Group 7

90

CS102 – Algorithms and Programming II

Fall 2014-2015

Grading Criteria for Submitted Project Reports

User Interface Design Report

1. Format: (20 Points) 15
   a. Does it use the provided template? **(5 Points)** 5
   b. Is the template correctly filled? (i.e. report date, group members, group name, project title etc.) **(5 Points)** 5
      Note: Group id can be filled by the assistant for the first report (Requirements Specification).
   c. Report organization (margins, unnecessary empty spaces, etc.) **(10 Points)** 5
      -Minus 2 points for each error. (But dont cut points for the repetition of the same error)
2. Grammar: (10 Points) 10
   a. Is the report grammatically correct? (verbs, tenses, punctuation etc.) **(10 Points)** 10
3. References: (10 Points) 10
   a. Are the external resources properly cited in text? **(5 Points)** 5
   b. Is the citing format proper? (i.e. does it follow the MLA or any other standard guidelines?) **(5 Points)** 5
4. Completeness: (20 Points) 15
   a. To what degree the UI corresponds to the features (requirements).
      a. Poor **(5 Points)**
         i. UI covers a very small set of requirements
      b. Mediocre **(10 Points)**
         i. UI covers some requirements but not enough
      c. Good **(15 Points)** 15
         i. UI design covers major requirements leaving out only the details.
         ii. UI design gives a good idea on the final product.
      d. Excellent **(20 Points)**
         i. UI completely covers the requirements.
         ii. That is... there is a UI element for all functional requirements where the human user is an actor.
         iii. UI design gives an excellent idea on the final product.
5. Quality of The UI: (35 Points) 35
   a. Clarity **(10 Points)**
      a. It is difficult from the user's perspective to figure out how the UI works. **(0 Points)**

b. The user can figure out how the UI Works with some effort but not much. (5 Points)
c. The design is so clear that one can figure out the UI with almost no effort. (10 Points)

b. Conciseness (**10 Points**)
   a. The design is overcrowded with many UI elements (buttons, menus, panels everywhere!) which makes it difficult to understand. (**5 Points**)
   b. Good design which makes use of minimal number of UI elements without sacrifying clarity. (**10 Points**)

c. Efficiency (**15 Points**) 15
   a. Does the group provide a graphical overview (i.e. a sitemap) to demonstrate dynamic behaviour of the UI? (**10 Points**) 10
   b. How efficient the UI is for performing user's tasks? (**5 Points**) 5
      i. Inefficient UI (**2 Points**)
         1. The tasks require interaction with many UI elements and most of them are redundant.
      ii. Efficient UI (**5 Points**)
         1. The tasks require interaction with a small set of relevant UI elements.

6. Conclusion: (5 Points) 5
   a. The group discusses the concerns regarding the UI design of their project. (**2 Points**)
   b. The group has an idea on how a good design would be. (**3 Points**)

Note: If the report does not include a references section (and of course a discussion on the references) then add up the 10 points (that would normally goto references) to this section. The expectation from the conclusion section will be greater in this case. Distribute these point to part a. and b. as you see fit.

CS102	**FALL 2017/2018**	Project Group	**7**
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~ Biluber~

TC.CS(S)

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Criteria	TA/Grader	Instructor
Presentation		
Overall		

UI-design Report

9 December 2017

1. Introduction

Biluber program helps customer and driver interact with each other in terms of needs of transport vehicle. As it is indicated in requirements report we will have some menu options both for customer and driver. First of all during the UI-Design report we tried to do more user friendly interface, we mind-storm our facilities and decided on some interfaces which will be written in following examples (See interface design). Also we tried to have more easy understandable functions, buttons, screens, options and map of the program will typical and be same with maps in Google or other map facilities. We will develop our program as an android program which will be connected to Google FireBase, so user will be able to easily use it.

2. Details

2.1 UI-design

2.1.1 Log Page

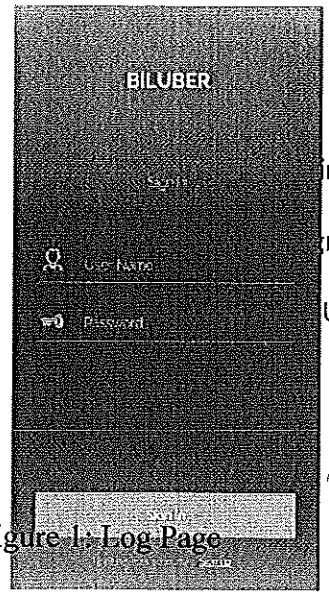

Figure 1: Log Page

rst screen that user will see which is so simple and user friendly. Basically, this page ning in (2.1 UI) to an existing account and directing user to register a new account Users will be able to sign in their accounts by entering their user name and pass-

Format

2.1.2 Registration

Our register page is simple as it looks and you can access this page from the login page. Register page is for users to sign up for our Biluber app. All new registers must provide password, user name and mail (2*a*). After that Registration part divides into two (2*b*) and it is different for customer and driver. Customer provides name, surname, gender (2*c*) and driver additionally to the customer provides car model and plate number (2*d*). After that they could have access to the map. And if the user already has an account they can go to the log in page.

