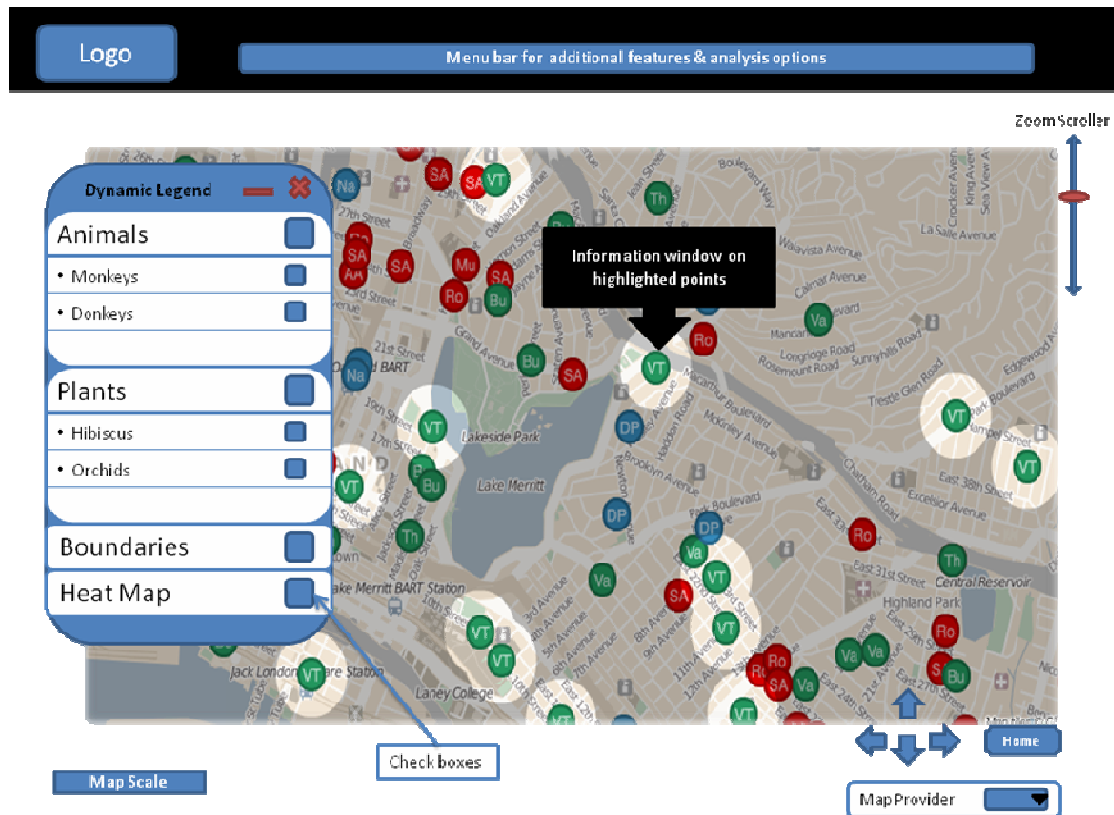# RIBA's User Interface Design Phases

User Interface Draft Layout

Design Concept: This is the initial proposed design for RIBA's UI. Various map necessities were included into the design like: Map navigation buttons, map scale, zoom scroller and map providers. A menu bar is a must to house all the various functions of RIBA. The dynamic legend is to show the desired data points to be plotted onto the map and an Infowindow to display the attributes of the data points.

