The idea for this project is to help bridge the gap in software interface design between software developers and their clients. Right now, there exists few environments for non-technical clients to express their ideas for the design of interfaces within their applications. Because of this, many clients end up with software that is designed to be intuitive to the software developers instead of the clients. The client then needs to either spend more time and money to have the developer correct the issues, or else use the program as is. Options that do exist (see: www.irise.com) are expensive and include so many features that it becomes hard again for strictly non-technical persons to get their idea across. There needs to be a simple way to show the look and feel of an application with at least some minimal functionality.

The audience for this application will then be anyone who has an idea about how they would like to interact with some piece of software. This application is for the developers and their clients. It should include all the common elements of design such as buttons, text boxes, and menus, and should be presented in a way that makes these components easy to find for the user. Still, the user may have an idea for a new interface component such as a new type of button or switch. Therefore, there should be support for drawing abstract components, as well as the ability to write new components as add-ons.

To summarize, our goal is to create application that acts like an interactive Visio or OmniGraffle. It will allow users to create a workflow upon which they can build a user interface. There will be set functions and objects that a user can drag and drop. These objects will include menus, dialogs, buttons, etc. Then they can click and go to the next “page.” This will allow the clients and developers to create visually appealing and usable applications.

Figure 1: OmniGraffle provides an easy, attractive, and intuitive way to create workflows.
Figure 2: OmniGraffle provides stencils to create diagrams. Some of them, like the ones shown here, provide a way to mock up a user interface. However, the stencils fall short of our needs because they are static. That is, once placed on the diagram, they do not provide any interaction between each other or the user to present to developers.