inteGREAT**4**TFS

# Mockup Step-by-Step Guide

CONTENTS

OVERVIEW

Mockups are where the true functionality of the Requirements Definition module in particular and inteGREAT4TFS in general comes into light. The mockups present a fuller picture of the on-going projects to the various stakeholders, maximizing productivity while at the same time reducing the overall development cost and time. The Pages and various controls of the mockups can be linked to Work Items (new and existing) in the Team Project. This means that the projects become more manageable and traceable.

Mockups present the visual behavior of the system while the Scenarios present the conceptual behavior.
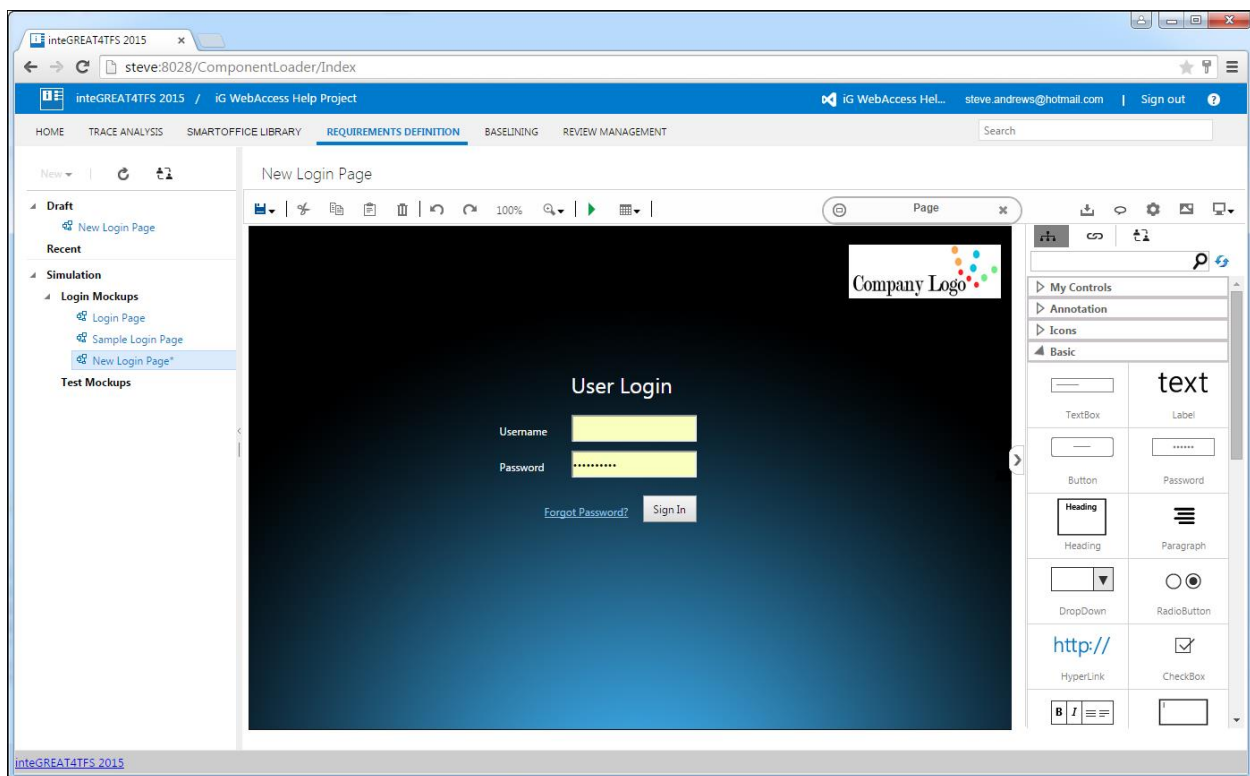

KEY TAKEAWAYS

Individuals will learn how to perform the following tasks from this tutorial:

- Mockup Toolbar
- Creating a new mockup
- Opening an existing mockup
- Designing mockup using controls
- Navigation between mockup
- Creating custom controls

MOCKUP UI

MOCKUP TOOLBAR

The Mockup Toolbar is displayed above the Modeling Area of the mockup. It contains general options available for the controls that are added to the mockup.
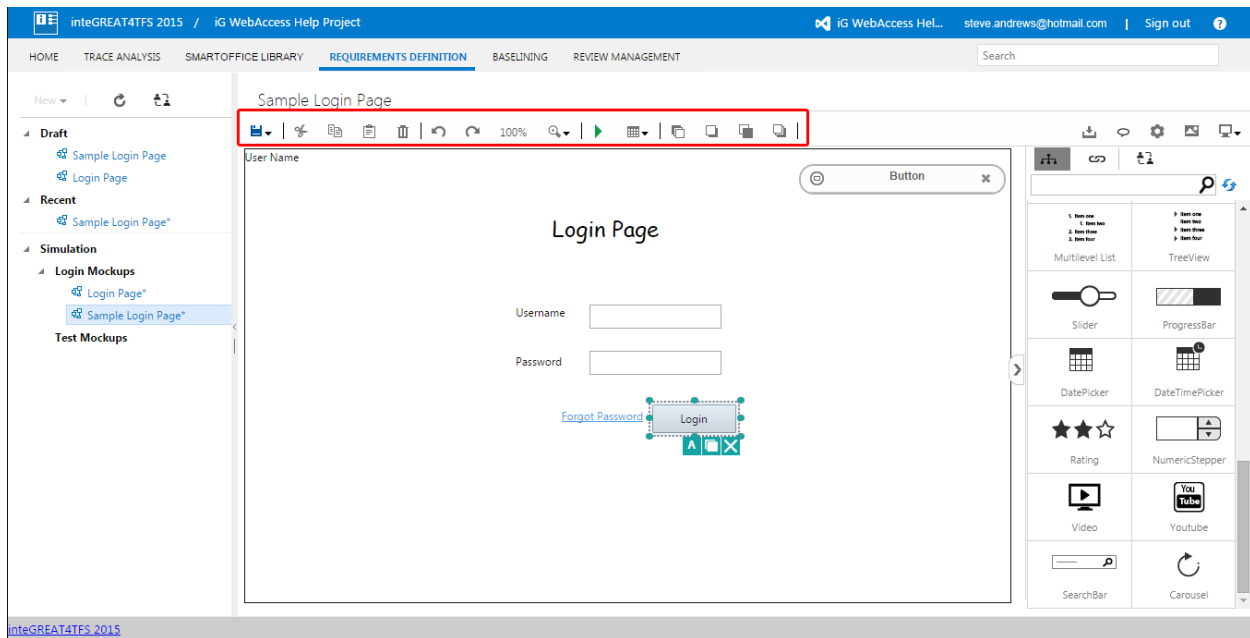
OPTIONS

	Save Options	Save options for the mockup
	Cut	Cuts the selected control
	Copy	Used to Copy the control
	Paste	Used to paste the control
	Delete	Deletes the selected control
	Undo	Undo the last action
	Redo	Redo the last action
100%	**Zoom Percentage**	Shows the current zoom percentage
	Zoom	Used to adjust the zoom percentage
	Run	Runs the designed mockup in a separate window to demonstrate the working of the mockup
	Insert Table	Used to Insert a table
	Group	Groups a set of selected controls
	UnGroup	Dissolves the grouping of the grouped controls
	Move Backward	Move the selected control 1 step back
	Move Back	Move the selected control to the bottom layer

	Move Front	Move the selected control 1 step forward
	Move Forward	Move the selected control to the front layer
	Insert Right	Inserts a column to the right (used only for a table control)
	Insert Left	Inserts a column to the left (used only for a table control)
	Insert Bottom	Inserts a row at the bottom (used only for a table control)
	Insert Top	Inserts a row at the top (used only for a table control)
	Merge	Merges the two or more selected cells into a single cell (used only for a table control)
	Split Cell	Splits the elected cell (used only for a table control)
	Indent	Indents a list item (used only for a list control)
	Outdent	Outdents a list item (used only for a list control)

In addition to these options, there are general options applicable for both scenarios and mockups.

GENERAL OPTIONS

	Download	Downloads the HTML/JavaScript code generated by Simulation base on the designed mockup. The download consists of .html page.
	Annotation Switch	Show/Hide annotations in the mockup/scenario
	Settings	Invokes the Settings Window to manage the overall settings for the mockup/scenario
	Media Library	Invokes the Media Library Window to manage images used in the mockup
	Screen	Used to select the desired platform (Desktop, Laptop or Mobile device) for the mockup/scenario

The **Collapse** control (far right) is used to collapse the Designer panel and show the Editor panel in the whole Modeling Area

FLOAT PROPERTIES POPUP

- The Float Properties Popup is usually displayed as a large button in mockup UI.
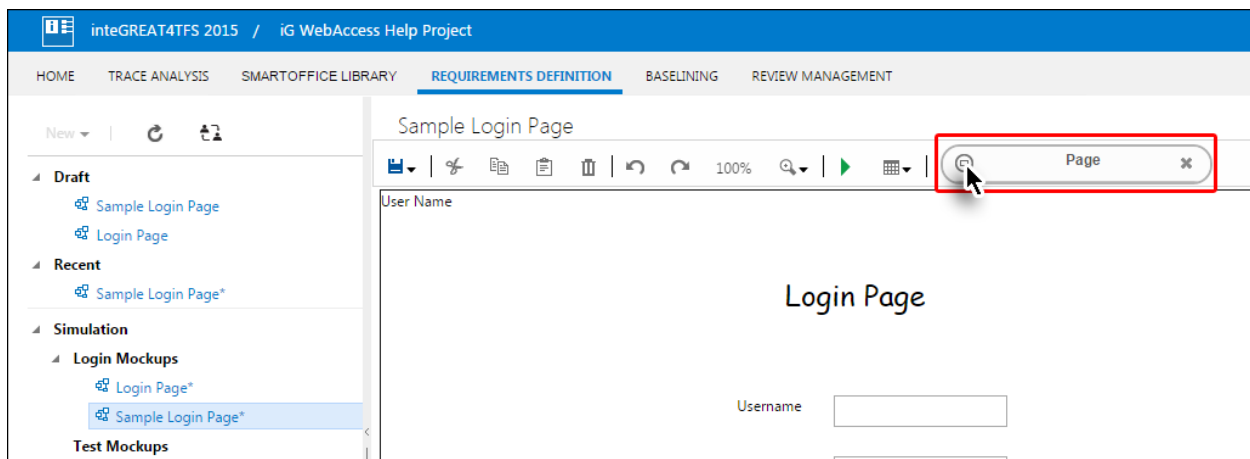
- The popup is expanded when user clicks on the round expand/collapse control.
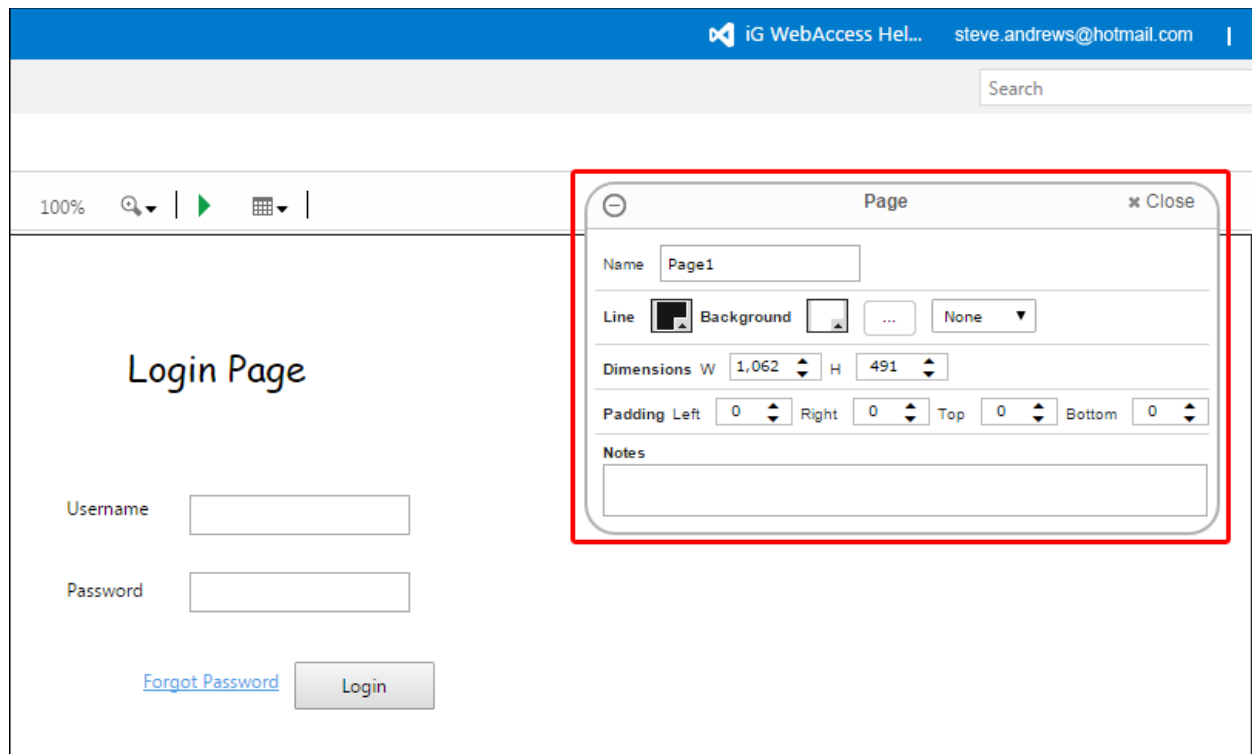
- Available options in the popup vary depending upon the currently selected control.
- The options in the popup are used to fine tune the properties of the selected control.

OPENING AN EXISTING MOCKUP

The mockups created by a user are available to all other users that have proper access to the relevant team project. After opening a mockup, users can update them, save them as templates, link Work Items etc.

The steps to open an existing mockup are elaborated below.