Phase #1 (ver 2.0)
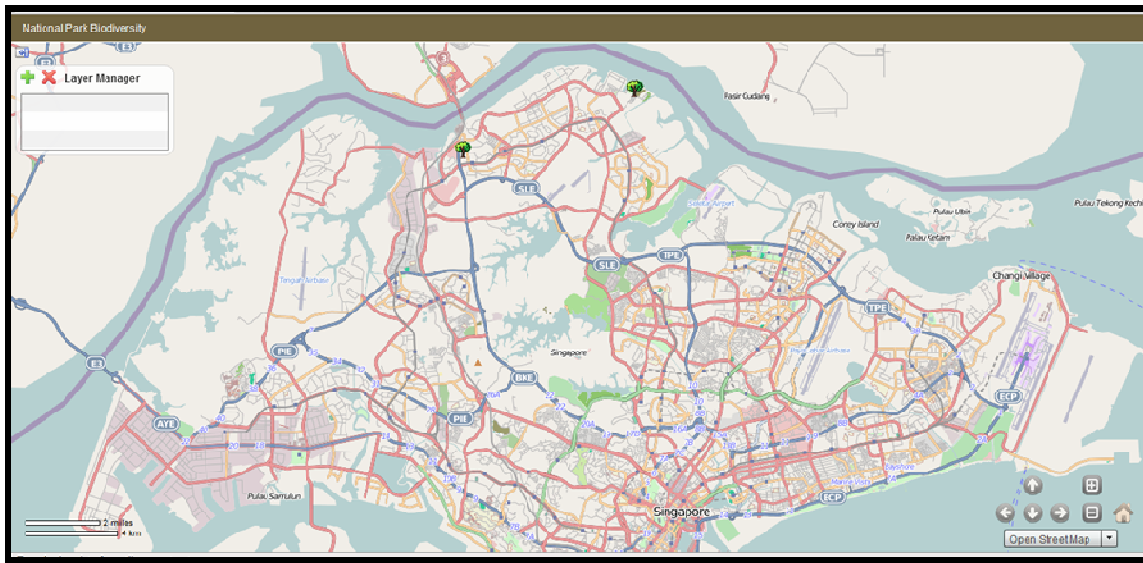
Design Concept: The very first phase of RIBA's UI. Map navigation and map scale is implemented and aligned accordingly. Prototype of dynamic legend is still being worked on. Since there are no distinct functions yet, the menubar has nothing to populate.

Phase #2 (ver 3.0)
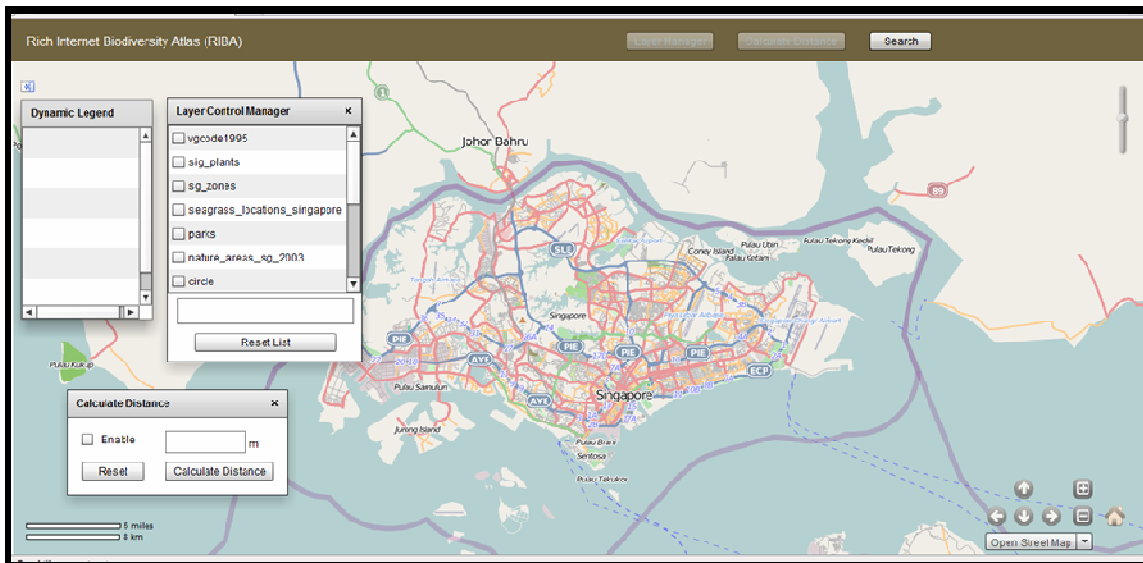
Design Concept: The functions are into various panels; these panels are movable to allow more control for the users. The menubar has been resized to fit the buttons in, these buttons are mapped into individual functions.

