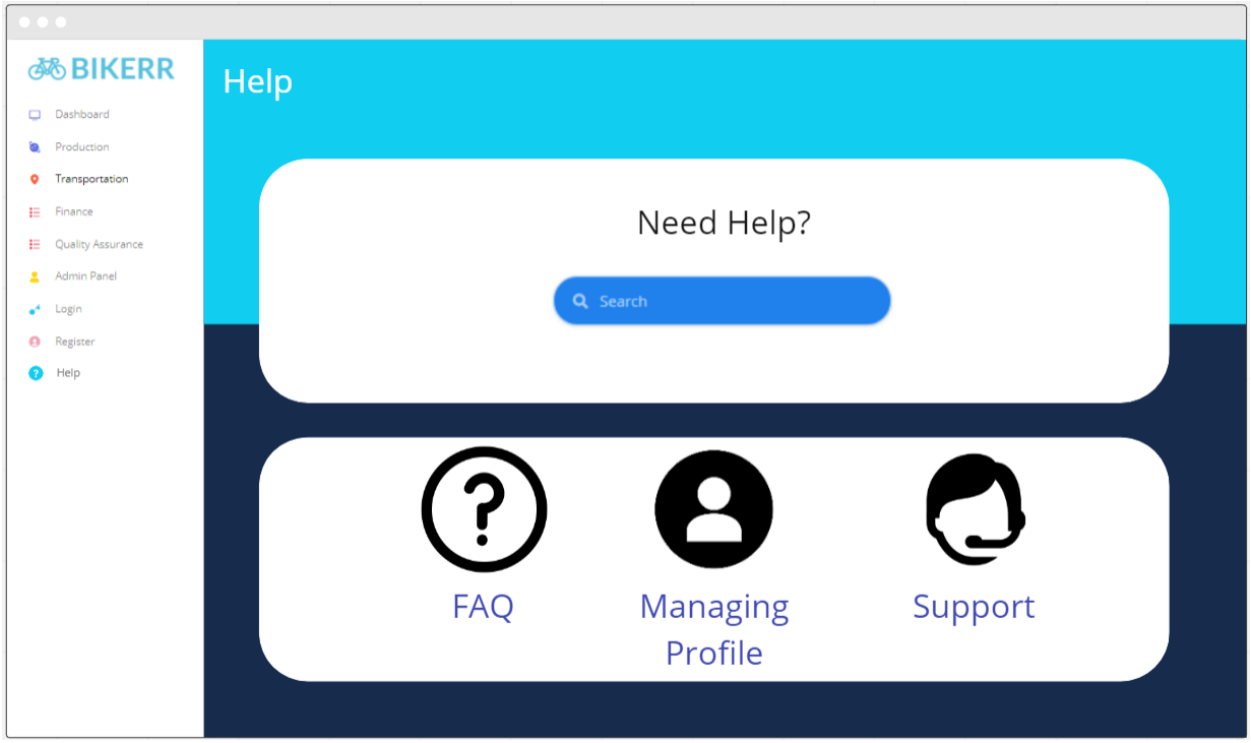

Figure 16: Help Page Prototype

4.4.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Help Page Prototype, followed by their issue number on GitHub.

- Help Page #19

4.5. SALES PROTOTYPE

The sales prototype will inform the creation of the sales page. This prototype will be used to inform the construction of the sales page in sprint 3.

4.5.1. SALES DESIGN

The sales design page uses the main layout of the Bikerr ERP software. This means that the navbar is on the left, and a table of sales takes up most of the page.

