

## 1. User interface <EnvEd>

### Project plan

*Developers: Jaroslav Avizen & Robert Ignatov*

*End - product: User interface <EnvEd>*

*Form 3B*

*Long - term project*

*Theme: Nature and environment*

#### 1. Project conception and initiation.

- Carefully examining the idea of the project.
- Choosing a theme: Nature and environment.

#### 2. Project planning

- Defining roles and responsibilities.
- Developing a schedule of all the tasks.
- Setting deadlines in order to make work more efficient.
- Determining what resources will be needed.

#### 3. Project launch

- Research - Learn more about the environment, its pollution, general statistics about current environmental situation in the world.
- Defining aims of our work.
- Deciding how our end - product is going to look like.

#### 4. User interface developing

- Sketching - By developing sketches you are laying the foundation for your future interface: conception of the main features, approximate layout, structure of the application.
- Research - Find out whether there are other apps doing the same thing, find inspirational and creative design for your app.
- Interface creating - Using Adobe Photoshop creating a preliminary design of the application.
- Checking for bugs and flaws that could occur during the first stages.
- Having detected bugs, we decided to create brand new design that was extremely different to the preliminary one

#### 5. User interface presentation

- Exporting design from Adobe Photoshop to Sony Vegas where short movie was created.
- Recording a voice - over to make it look more professional.
- Creating presentation - presenting main points, goals, steps etc.
- Rehearsal and presentation.