Phase #3 (ver 4.5)
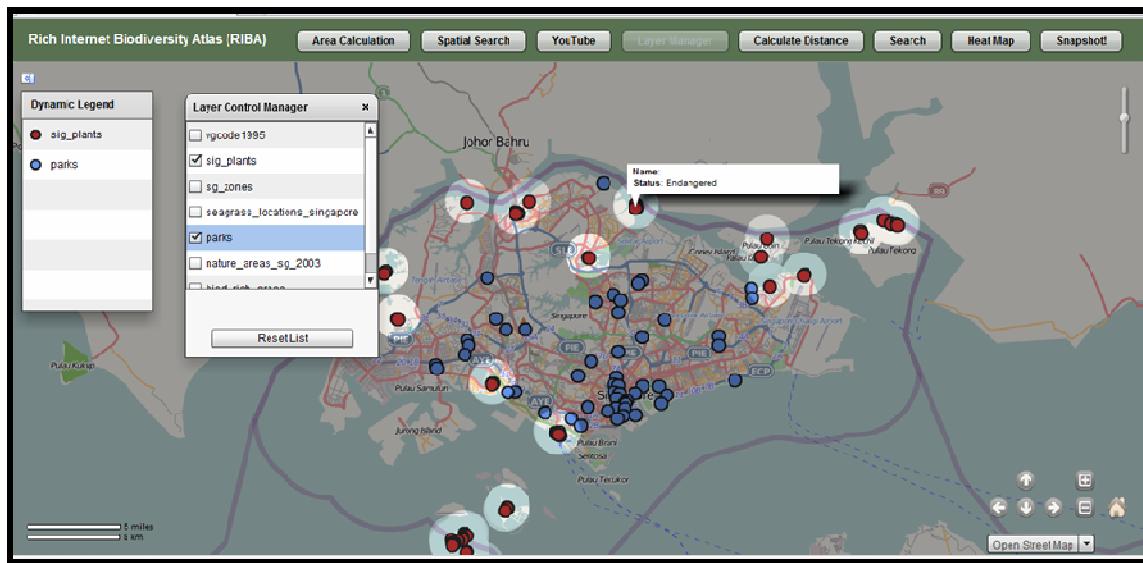
Design Concept: Data points are changed to circular markers. The color of the marker is randomized based on layer difference. Highlighting of point data is being implemented to display the same type of data, which allows users to see the relationship and overview. A information bubble is made to present individual attributes of the point data. The color of the menubar is changed to suit the National Park's color theme.

