Vehicle Interaction Interface Application

General DisArrays

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**Abstract** To create an application that interacts with a vehicle. Allowing the operator to control several features of the vehicle remotely. The application will allow different user access levels, allowing the owner to add and manage other drivers.

**1. Introduction**

1.1 General description of the project

1.2 The assigned specification (use the project document)

1.3 The expected deliverables

**2. Background**

2.1 The theoretical topics

2.2 The models used

2.3 The methodology used (Model-driven, high-fidelity prototype)

**3. The Project**

3.1 Description of the work done

3.2 Description of models developed (examples)

3.3 Description of graphical user interface (examples)

3.4 Description of main GUI principles and guidelines followed

3.5 Description of problems encountered and their resolution

**4. Conclusion**

4.1 Statement of what was learnt

4.2 Statement of what was useful and what was not useful

4.3 Statement of what could be improved

**5. References**

1. Authors name(s), Title of Article or Book, Name of Journal for Journal Article, Publisher’s

name, Date NO url-address

**6. Appendix**

1. Presentation slides

2. All models developed for the project

3. All interface screens

4. Instructions for using your application (User’s Manual)