1. Navigate to the desired folder in the Folder Explorer.
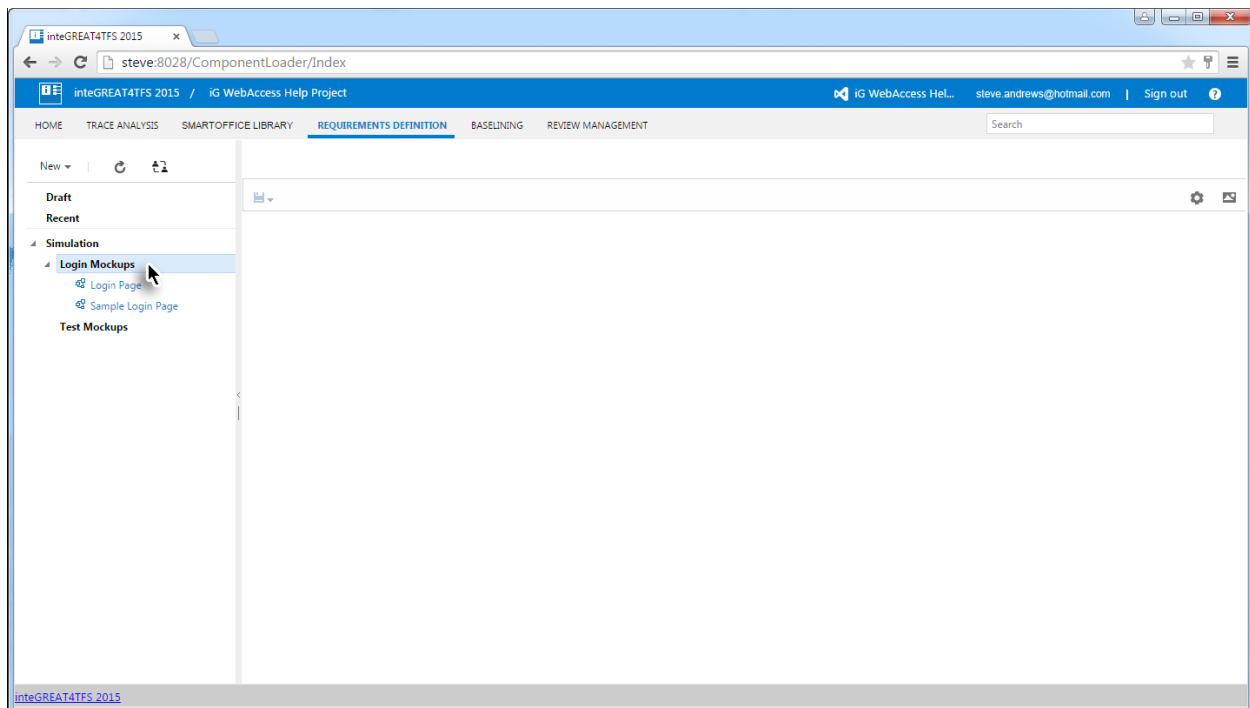
2. Click on the desired mockup to open it.
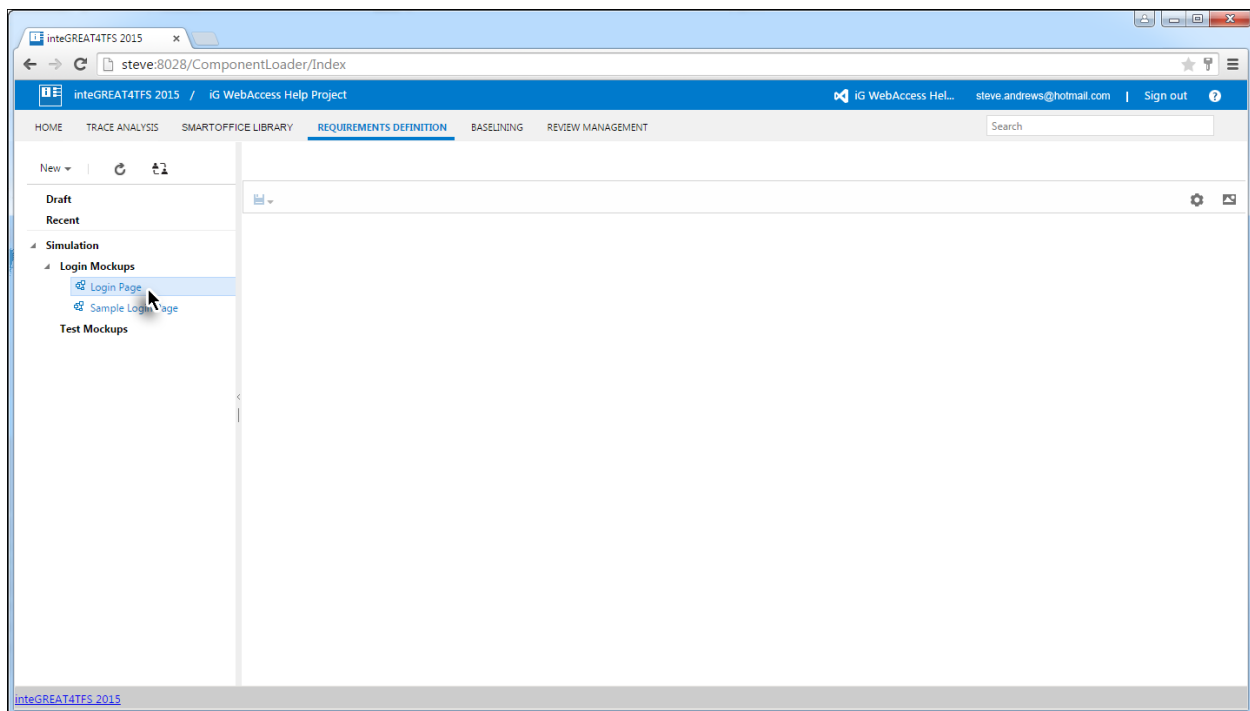
If the mockup has been already checked out by another user, the mockup is opened in read-only mode with the message highlighted in the image.
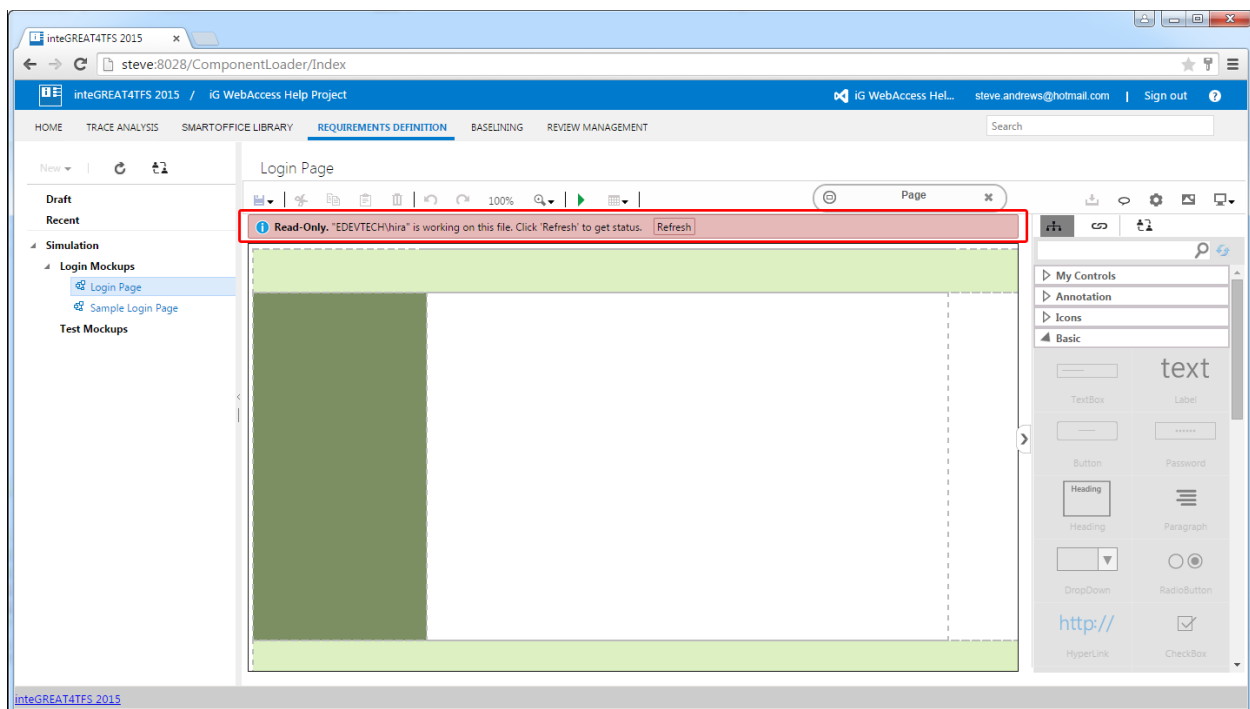
3. Click the **Refresh** Button to see if the mockup is available to be checked out.

In case the mockup is available to be checked out, it is initially opened in read-only mode with the message highlighted in the image.
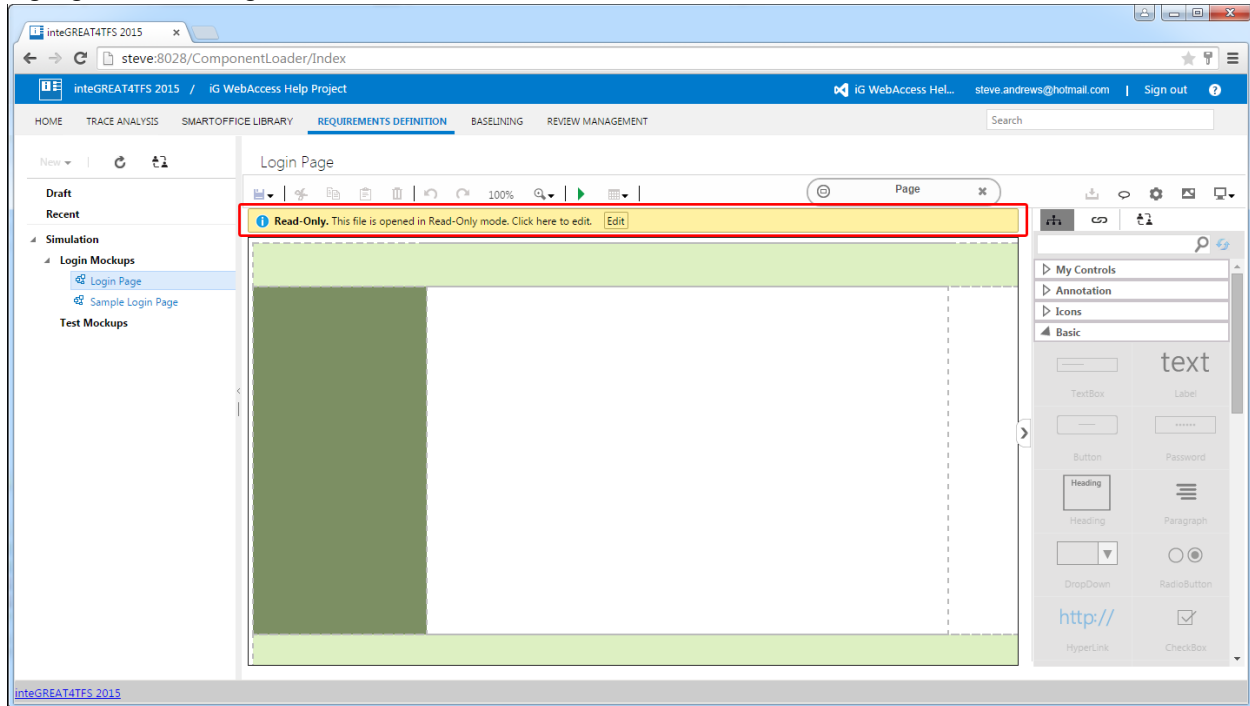
4. Click on **Edit** Button in the message bar.
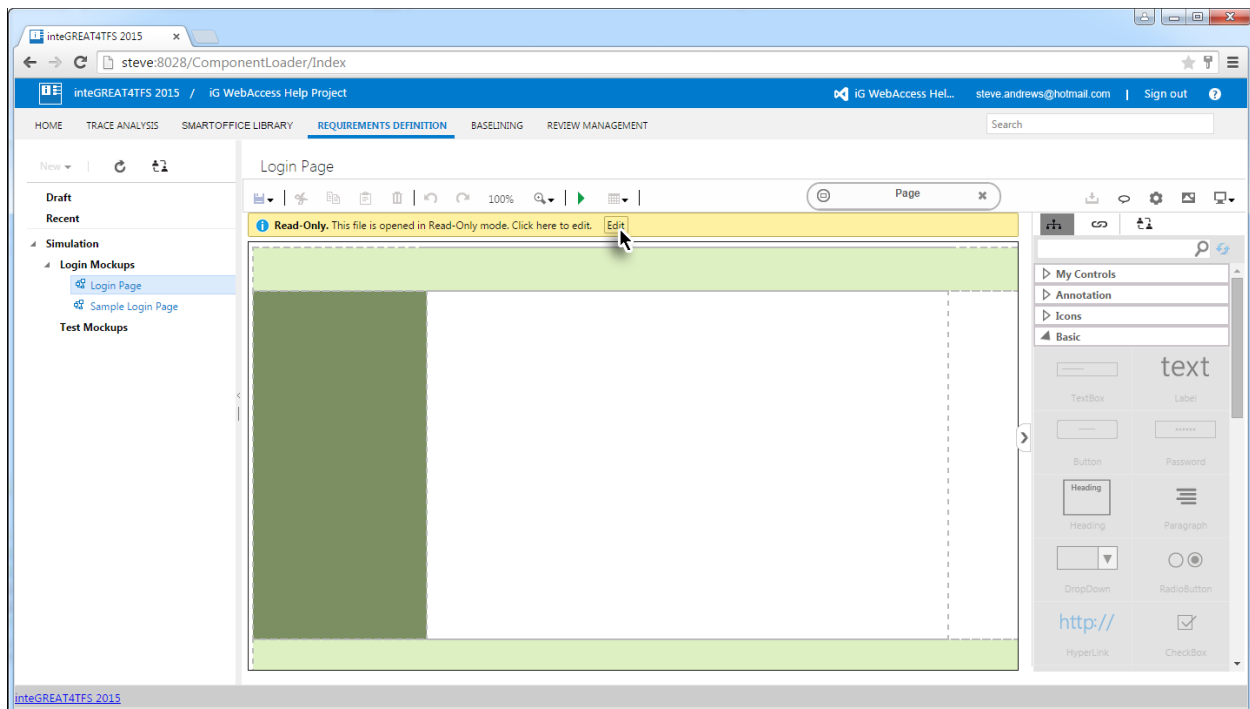
The mockup is opened in editable mode.
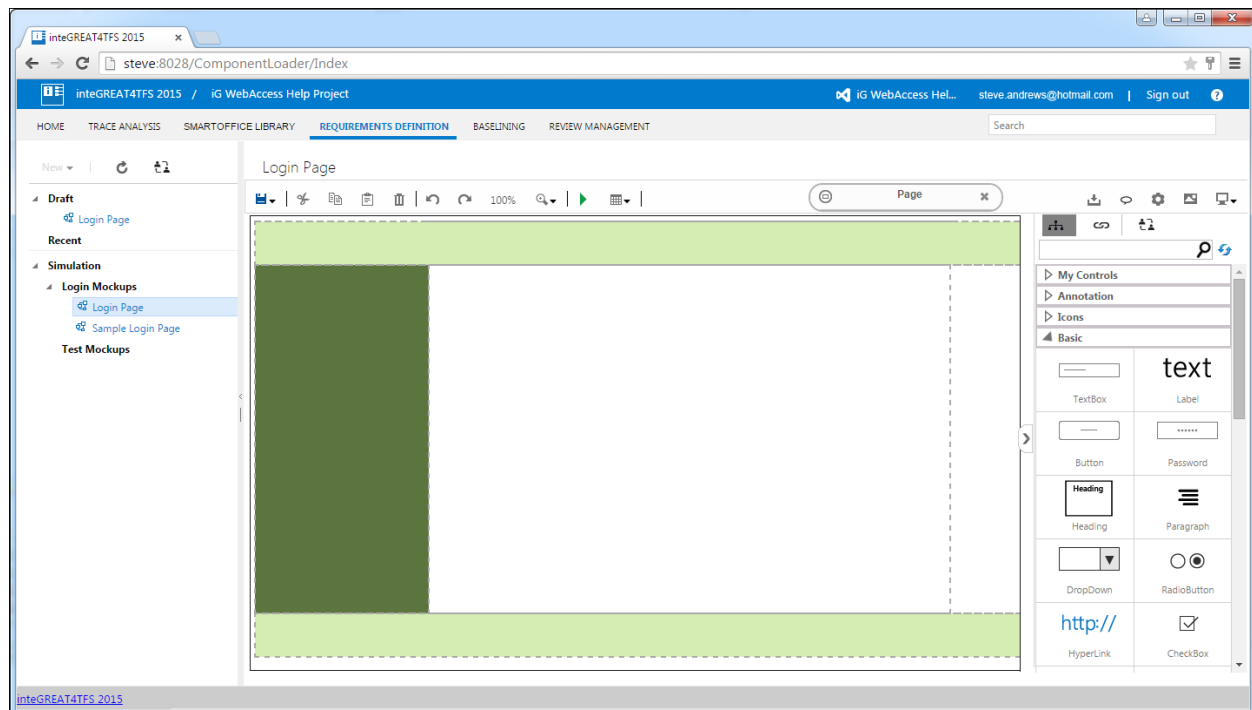
CREATING AND DESIGNING A MOCKUP

