

RAJALAKSHMI ENGINEERING COLLEGE

RAJALAKSHMI NAGAR, THANDALAM – 602 105



<p>CS23A34 USER INTERFACE AND DESIGN LAB</p>
<p>Laboratory Observation NoteBook</p>

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Register No. : 230701384

Semester : IV

Academic Year: 2024-25

Ex. No. : 5b

Register No. : 230701384

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Simulate the life cycle stages for UI design using the RAD model and develop a small interactive interface using OpenProj

AIM:

The aim is to recreate the lifecycle stages of UI design using the RAD model and design a small interactive interface with OpenProj

PROCEDURE:

Tool Link: <https://sourceforge.net/projects/openproj/>

Step 1: Requirements Planning

1. Gather Requirements:

- Identify key features and functionalities needed for your interface.
- Example: A simple "Login" and "Register" interface with debug logs.

2. Define Use Cases:

- Specify use cases for user login and registration.

- Example: User logs in with valid credentials, user registers with a new account.

Output in OpenProj:

- Create a new project.
- Add tasks: “Gather Requirements” and “Define Use Cases”
- Set durations and dependencies for each task.

Step 2: User Design

1. Sketch Initial Designs:

- Draw rough sketches of the “Login” and “Register” screens on paper.

2. Create Digital Wireframes:

- Use a tool like Figma or Sketch to create digital wireframes.

Example Wireframes:

1. Login Screen: Username field, Password field, Login button, Register link.
2. Register Screen: Username field, Email field, Password field, Confirm Password field, Register button.

Output in OpenProj:

- Add tasks: “Sketch Initial Designs” and “Create Digital Wireframes”
- Allocate time and resources to complete these tasks.

Step 3: Rapid Prototyping

1. Develop Prototypes:

- Use a tool like Axure RP to convert wireframes into interactive prototypes.

2. Test Prototypes:

- Share prototypes with stakeholders for feedback.
- Collect feedback and iterate on the design.

Output:

- Interactive prototypes for “Login” and “Register” screens.

Output in OpenProj:

- Add tasks: “Develop Prototypes” and “Test Prototypes.”
- Set dependencies and milestones.

Step 4: User Acceptance/Testing

1. Review Prototype:

- Conduct user and stakeholder reviews.

2. Conduct Usability Testing:

- Perform usability testing and document feedback.

Output:

- Documented feedback and test results.

Output in OpenProj:

- Add tasks: “Review Prototype” and “Usability Testing.”
- Track progress and resources.

Step 5: Implementation

1. Develop Functional Interface:

- Implement final designs and functionalities based on feedback.

2. Integrate Backend (if required):

- Connect the UI with backend services for tasks like user authentication.

OUTPUT:

Designs for Login and Register

Login

Email

Password

[Forgot password?](#)

[Log in](#)

Don't have an account? [Sign up](#)

Register

Name

Email

Password

[Register](#)

Already have an account? [Log in](#)

14 days left

Buy now

New manually sorted query

+ Create

Include projects 1

Baseline

Filter 1

ID	SUBJECT	TYPE	STATUS	ASSIGNEE	UPDATED ON
40	Gather Requirements	TASK	New	VJ Vishwa J	04/26/2025 4:51 PM
37	Sketch Initial Designs	TASK	New	VJ Vishwa J	04/26/2025 11:49 AM
38	Create Digital Wireframes	TASK	New	VJ Vishwa J	04/26/2025 4:49 PM
41	Develop Prototype	TASK	New	VJ Vishwa J	04/26/2025 4:53 PM
39	"Test Prototypes"	TASK	New	VJ Vishwa J	04/26/2025 1:47 PM

+ Create new work package

Set parent

←

TASK Develop Prototype

New

#41: Created by Vishwa J. Last updated on 04/26/2025 4:53 PM.

Use a tool like Axure RP to convert wireframes into interactive prototypes.

PEOPLE

Assignee

VJ Vishwa J

Accountable

VJ Vishwa J

ESTIMATES AND PROGRESS

Work

70h

Remaining work

70h

% Complete

0%

Spent time

0h

🕒

RESULT:

Demonstration of the lifecycle stages of UI design via the RAD model and development of a small interactive interface employing OpenProj has been successfully completed.