

CSE 430
Autumn 2013

User Interface (Phase 1c)
Due Friday, October 18, 2013

Objective

Use paper and back-and-forth with your customer to develop a User Interface (UI) Prototype. Paper prototyping is fast and cheap and can be used as a requirements gathering tool, especially if the customer has trouble articulating what they want. Keeping it on paper helps everyone focus on function over form. Be sure to cover those parts of the UI that the user would navigate during the Use Cases included in your requirements document.

Assignment

Submit diagrams containing rough sketches of your product's user interface. These diagrams should depict the major UI used to complete the use cases you submit. For example, if one of your use cases is to Purchase Stocks, you should draw the initial UI that is presented when the user wishes to purchase a stock, along with any other major windows, messages, etc. that appear as the user navigates through this use case. From looking at these UI diagrams, the customer should be able to clearly see how your product will be able to successfully complete each use case you are submitting. Briefly represent paths through some major extension(s) as appropriate in your UI diagrams.

Submit as many prototype screens as are necessary to cover your use cases. A "diagram" is a depiction of a complete major screen, web page, window, etc. of your system. The diagrams can be drawn by hand or computer, or can be screenshots of an actual prototype. (Since it often requires a lot of time to create an actual code prototype, we generally do not recommend doing so for this deliverable phase.)

If a window leads to a dialog box, drop-down box, etc., include it as a sub-diagram within one of your two overall diagrams. For full credit, there should be at least some dynamic content to your prototype, such as expanding lists, pop-up dialogs, etc. as described in the reading. To help the customer understand how to "use" your prototype, label which items and sheets go together, for example, by putting numbers or names on the back of papers. For sub-diagrams such as pop-up windows, drop-down boxes, etc., it is helpful to put a corresponding number/name in the place that sub-diagram appears. If there is anything non-obvious about how your UI is used, include brief written instructions about how the user is expected to walk through the UI.

Submission and Grading:

Your diagrams do not need to be beautiful to get full credit, but they should be legible and reflect some forethought about what options will need to be shown and how the user will use the software. Part of your grade comes from choosing appropriate UI elements to effectively accomplish the desired task. (See Lecture #6 slides.)

(Your group will not be "locked in" to using the exact UI represented by these diagrams on your actual final project. The purpose of a prototype is to try out a set of user interface ideas, see how they work, and revise/modify the UI as needed.)

Turn in the complete set of User Interface diagrams on paper. Make sure everyone's name is on everything, and make sure all separate sheets and separate UI components are labeled clearly.