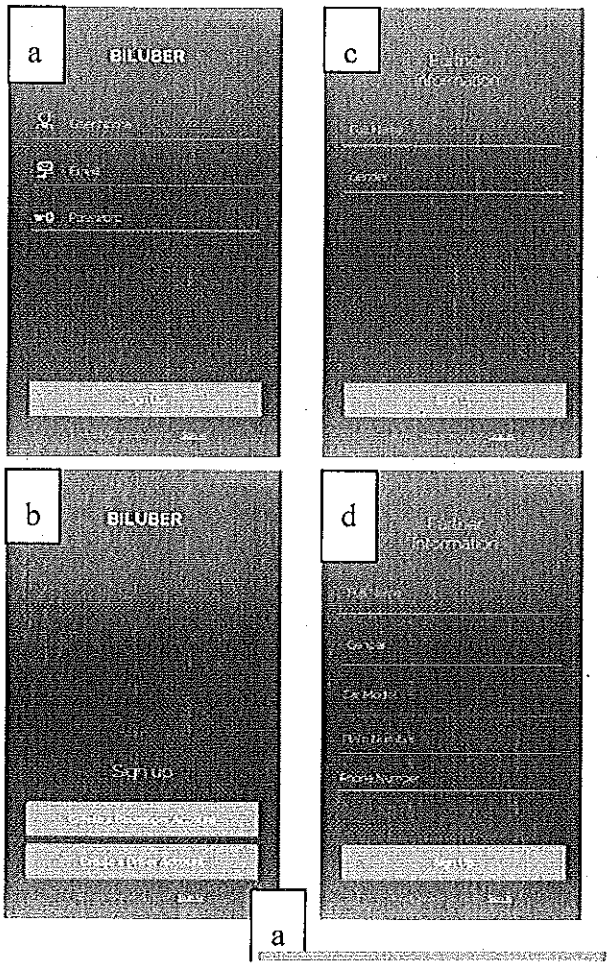

Figure 2: Registration Menu

2.1.3 Profile

In our profile page of Driver user can see name, gender, rating and car model (3b). In the profile of the Customer user can see customer's basic info such Name a can update their profile. So that if their contact info changes they shou changes. But in stats rating part can't be changed by the owner of the p users (customer) can give rating.

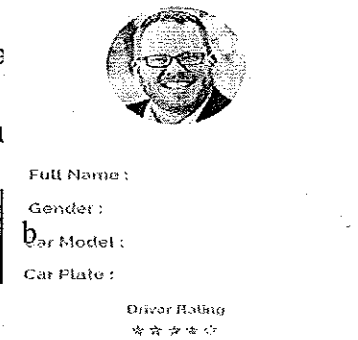

Figure 3: Profile

2.1.4 Menu Bar

Also there will be a Menu Bar part. Customer will see profile and wallet (4*a*); Driver will see profile and account (4*b*) in the program also both of them will be able to sign out from the profile.

