

UX V1.2

May 2016

By Prof Bill and VP UX Jennifer D

/*

Showing you what's new

This is Version 1.2

Coo coo ca haiku

*/

Here are **four** important things to get you started:

1. Use the demo screens as your primary reference:
wtkrieger.faculty.noctrl.edu/csc495/demo/index.htm
2. You can still use most of the notes in the previous version, UX V1.1. This older version at our class site: wtkrieger.faculty.noctrl.edu/csc495/index.htm
3. This document only lists changes from the previous version. If something appears here, then it overrides what you might see in UX V1.1.
4. If you have questions or need some clarification, then please ask the UX team:
Prof Bill or Jennifer D

This is the last UX version. If we miss something important, then I've added a place for this at the end: Appendix B Oops, Things We Missed.

A. New Stuff

Some "major" new things from V1.1:

- **All screens** have been spit-and-polished. You can find the demo near the Sprint 2 heading at: <http://wtkrieger.faculty.noctrl.edu/csc495/index.htm>
- We'll have to incorporate these new changes (CSS, HTML, ERB, etc) into the Sprint 2 Rails repo.

- A screen **Account.1** has been added. We forgot about it in V1.1. It is summoned when the user selects Account/Settings. It allows the user to change his/her password.
- In **Schedule.1**, a spinner has been added to view past Pickup Days from the previous 30 days.
- In **Schedule.3**, if a Day has no pickups scheduled in it, then a Delete Pickup Day link appears at the bottom of the page. This is to remove Days that were added in error.
- **Report.4** - This new screen isn't in the demo/reference screens. Like the Donor CSV, let the user pick a month and then dump 1) all the pickups for that month, and 2) all rejected pickups for that month. This means adding another icon to Report.3 as well.

B. User Levels

There are 3 user levels: Standard, Admin, and Entry.

The UX changes depending the level of the user logged in:

- **Standard** - This is the baseline. Everything is available to this user. The Account Nav at the top has options Settings and Logout.
- **Entry** - Only Home and Account are shown as top Navs. This user can select New Pickup to enter Home.2. But he/she **cannot** select pickups to enter Home.3 for scheduling. (Is this difficult?)
- **Admin** - This adds Admin to the Account Nav at the top. This opens up all the Admin screens.

Note: this may take some hashing out with the NAV and tests and such.

C. Admin/Security Issues

The problem - a rogue Admin goes crazy deleting users, or changing passwords, or whatever. Or the system's only Admin forgets his password (only Admin can change someone else's password) or is incapacitated in some way.

The solution - we will seed the database with ONE (all powerful) **Super Admin**. Go!

- ❑ I've asked the Arch Cell to add a **super_admin bit** to the User data model.
- ❑ There will be **no way** in the UX to add or remove a Super Admin. Or change his/her password. Super Admin cannot be altered by others via the UX.
- ❑ We will **seed the database** with Super Admin, adding his to the User table with the super_admin bit set.
- ❑ Super Admin will be me, **Prof Bill**.
- ❑ Only Super Admin can change his/her own password. He/she can also delete any user or change any user's password.
- ❑ So, if an Admin goes rogue, Super Admin can delete the Admin and restore order to the Odyssey universe.

Problem #2 - Prof Bill goes crazy or gets hit by a bus or forget his password (gulp) or whatever. Or, Prof Bill leaves his screen and someone resets his password, and he's now locked out.

Solution #2 - I re-deploy Odyssey with a new Super Admin. From the Super Admin can recreate users or whatever.

Solution #2b - If I am out of the picture, then Ryan from Sharing Connections will have the address of the Odyssey source code in Github and he can re-deploy.

Did I miss anything?

D. Future Features

This is a repo of possible UX ideas for the future.

- Sharing Connections' **TOP** future feature is a direct connection from their furniture donation form into Odyssey, saving the typing of each pickup. (gulp)
- Implement the Sharing Connections Pickup form ourselves. Can we improve the look and feel? Can we improve the email that this form generates?
- Is it possible to create a Noctrl version of Odyssey? Change the logo. Change colors to Red and Black. Remove the email checkbox in Home.3. Maybe other small things.
- Add “?” help pop-ups next to complex form fields.
- Make sure all pages look OK on a mobile device. Make sure they all print reasonably.
- How about a Help link in the footer Nav? This would take you to a 1 or 2 page help screed.
- Add capability to search Pickups. Put this in Report?
- Allow Super Admin to delete Pickups that are more than 6 months old (for example). This is to keep the size of our database from swelling over time. Add a div at the end of Admin.2 that only shows up for Super Admin?
- Allow the Super Admin to modify the program settings. This is a bit exotic but here goes:
 - Change program settings from a Super.1 screen
 - Accessible from a Super pulldown under Account, ala Admin... only shows up for Super Admin
 - What program settings? The SC email. The SC email password (digest, of course). The logo, bg color, fg color, hover color (default settings are SC, but I could also go in set for a Noctrl version (black and red, noctrl logo, etc).
 - Store Settings in a database. Two columns: name, value. Each row is a setting.
 - [Some Stackoverflow wisdom](#) on how to implement this: “The best way is to use a database table. Each row should contain a keyword and a value. Simples.”; “OK, but how would you manage the different data types? For example, some settings will be boolean, others strings, others integers etc”; “store a JSON string”

Appendix A: Screen Index

Here are all our screens, listed by major area. I like everything on one page.

Name	Brief description
Login.1	the first screen
Home.1	unscheduled pickup bullpen
Home.2	new pickup form
Home.3	view/edit/schedule pickup
Schedule.1	list pickup days
Schedule.2	new pickup day
Schedule.3	list pickups on day
Report.1	list reports
Report.2	truck reports
Report.3	export donors CSV
Admin.1	list users
Admin.2	add new user
Admin.3	edit user
Account.1	user change own password
About.1	about this website

Appendix B: Oops, Things We Missed

If we need to discuss something we missed in UX V1.2, then we'll jam it in here.