

## Computer Information Systems Team GUI/Design Project

For this project, you and your partner will design and create a GUI application that utilizes the 8 rules of GUI design. The design topic is up to you. Do not try to create a FPS or other type of graphical game, as you do not have the training to create that level of graphical detail. For some examples of topics, see the bottom of this page. The application will not fully work but you should be able to switch between screens. There should be at least 4 forms in the application, which means at least 3 modules in addition to a main menu. You will also need to create the data elements for the application.

You will create the 4 screens and you will provide flow charts or pseudo-code documents for each of the modules that you create. Use your best judgment on whether to use a pre-defined process or process. If the pre-defined process is something that you could reasonable design, then you should provide the designs for those as well.

The first form/design that you will need will be a menu option. From here, the forms and modules are at your discretion. Keep in mind that each form that you design in Visual Studio MUST have a flow chart/pseudo-code document as well.

For your designs, please create a directory in one person's Z: Drive named TeamGUI. Put all pseudo-code or flow charting documents in that directory. Each file should be named in a way that applies to the application.

After creating your application, make sure that it runs, then create a word document in the TeamGUI directory. Name the file GUIScreens.doc. Do a screen print on each running form (Alt-PrtScrn) and then paste the image into the word document. You will have to paste after each print screen. Do not try to do all of the print screens and then paste them all at the same time. Also put your list of data elements in this document.

Put your names on this paper and where the directory can be found and turn this paper in.

Student Names: \_\_\_\_\_

Please circle which student's z: drive the files are located

### Scoring Guide

Items	1	2	3	4	5
Number of forms	2	3	4	5	6
Properly named directory/Files (number of items misnamed)	7-8	5-6	3-4	1-2	0
Appropriate Screen Size (across the application)	Large amount of white space	Significant white space	Small amount of white space	Minimal white space	No extra white space
Inappropriately titled forms	4	3	2	1	0
Inappropriate wording and capitalization errors (i.e. proper case)	9-10	7-8	5-6	3-4	0-2
Number of GUI rules not followed	4	3	2	1	0
Number of forms without designs	4	3	2	1	0
Incorrect symbols/pseudo code items	8-9	6-7	4-5	2-3	0-1
Design files that do not accurately explain the processes	8-9	6-7	4-5	2-3	0-1
Number of data elements	1	2-4	5-9	10-14	15-20

Total points: \_\_\_\_\_ / 50

#### Sample Applications

- Text based adventure with different character possibilities
- Role-Playing Game character generator
- Collectible card game inventory type system
- System to keep track of different media (CD, DVD, Blu-Ray, Book, Software, etc)
- System for a lawn mowing business
- System for keeping track of pictures
- Your choice as long as it is school appropriate