1. Navigate to the folder where the new mockup is to be created.

2. Click the **New** option in **Folder Explorer**.

3. Select Mockup option from the drop-down menu.

4. Give a suitable name to the mockup being created.
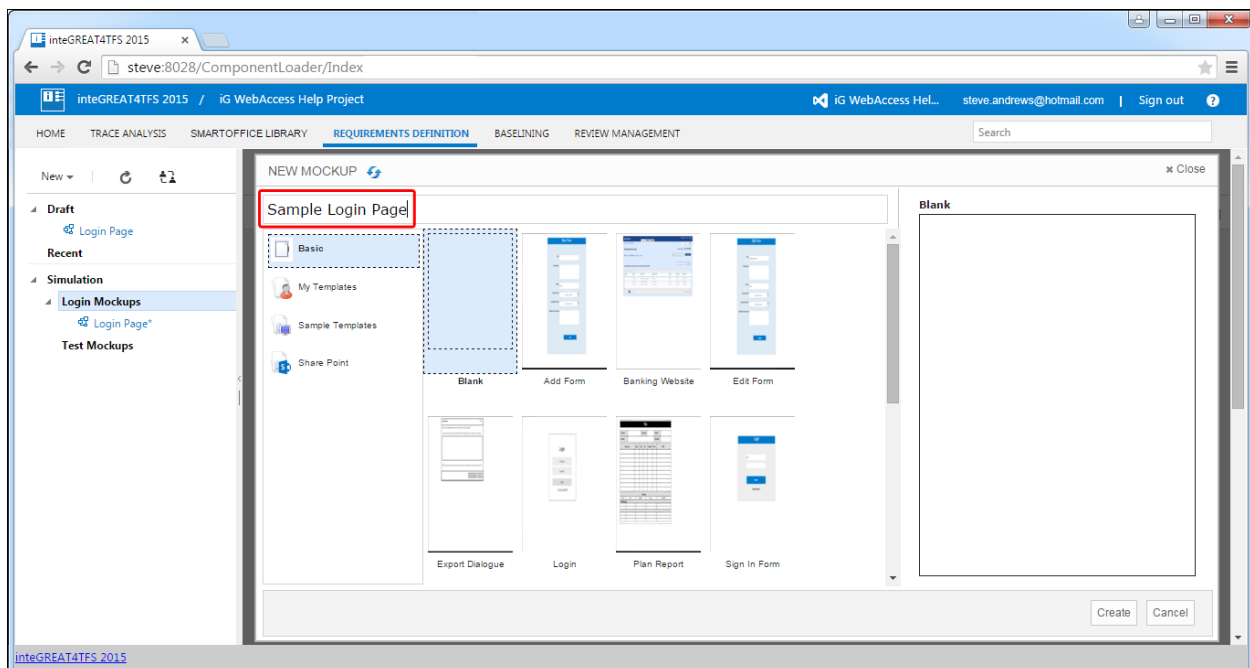
5. Select the desired template and click the **Create** Button.
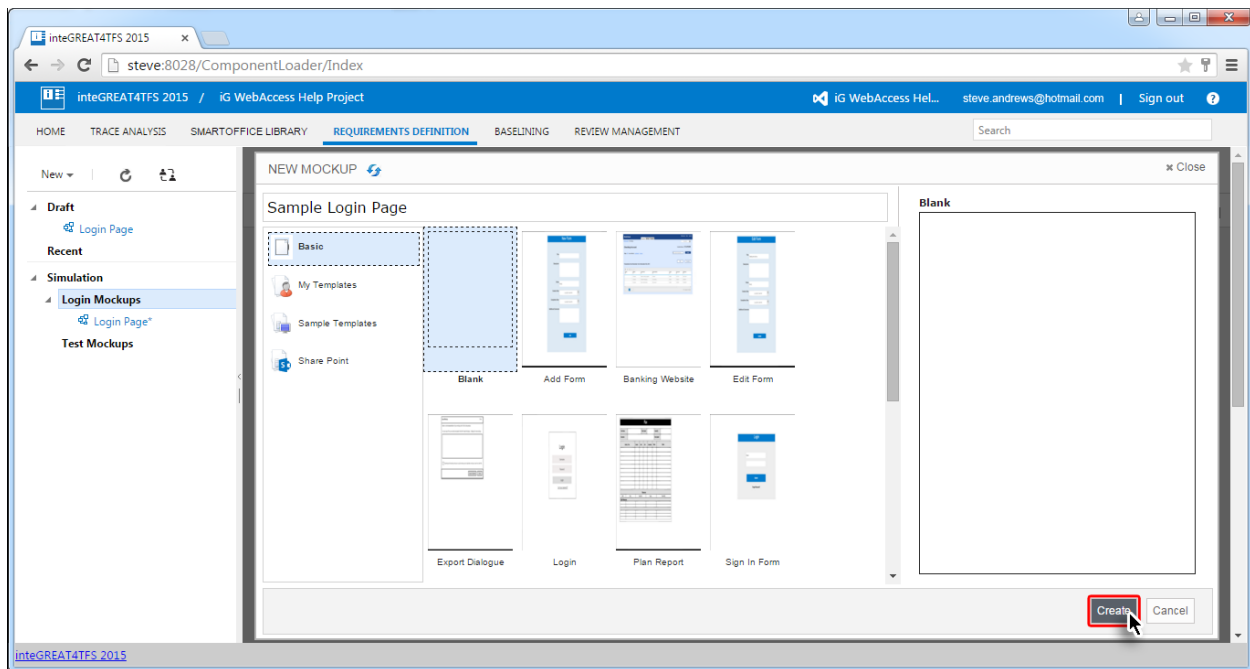
The mockup is created.