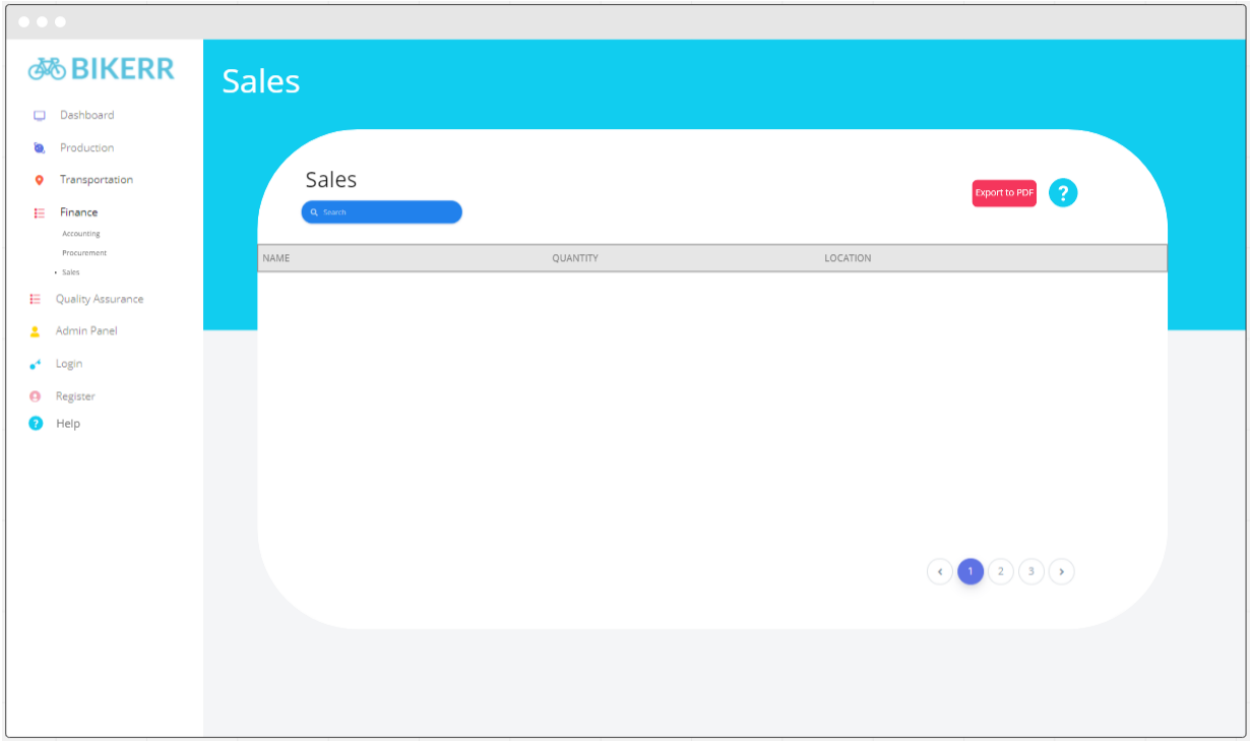

Figure 17: Sales Prototype

4.5.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Sales Page Prototype, followed by their issue number on GitHub.

- Sales #74

4.6. PRODUCTION CREATION PROTOTYPE

This prototype is an extension of the production page created in sprint 2. The prototype serves to show what will happen when you choose to create a new production.

4.6.1. PRODUCTION CREATION DESIGN

When the “Create” button is selected, a box will open up giving the user some fields to input the production information, and a submit button. The rest of the page should be greyed out.