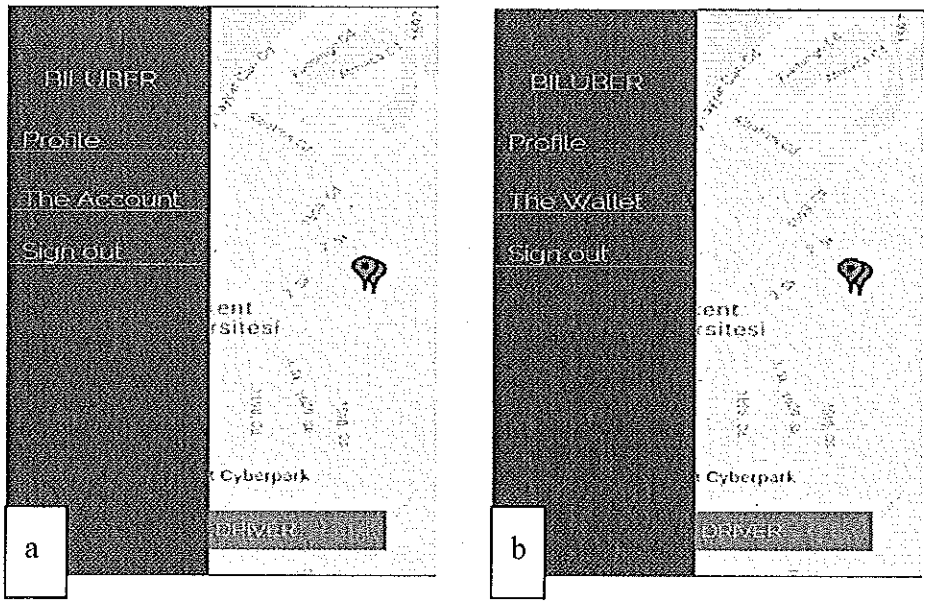

Figure 4 : Menu Bar

2.1.5 Wallet and Account

User (customer) of the program can fulfill amount of money in their account in the wallet page. They can choose amount of money and add it to the account. The driver can see the transactions that have been done in account page.

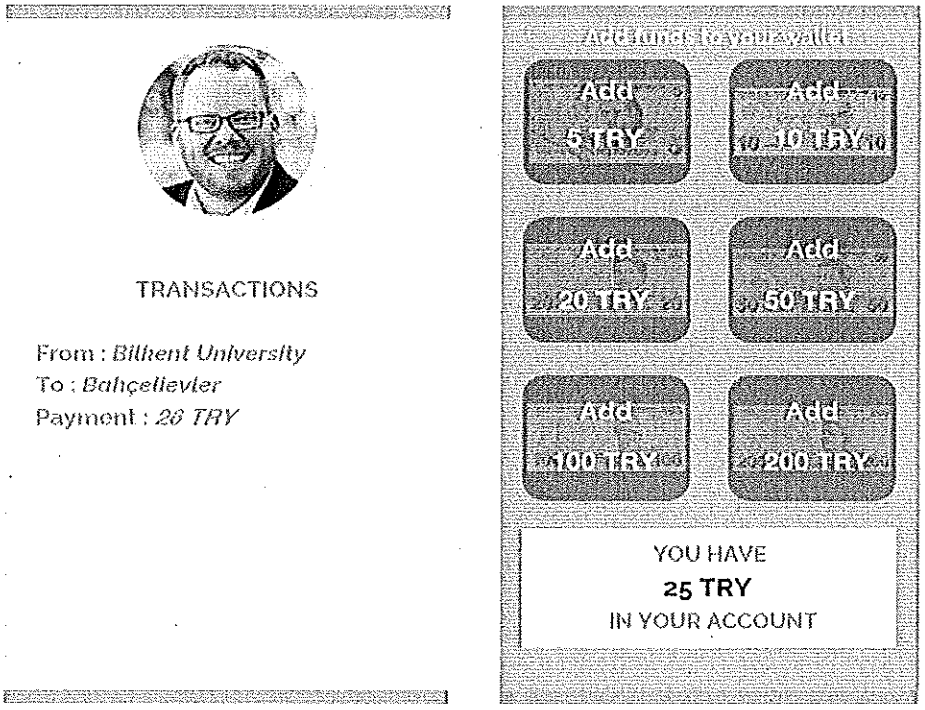

Figure 5 : Wallet and Account

2.1.6 Map

In the Map screen customer can search for driver in the map (6a) and see if there is any available drivers around them (6c). Drivers can make their status active from inactive in order to users can search for