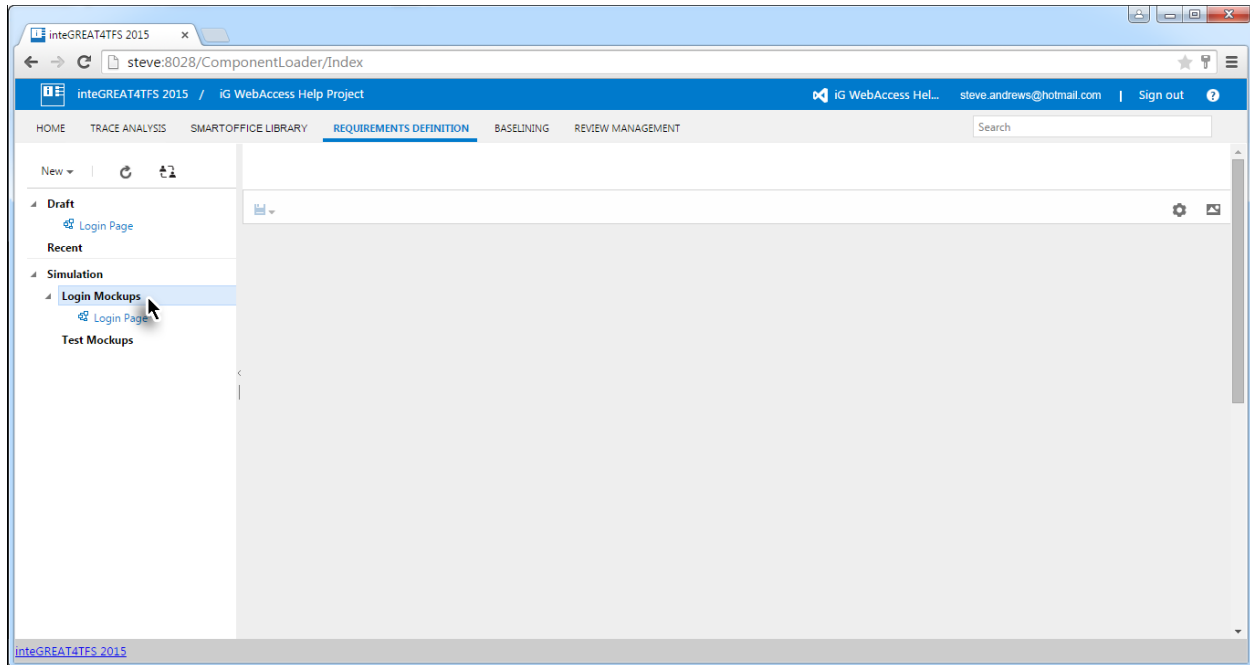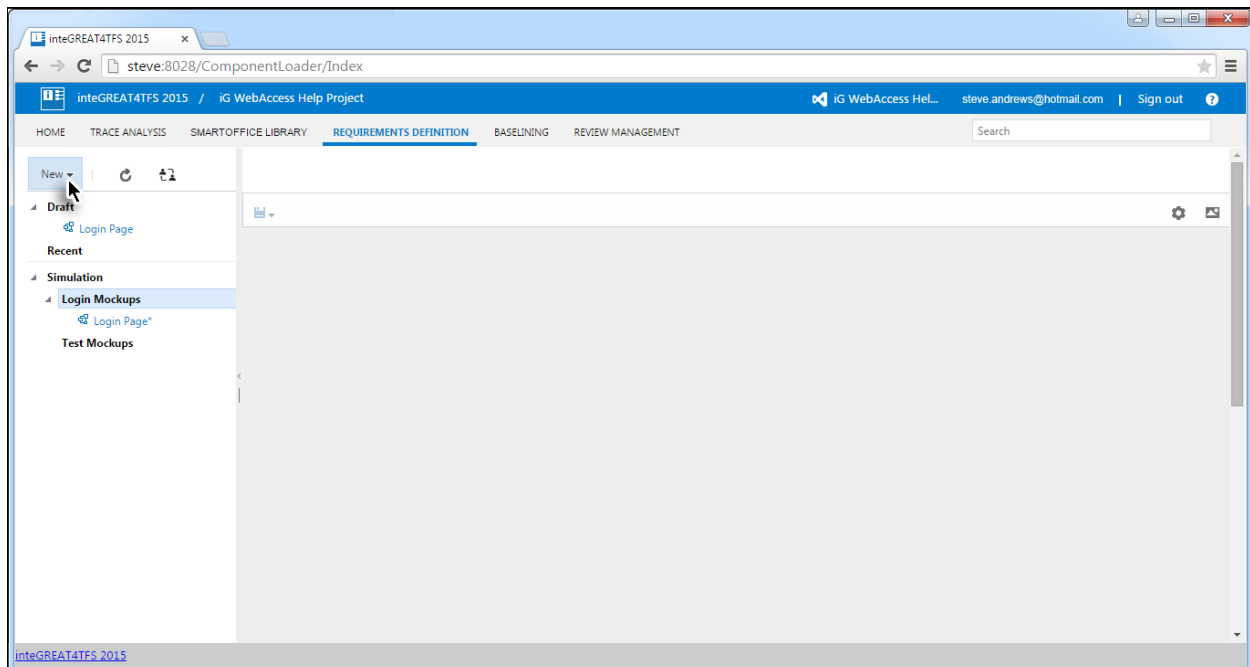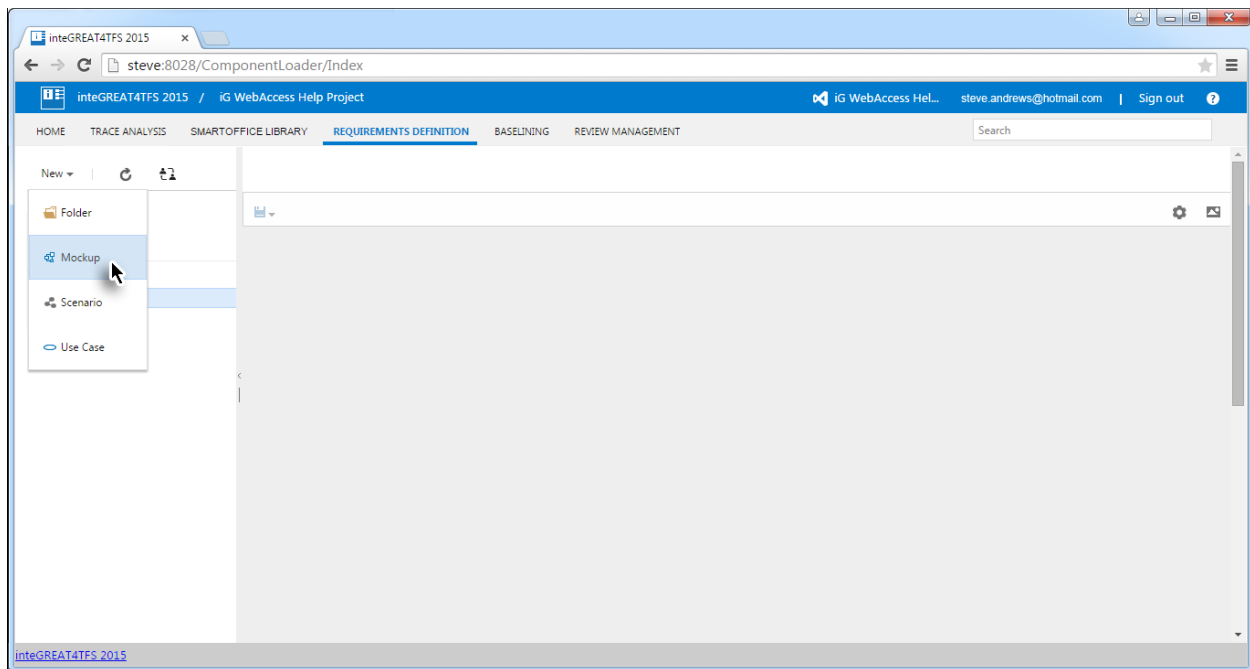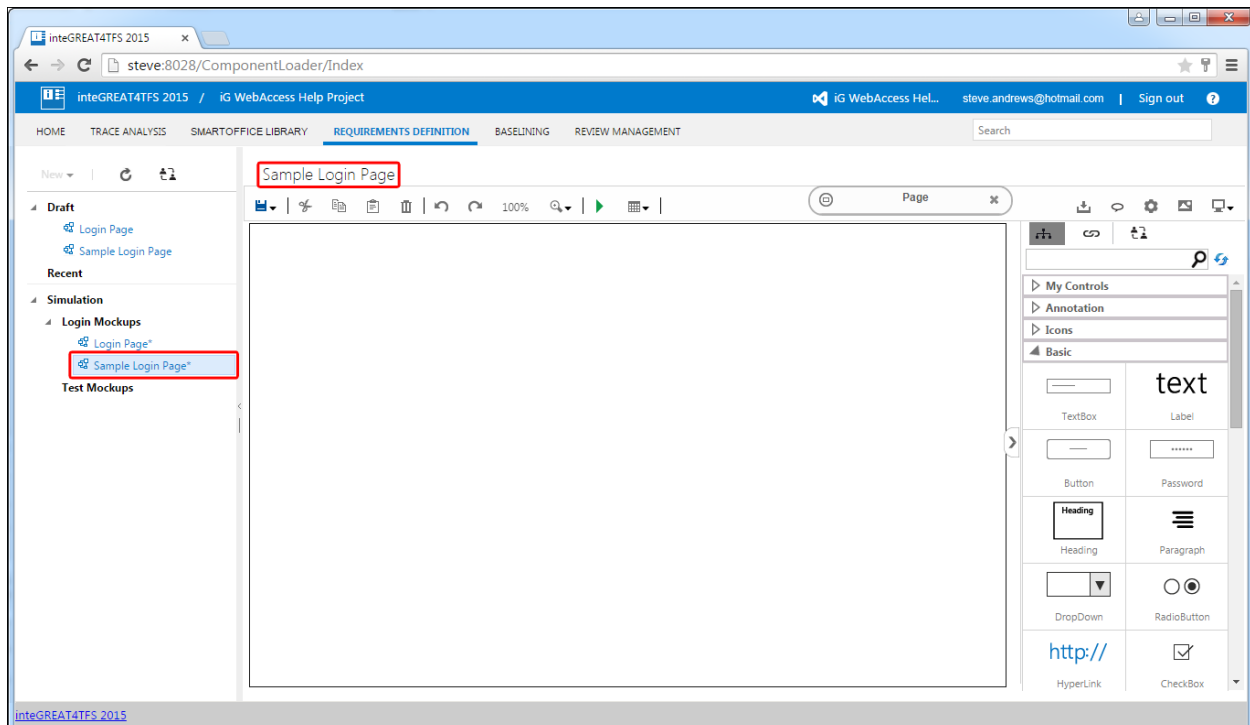Next, we need to design the mockup by adding relevant controls. This process leads to the point where the mockup looks similar to what the real application would look like after development.

The following steps elaborate on how to design a login screen mockup. The steps in this section are neither obligatory nor are they to be performed in the sequence shown here. The purpose is only to get the desired results.

6. Open or create the mockup.
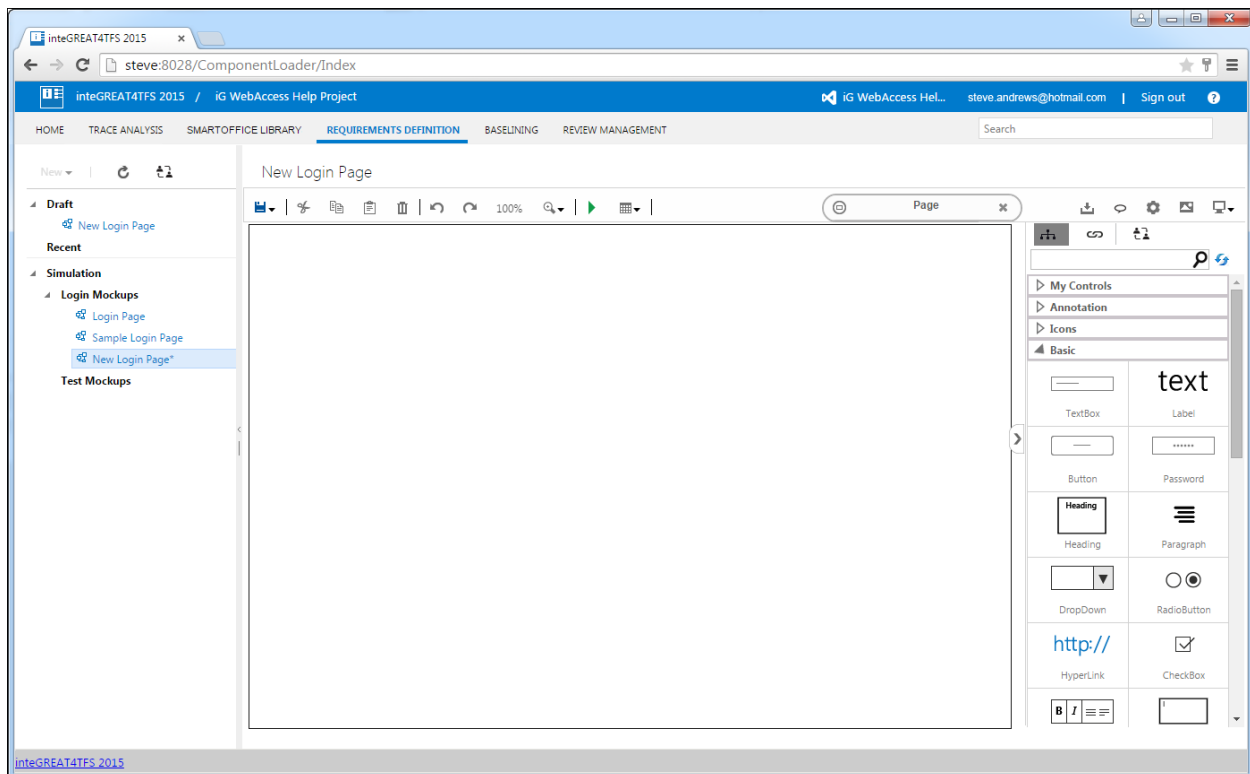
7. Expand the **Float Properties Popup**.
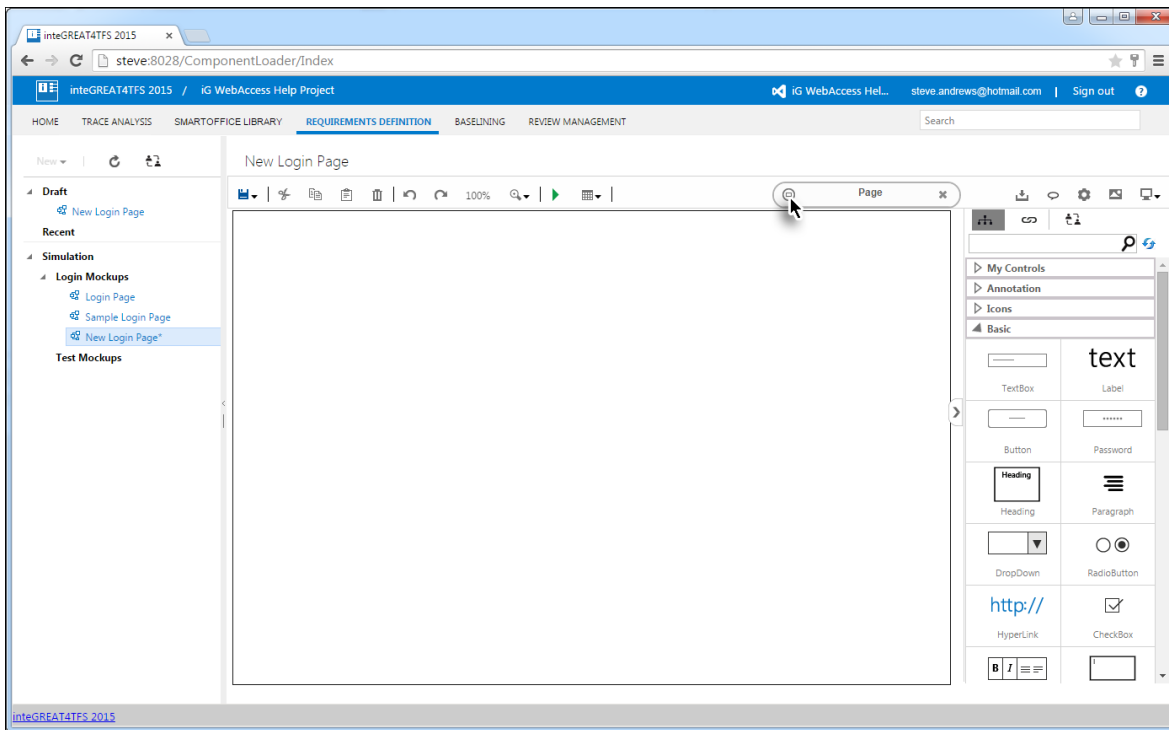
8. Set properties for the mockup's page. The following image shows the user is going to set an image as background for the mockup's page.
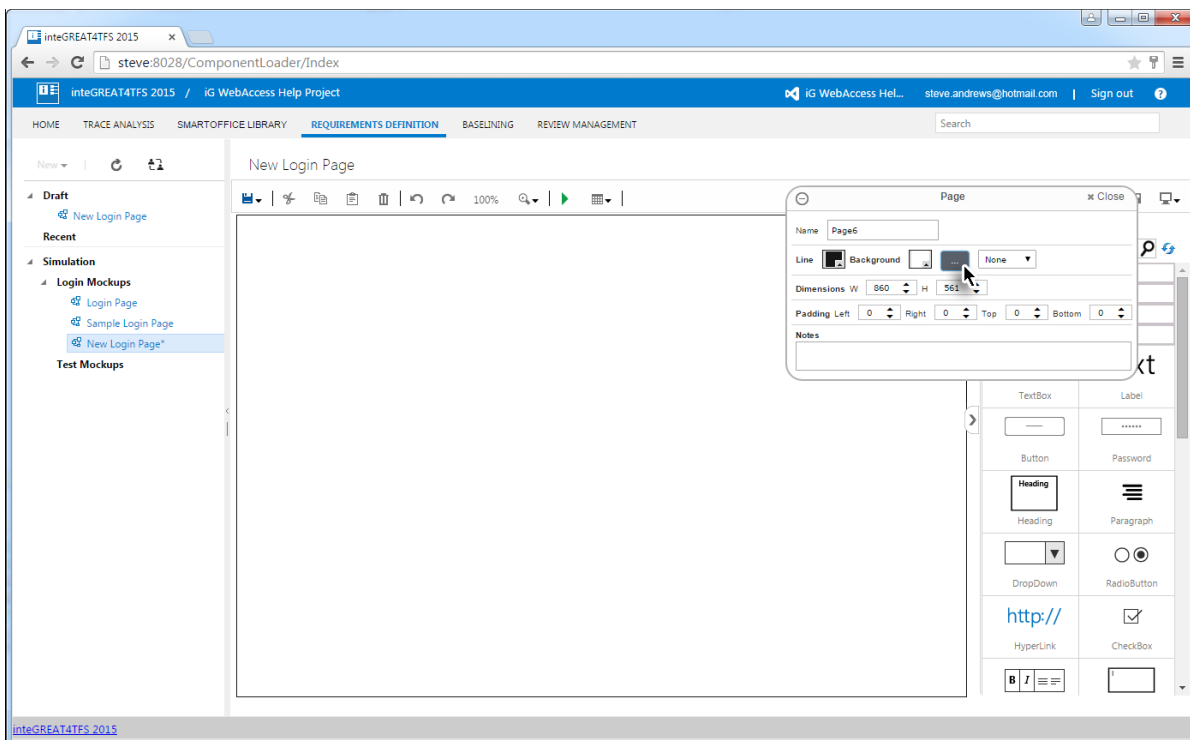
9. Minimize the Float Properties Popup.
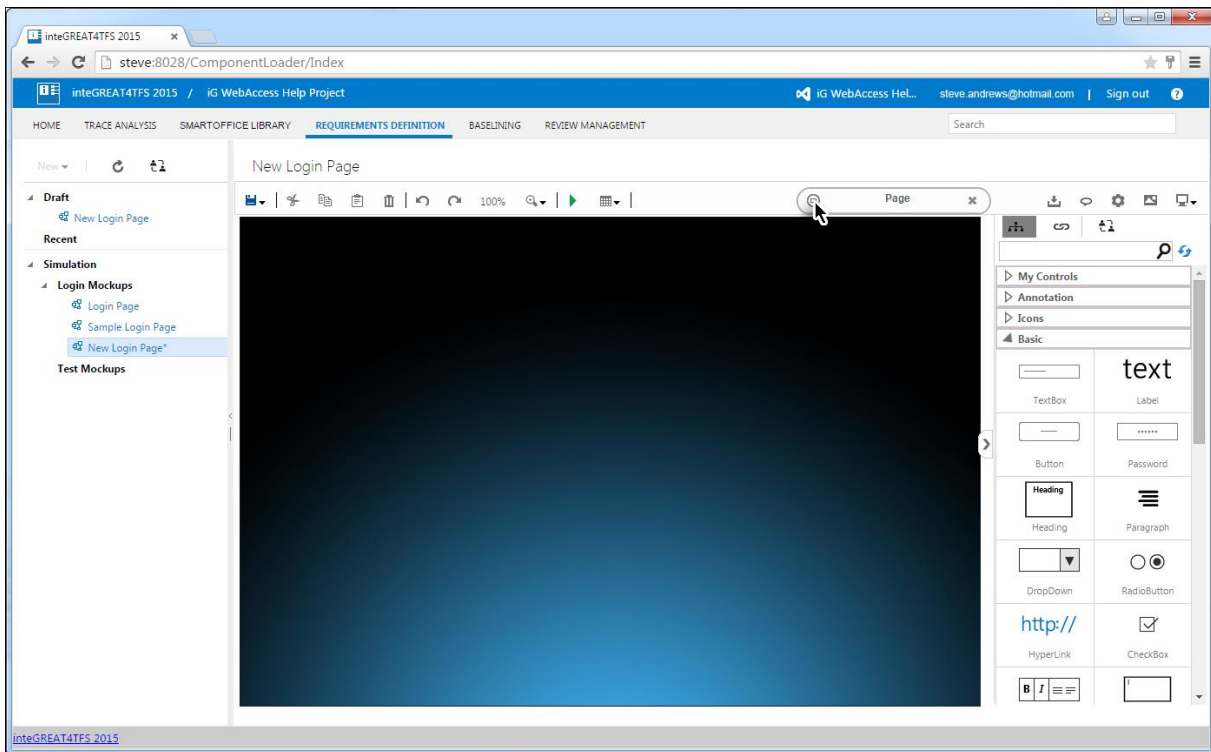
10. Drag and drop the desired control from the Controls Panel onto the Modeling Area.
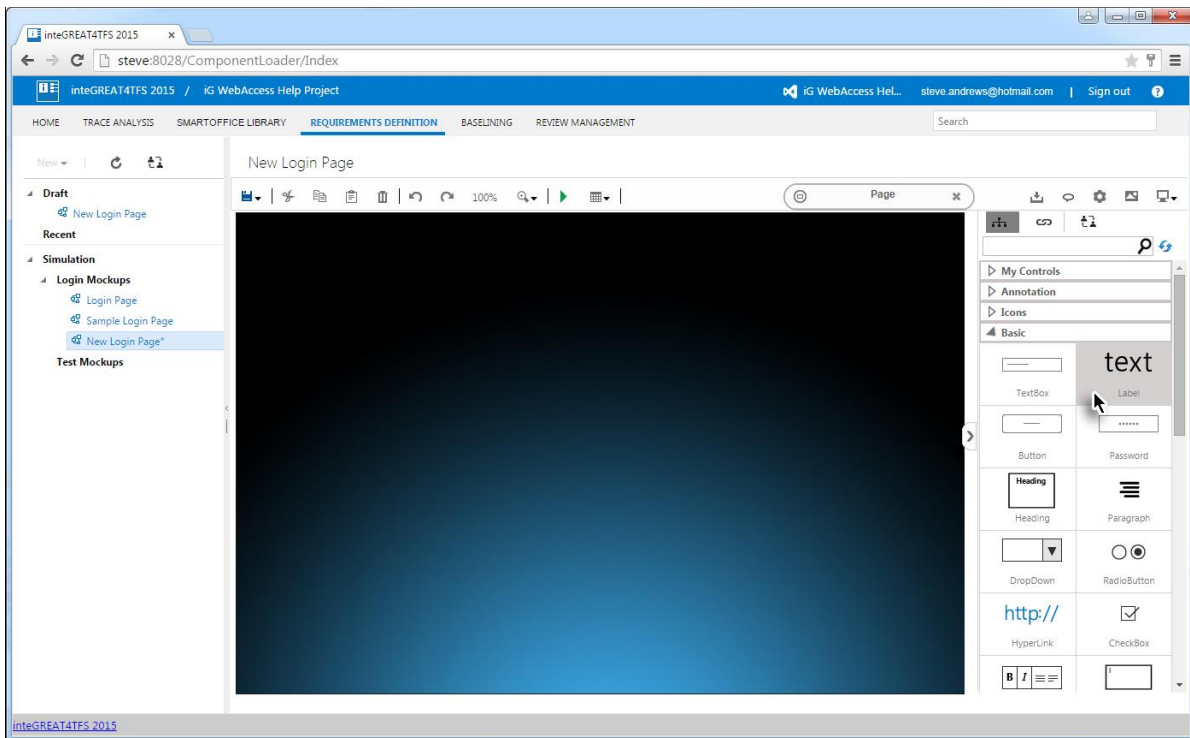
11. Set properties of the added control.