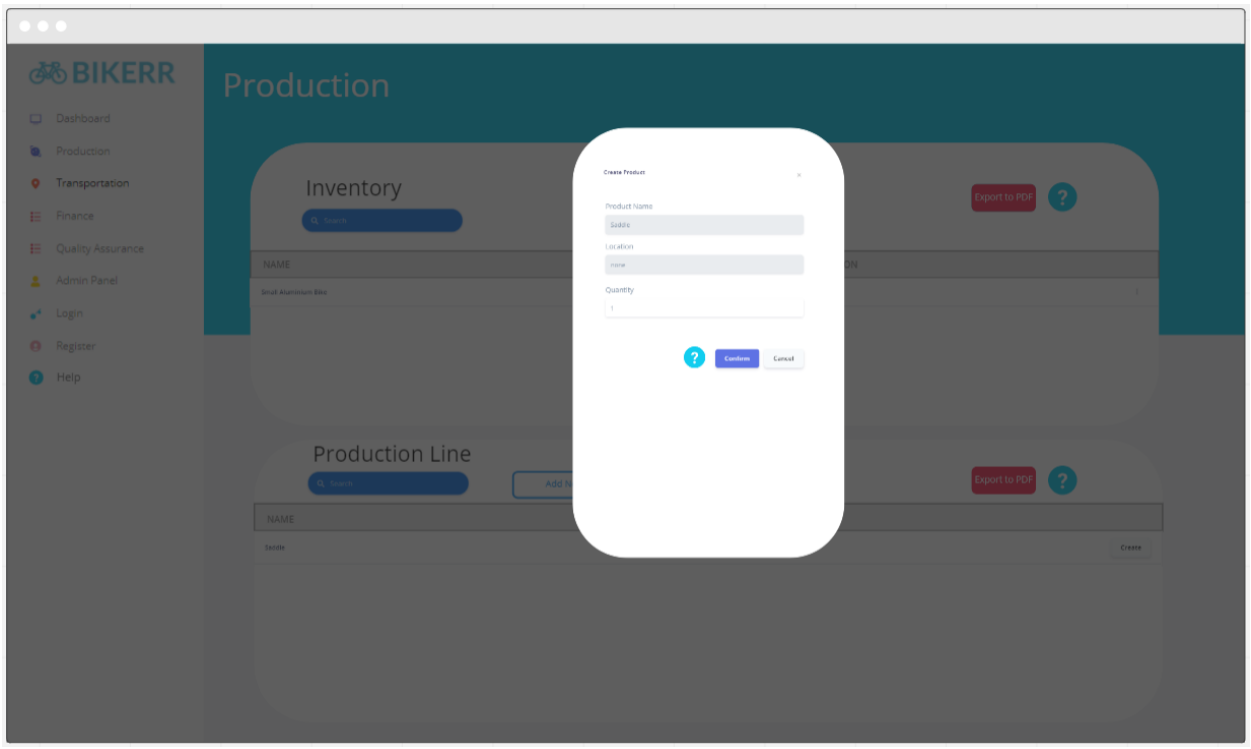

Figure 18: Production Creation Prototype

4.6.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Production Prototype, followed by their issue number on GitHub.

- Production Inventory #68

4.7. EXPORT TO PDF PROTOTYPE

This prototype exists for understanding that each page with a table can be exported to PDF. We will use this prototype to model the export to pdf button and placement.

4.7.1. EXPORT TO PDF DESIGN

The design of this implementation will be a button that is included with all tables in the ERP. The button will be red to match the colour typically associated with PDFs and will also make it easier to spot. The button will be positioned above and to the right of every table.