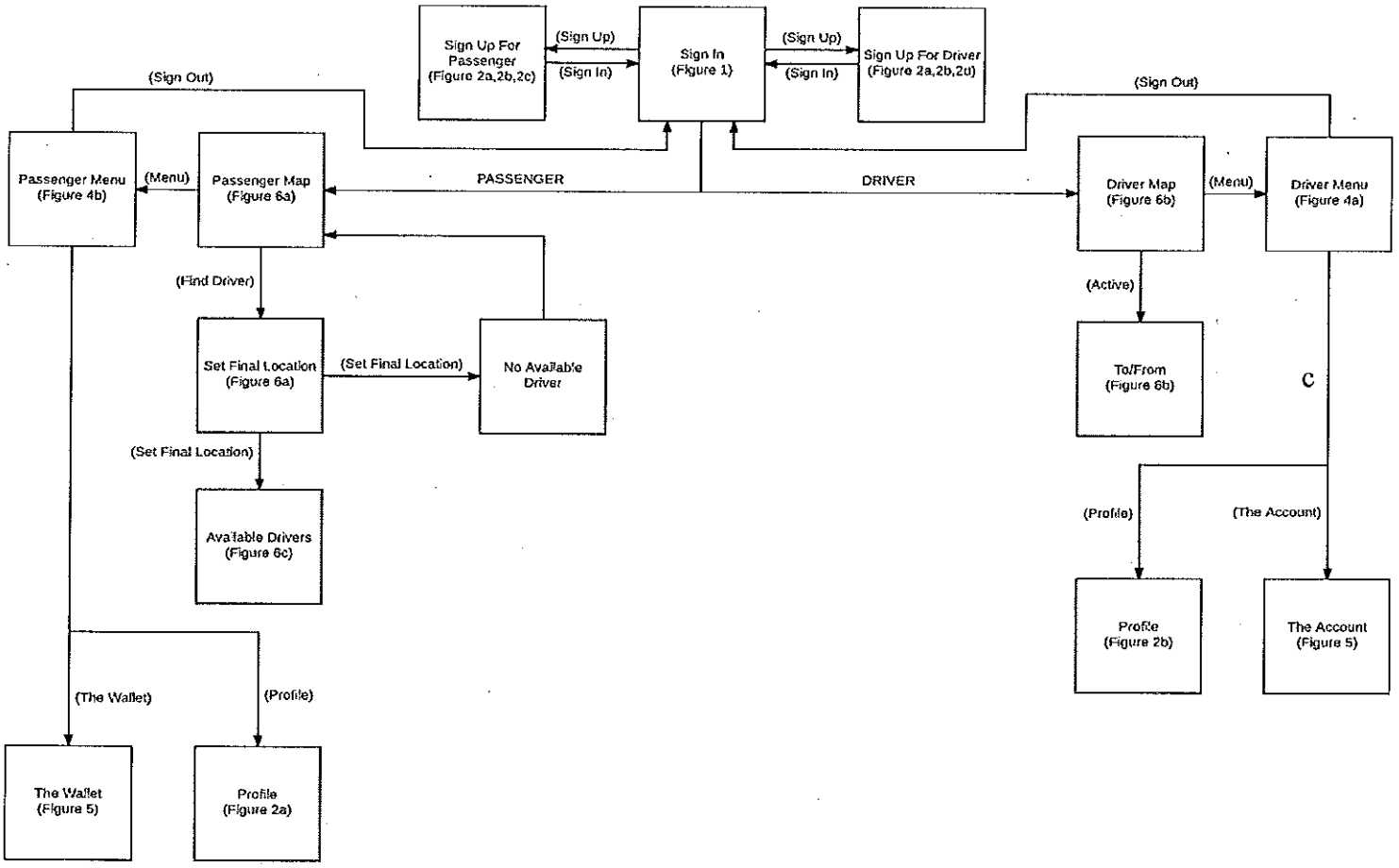

Figure 6 : Map

2.1.7 Site Map

2.2 Preliminary Research

Uber is an American multinational online car service providing company via mobile app, web or text messages which has an indispensable influence in the taxi industry all over

the world. This service initially became available in major cities in the US, including San Francisco, Boston, New York and Washington, some European capitals and a few cities in Asia. And nowadays, it has spread even wider to the different part of the world (Uber Taxi Service, 2016). We mind-stormed and used some features from Uber, our project has clearly different interface, generally we used just main idea of Uber in our project, which is interaction of customer and driver. We will try to do more user friendly interface like in Uber app (Android Play Store, 2017).

3. Summary & Conclusions

As it is indicated previously we tried to make friendly user interfaces, users will be able to use them in more advanced way, each page has it is own functions and we put them in a proper place, buttons and options of the page is understandable for the user. We will try to improve our program, interface during the code implementation, it is UI-Design report so further developments will be also beneficial for users and we will try to do them user friendly and easy understandable, so Biluber program will be easy to use for customers and drivers.. Biluber is our first touch with the android studio it has some similarities with Uber like idea of interaction of customer and driver, considering fact that Professionals work on Uber interface and also Uber is one of the most popular taxi program in the world, but we will give our best to do useful program for customer and drivers. We used site "proto.io" for our interface design, it was very helpful during development of UI-design (Proto, 2017).

4. References

1. Prototypes that feel real. (n.d.). Retrieved November 09, 2017, from https://proto.io

2. Uber - Android Apps on Google Play. (n.d.). Retrieved November 09, 2017, from https://play.google.com/store/apps/details?id=com.ubercab

3. Uber Taxi service. (n.d.). Retrieved November 09, 2017, from http://allfaq.xyz/uber-taxis-ervice