12. Add other controls and set their properties until the mockup is considered to be complete.

13. Save the mockup by checking in changes.

LINKING WORK ITEMS

- Work Items can be linked with scenarios/mockups and their shapes/controls.
- For both mockups and scenarios, the linking is done using the **Links Tab** in Smart Panel.

  The process of linking is the same for both the mockups and scenarios.

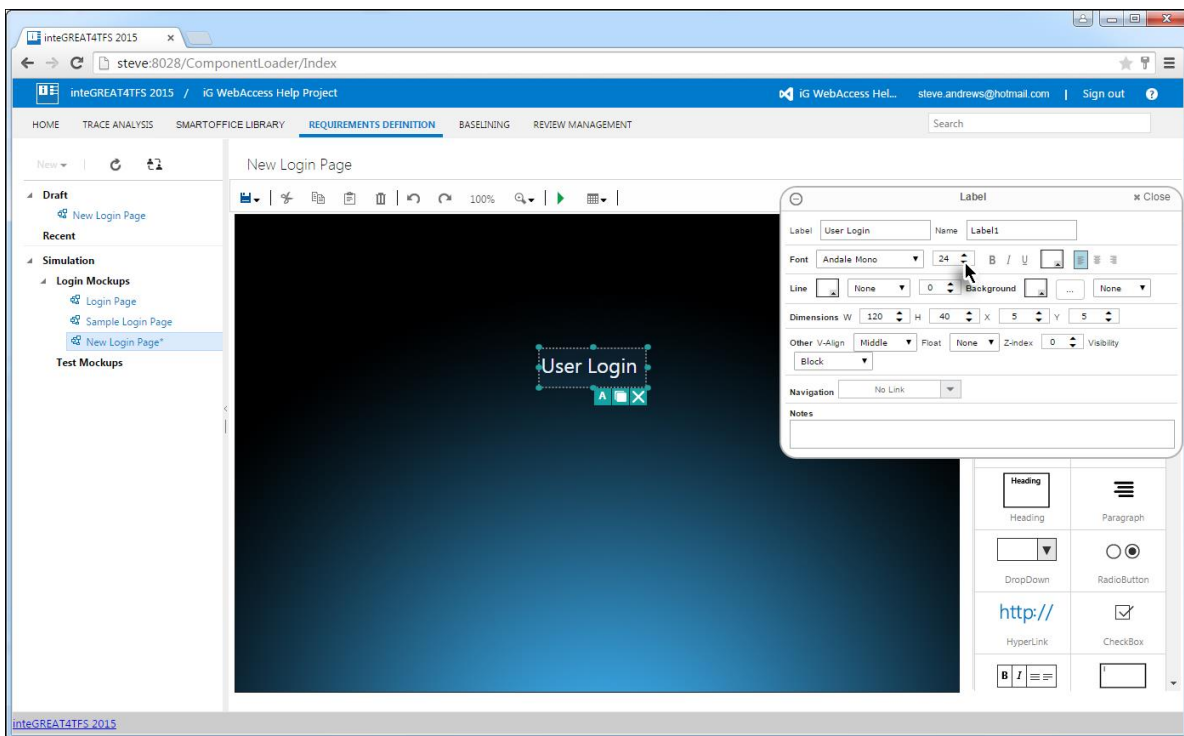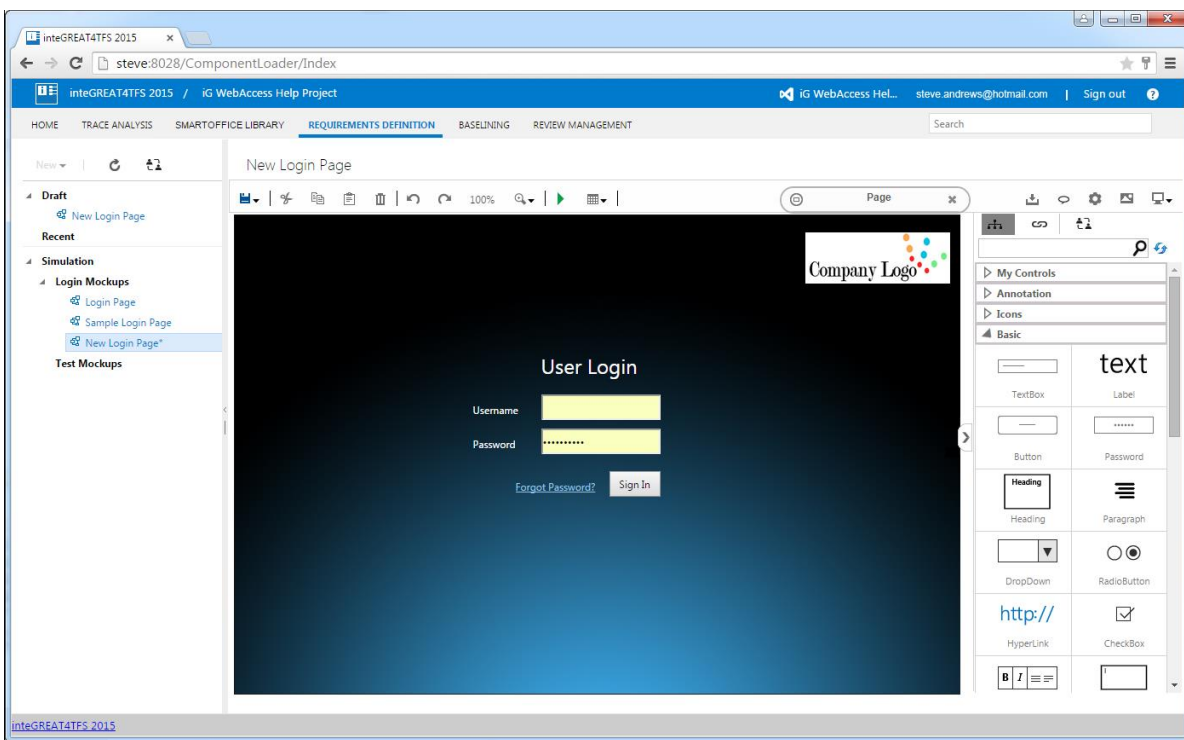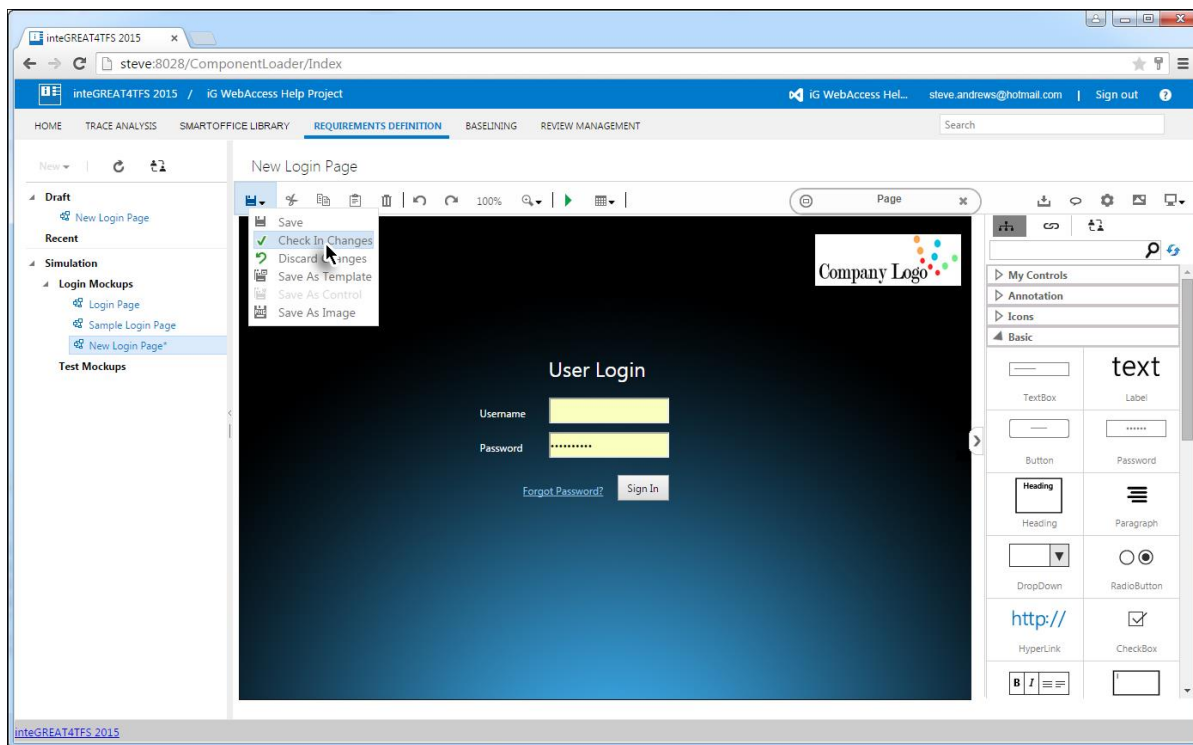 The linking can be done with existing Work Items or new Work Items can be created and linked simultaneously.