Phase #4   (ver 5.3)
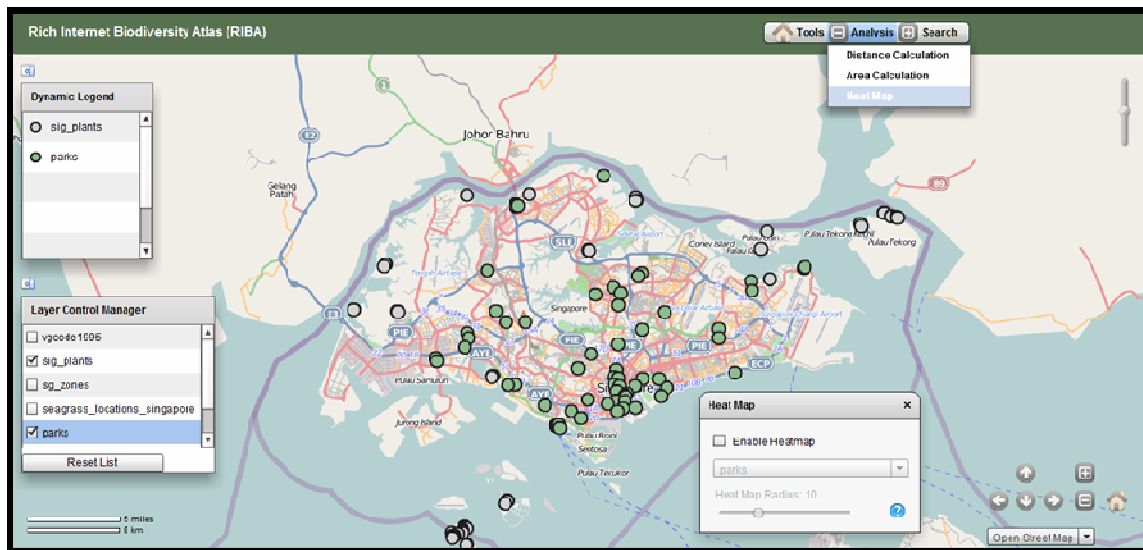
Design Concept: Frequently used functions like the "Layer Control Manager" are being taken out to put as default activated view. Users can also choose to deactivate the frequently used menu by minimizing it. Aggregation of the menubar functions is done to enhance user experience and ease of use.

Phase #5 (ver 6.4 Final)
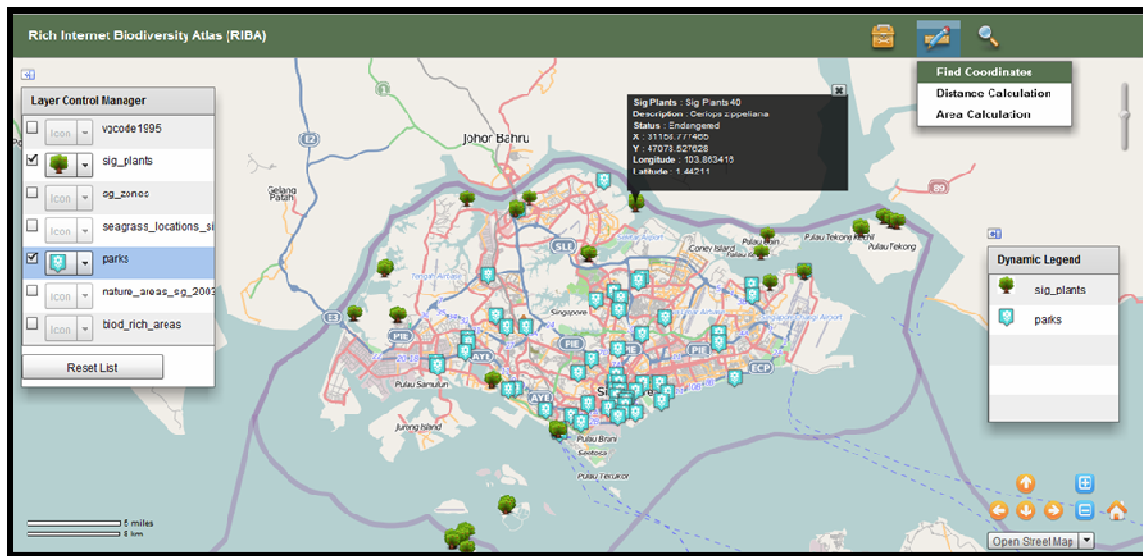
Design Concept: Menubar wordings are removed as the icons are intuitive enough to relate the different category of functions. The color of Information bubble has changed for easy viewing in contrast to the background map.

Due to the major requirement changed by the end users, various UI changes are implemented:

- "Symbol Customization" are integrated into the "Layer Control Manager".
- "Dynamic Legend" has shifted it position as not to interfere with the "Layer Control Manager"
- "Dynamic Legend" now displays symbols instead of circular markers.
- All markers take a form of the assigned symbol.
- Color of the navigation button has changed for ease of viewing.