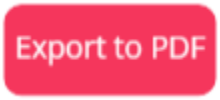

Figure 19: Export to PDF Button

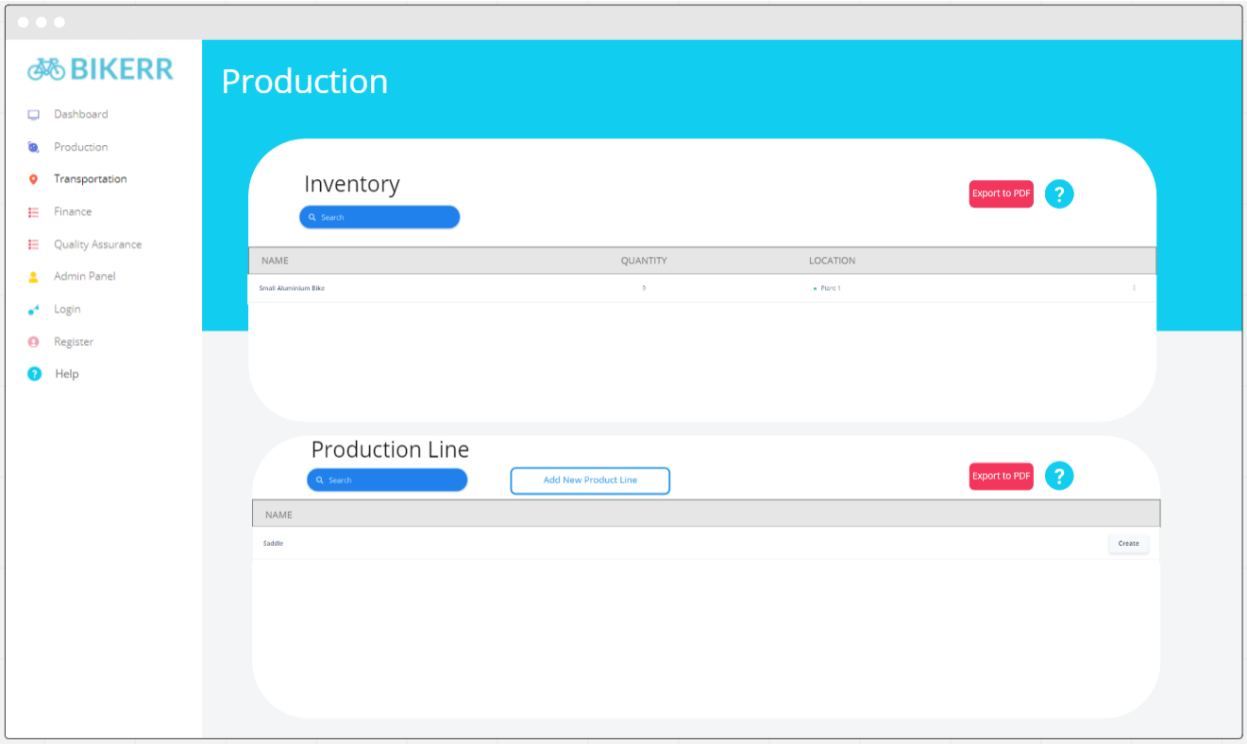

Figure 20: Export to PDF Button Placement

4.7.2. ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Export to PDF Prototype, followed by their issue number on GitHub.

- Export to PDF #37

4.8. SCHEDULING PROTOTYPE

This prototype will be used to make the page for scheduling production lines. We will use this prototype to model the scheduling page.

4.8.1. SCHEDULING DESIGN

This will look similarly to the rest of the pages on the application. The main body will contain a list of machines used for production. Each machine will have a location associated with it. A Destroy Machine button will allow the user to remove the machine from this page. In addition, each machine should be able to add or remove processes.

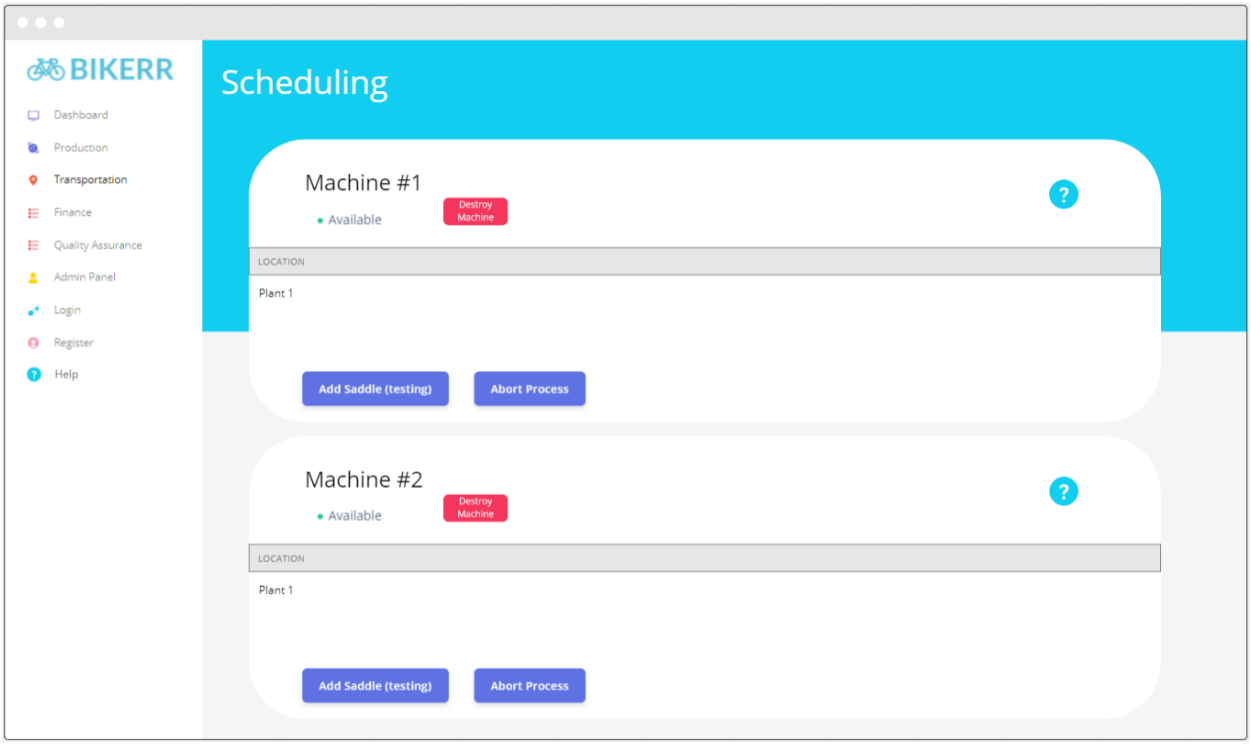

Figure 21: Scheduling Page Prototype

ASSOCIATED USER STORIES

The following is a list with all the Sprint 3 user stories that inform the Scheduling Prototype, followed by their issue number on GitHub.

- User Story: Scheduling #67