CREATING NEW LINKED WORK ITEM

The process creates a new Work Item and links it to the selected page or control (of the mockup) or shape (of the scenario)

For removing redundancy, this section describes the process for a mockup. Similar process is used for scenario.
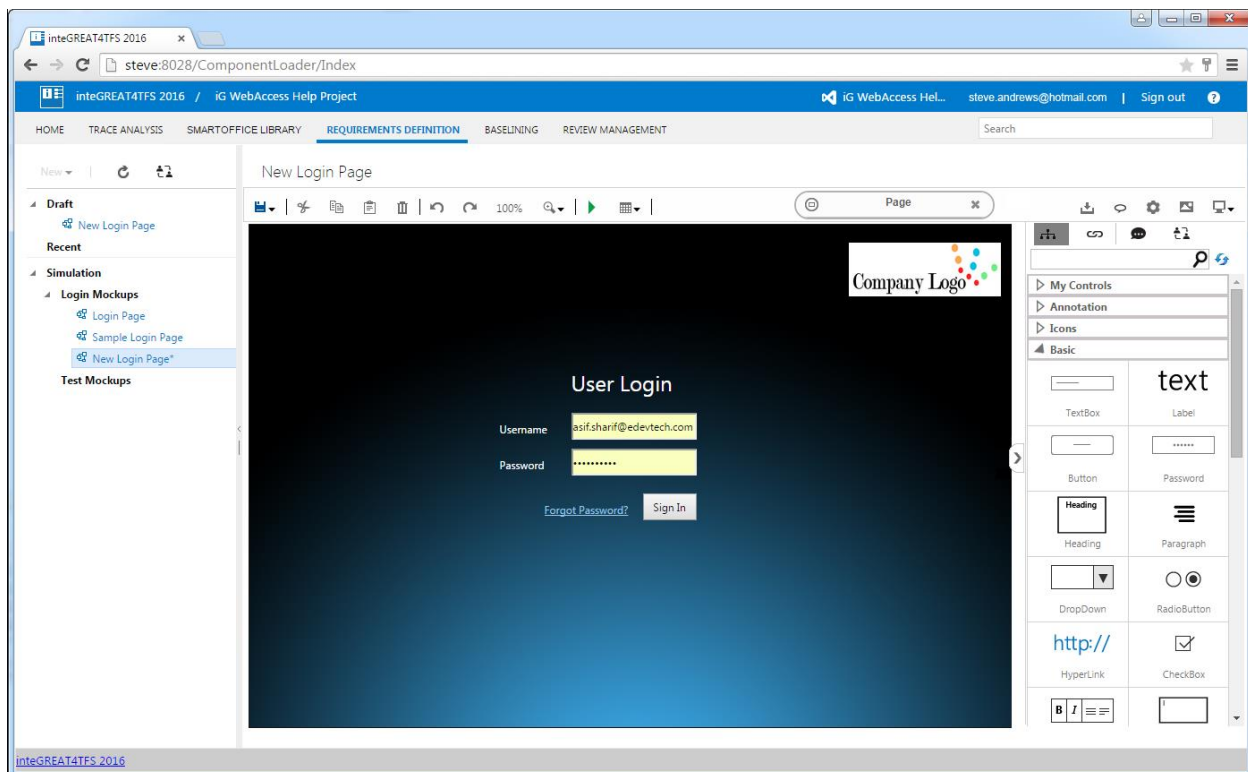
1. Open the desired mockup in editable mode.

2. Skip to step 4 if the new Work Item is to be linked with the page of the mockup

3. Select the desired control in the mockup with which the new Work Item is to be linked.

4. Click on **Links** Tab in the Controls Panel.

5. Click the **New** Button in the Links Panel Toolbar.
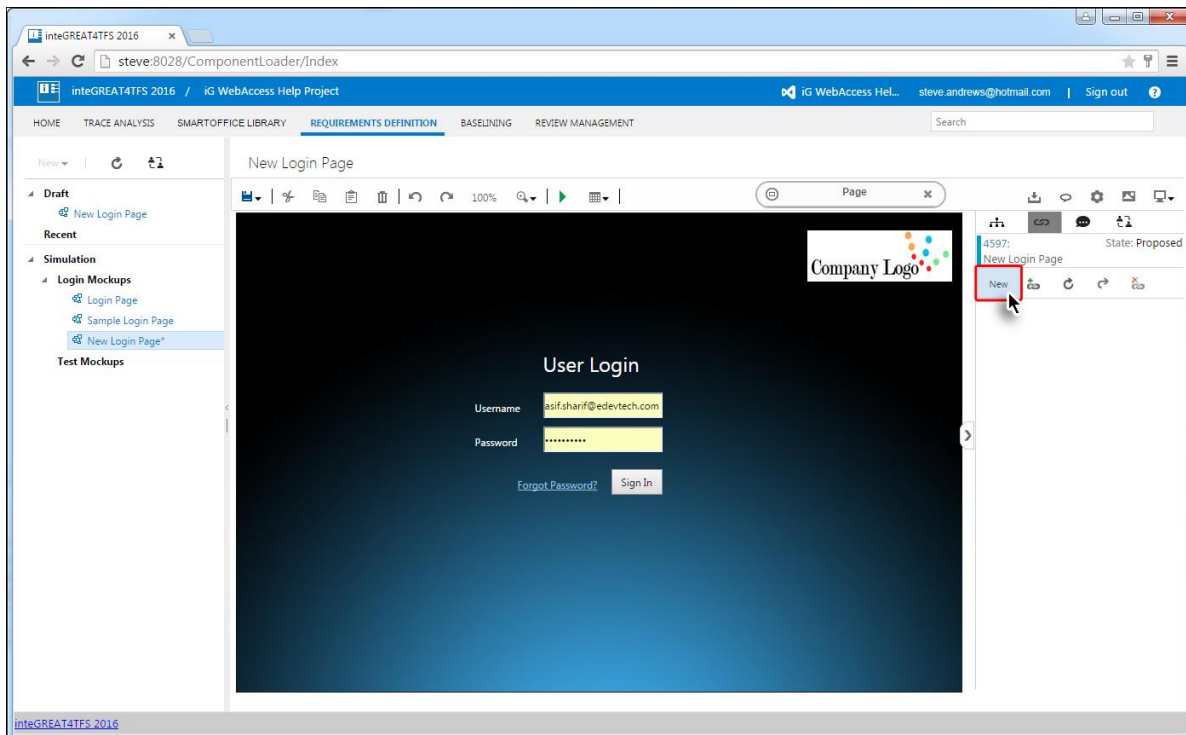
6. Select the type of relation for the new Work Item.
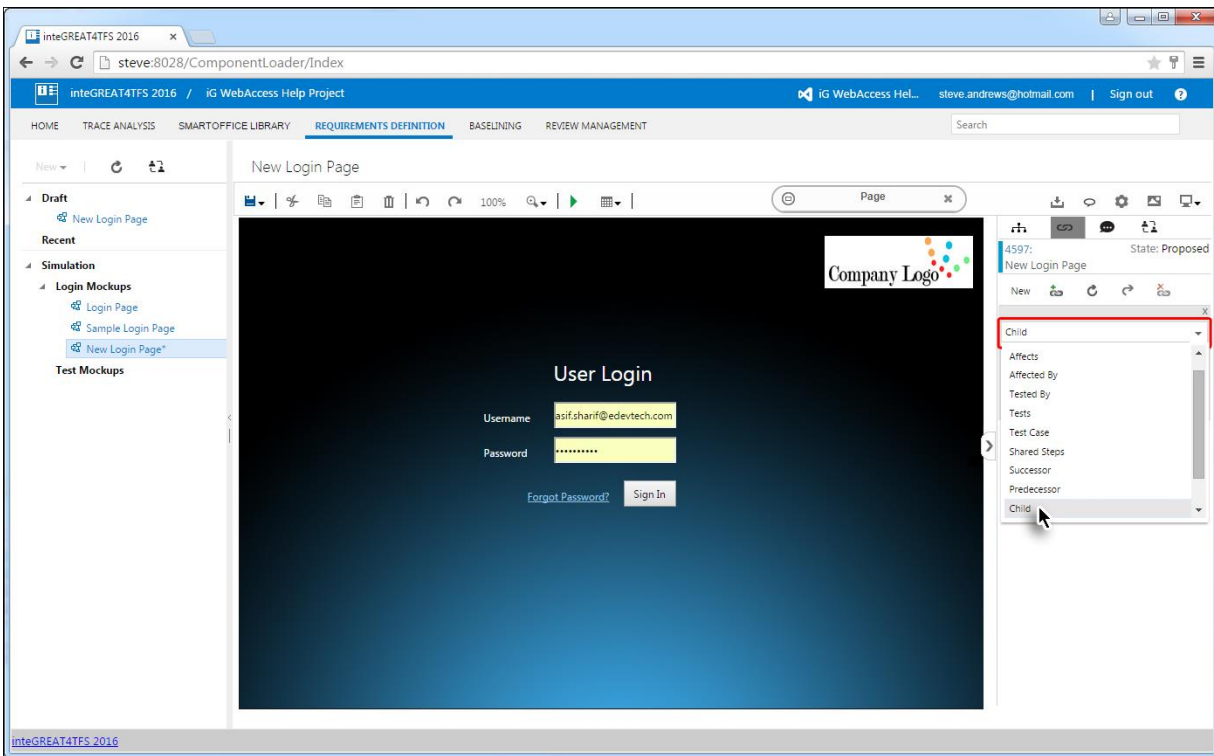
7. Select the type of Work Item.
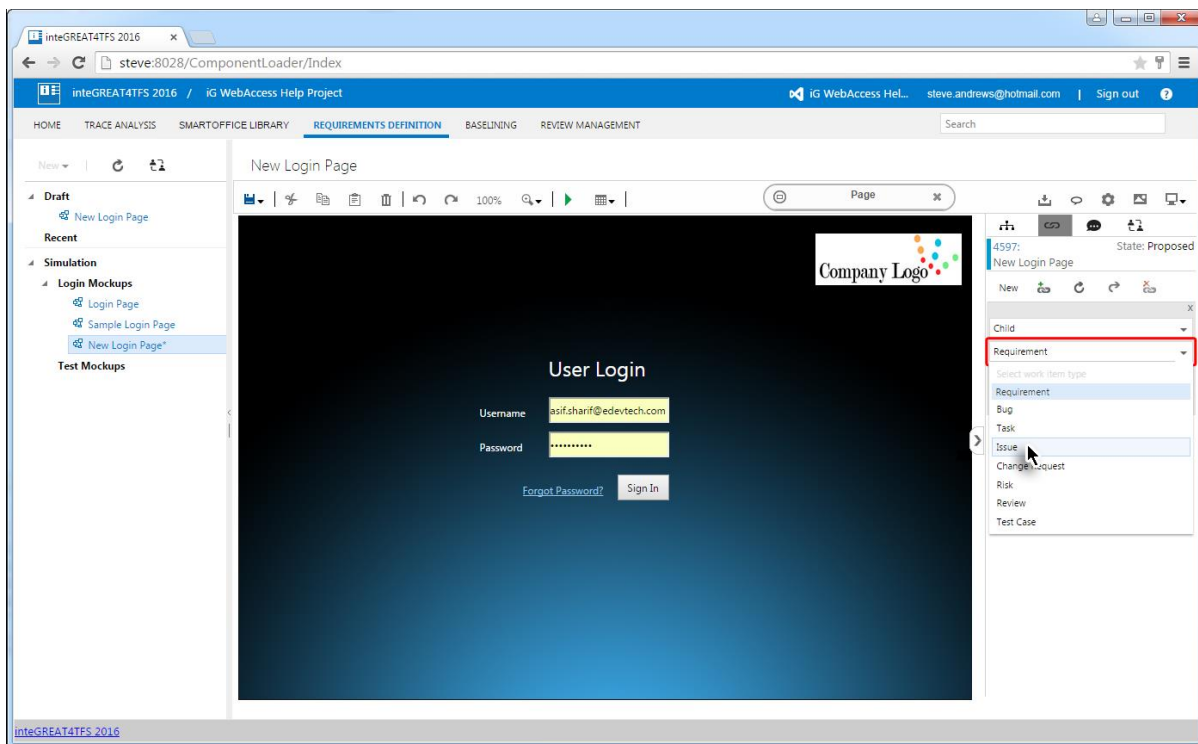
8. Enter a suitable name for the Work Item and click the Add Button.
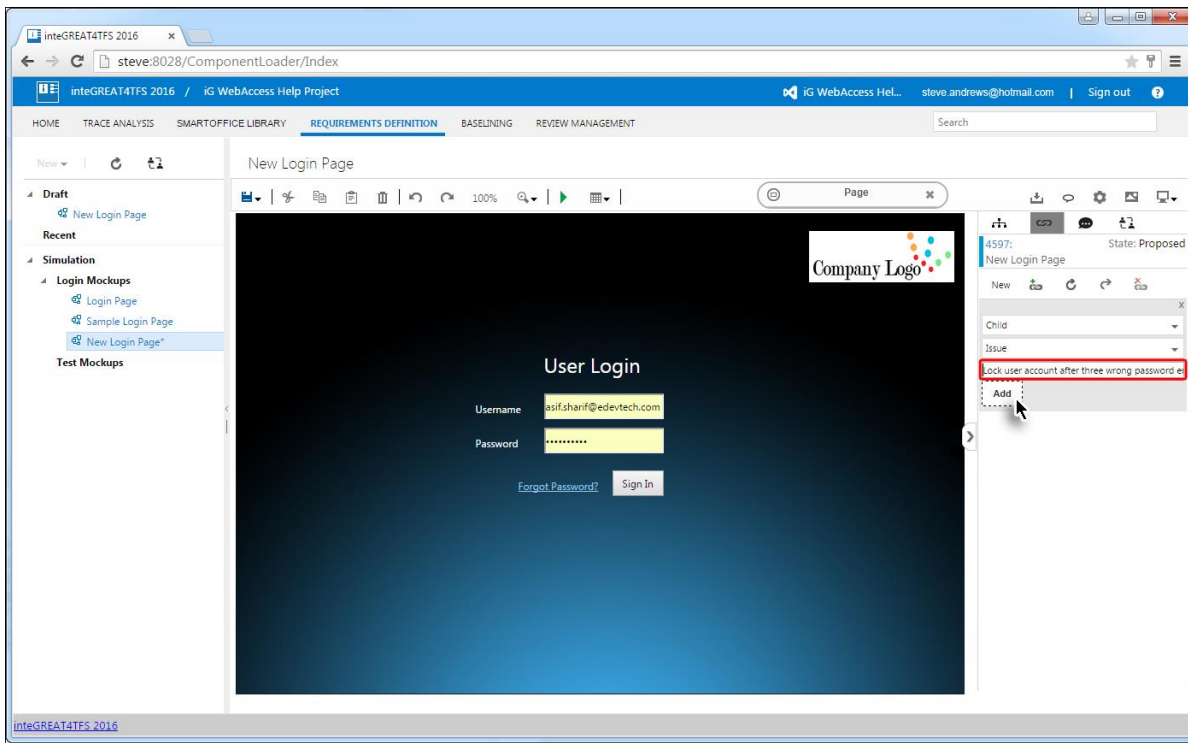
The new Work Item is created as per given details and linked to the relevant mockup entity (The mockup page in this example). For shapes in a scenario, a new linked Work Item can be created similarly.
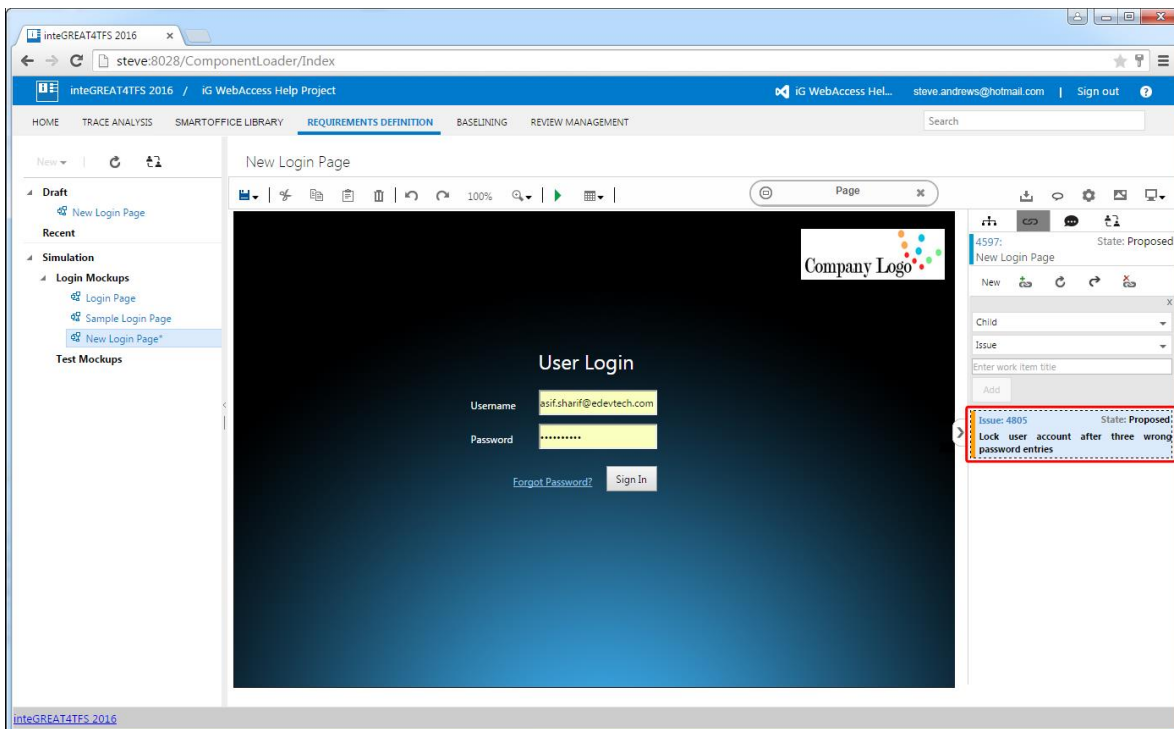
LINKING EXISTING WORK ITEM

The process links the selected page or control (of the mockup) or shape (of the scenario) with an existing Work Item.
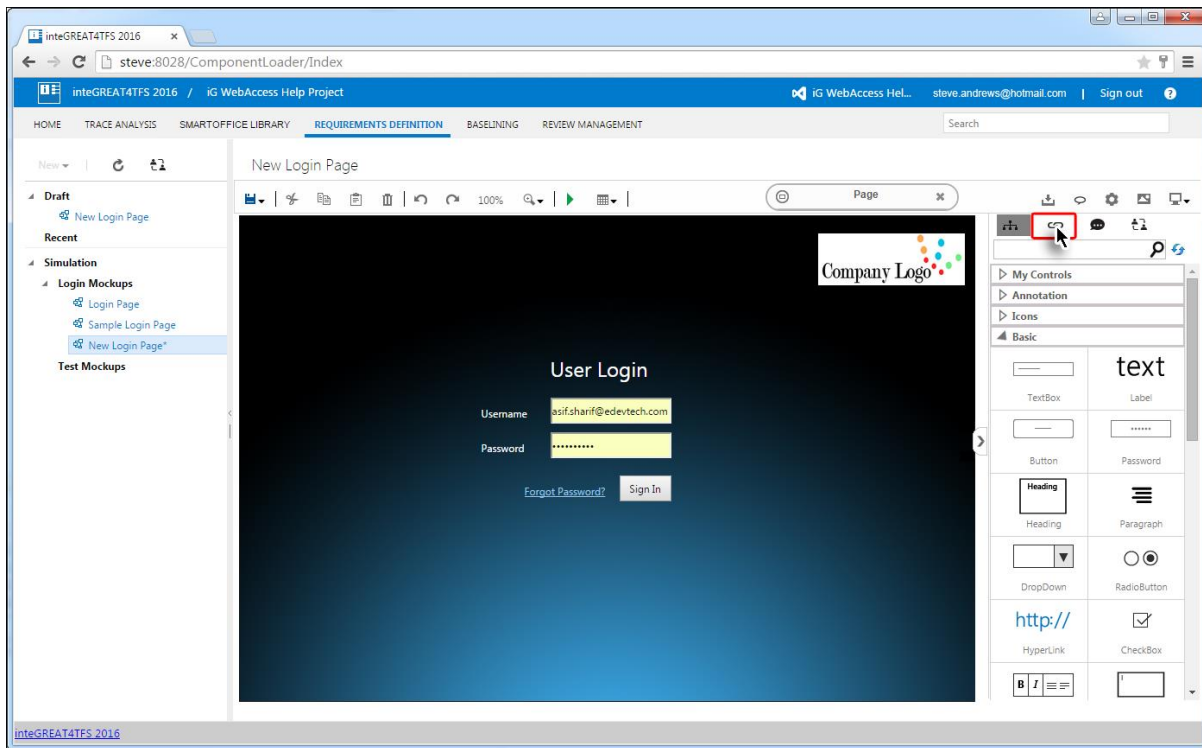
For removing redundancy, this section describes the process for a mockup. A similar process is used for scenario.
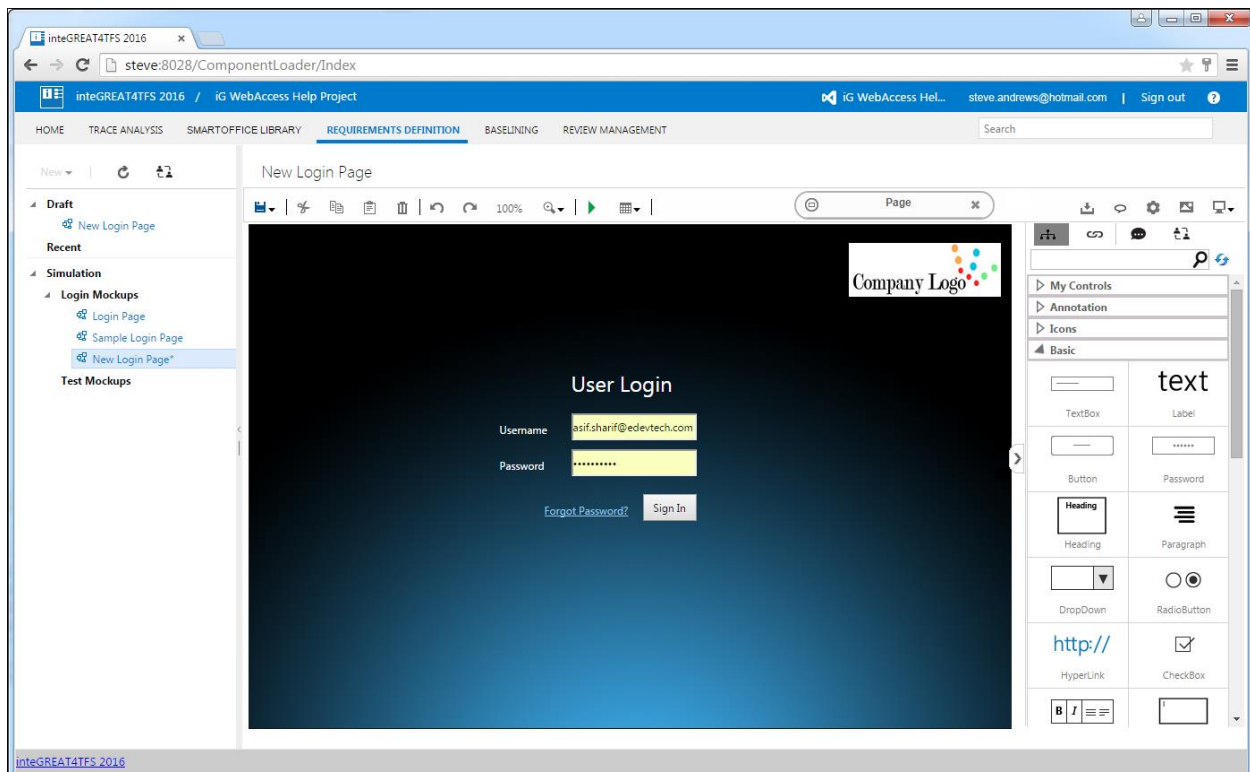
1. Open the desired mockup in editable mode.

2. Skip to step 4 if the new Work Item is to be linked with the page of the mockup

3. Select the desired control in the mockup with which the new Work Item is to be linked.
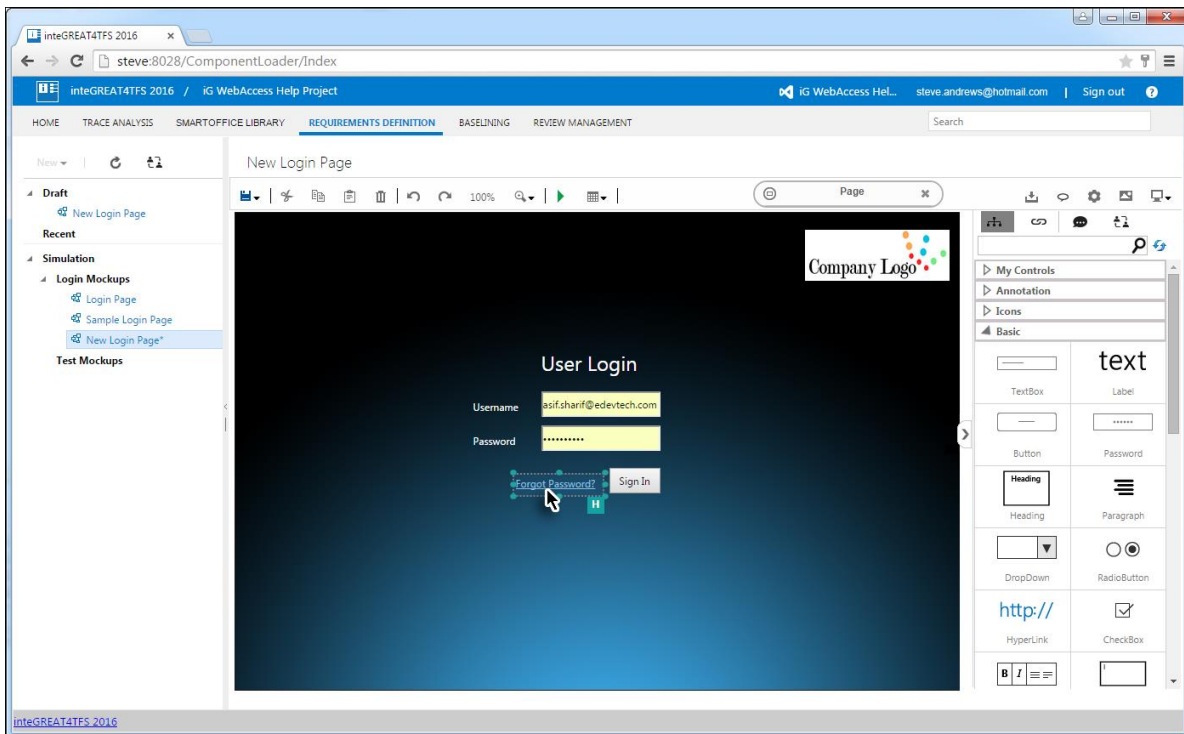
4. Click on **Links** Tab in the Controls Panel.
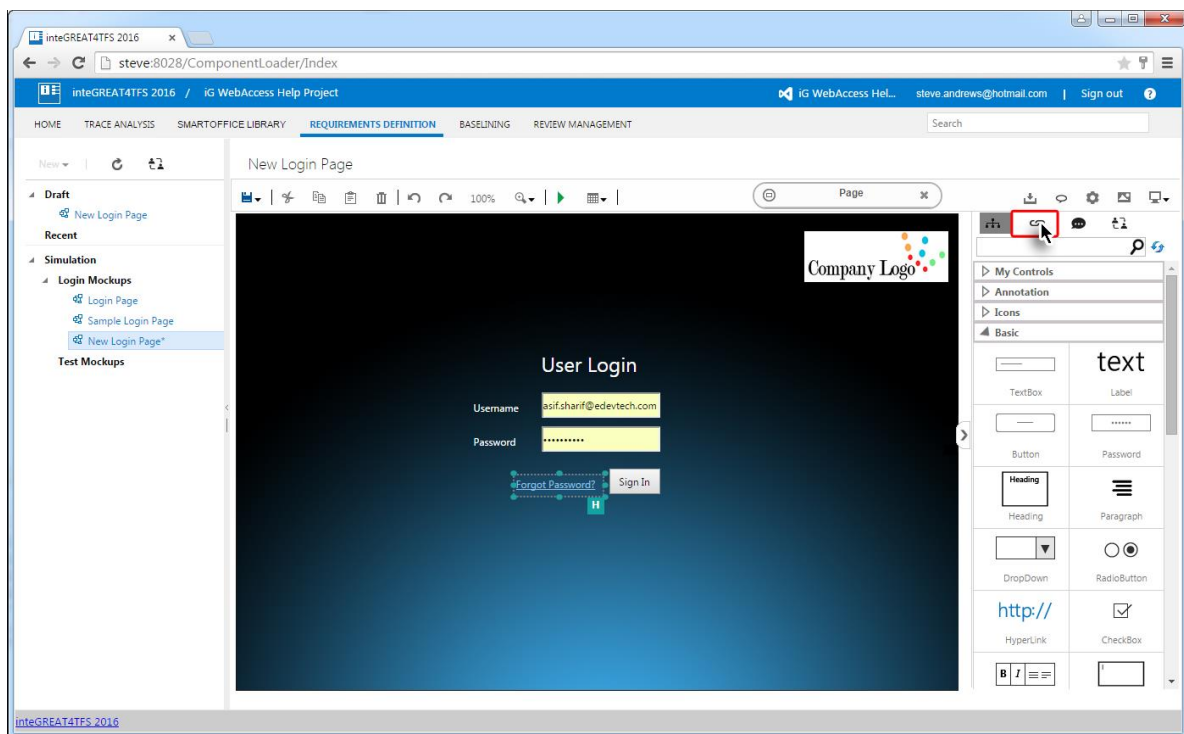
5. Enter the desired query and click the **Find** Button.
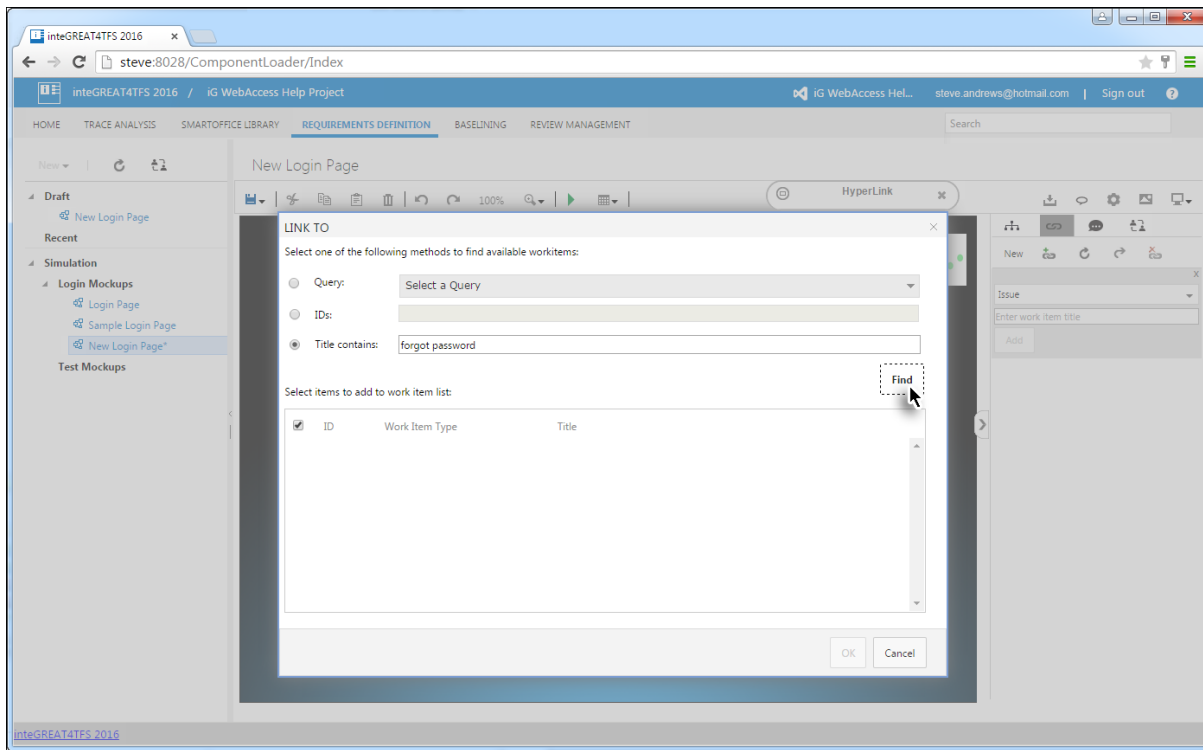
6. Select the desired Work Item from the query data set and click the **OK** Button.

The mockup entity (a Hyperlink control in this example) is linked with the Work Item. For shapes in a scenario, a Work Item can be linked similarly.

NAVIGATION BETWEEN MOCKUP

Navigation is one of the most important aspects of a mockup which can be useful for demonstrating click-through prototypes or for usability testing when a user is displaying the mockup in Simulation Preview.
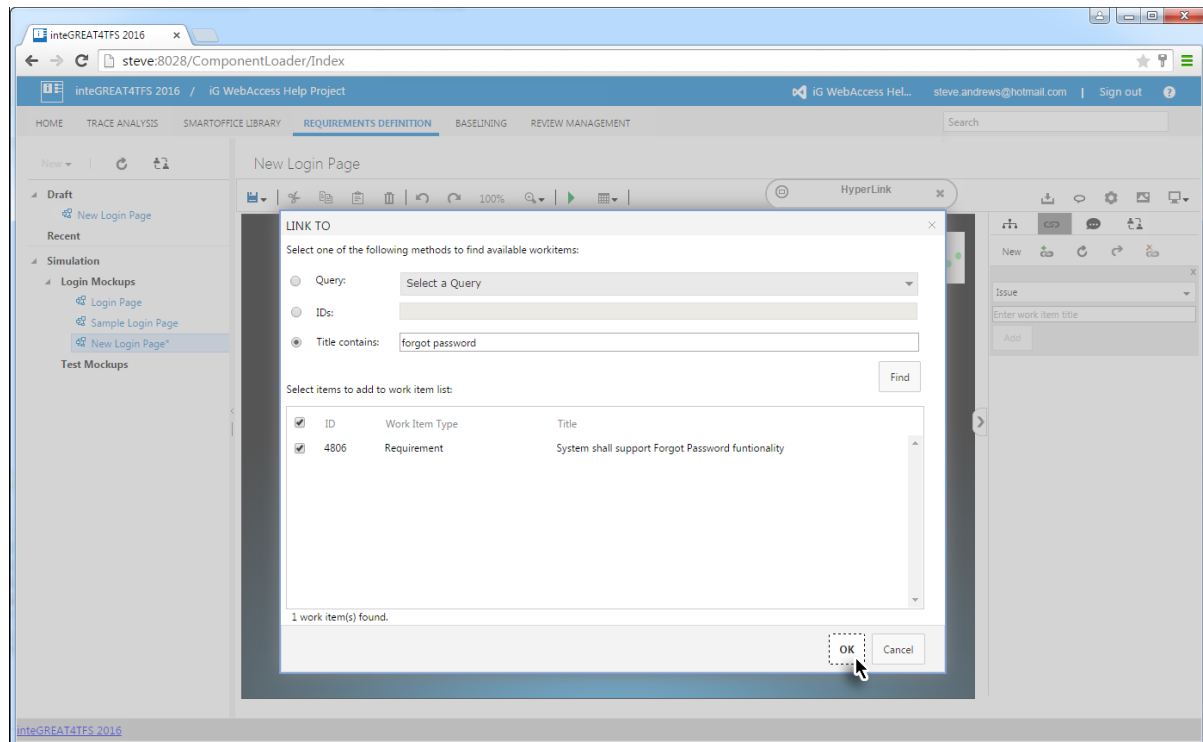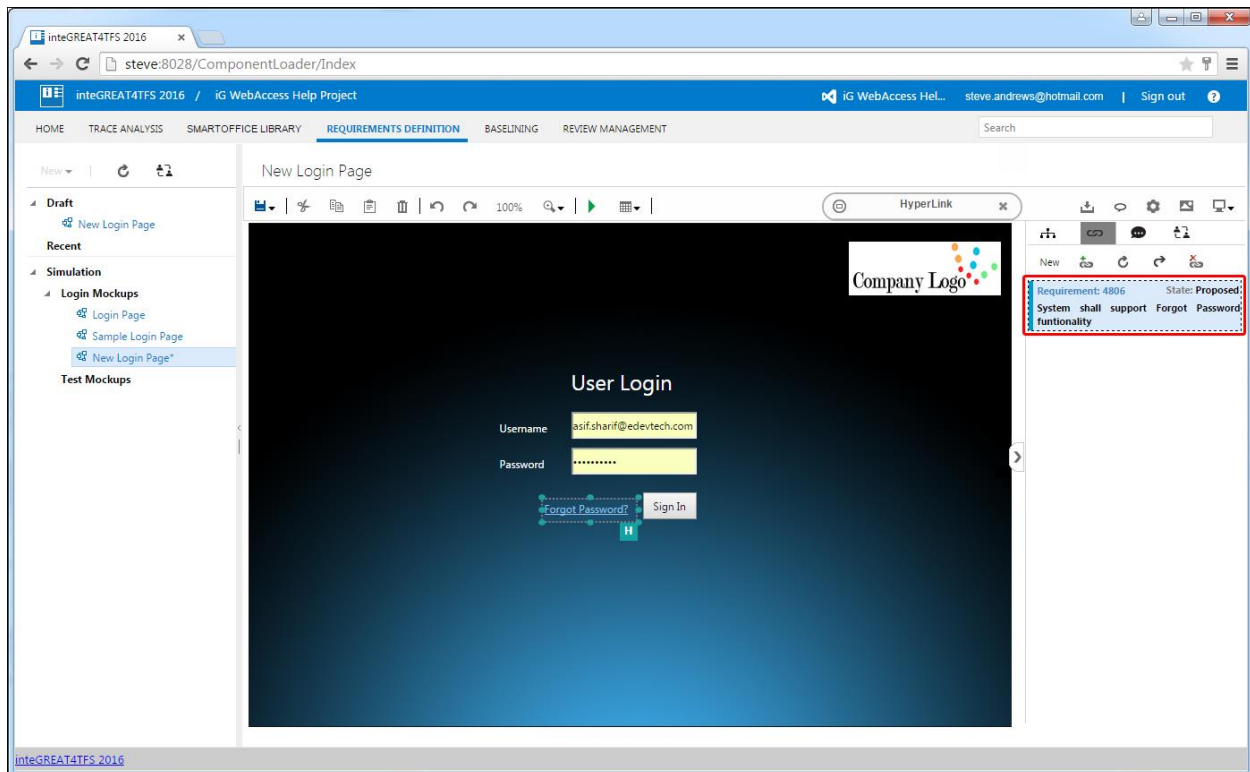
While designing a mockup first create the visual aspect of the mockup. Setting navigation deals with how the mockup (or the actual application after development) would behave.

Navigation in a mockup is set in two steps:

1. A Hyperlink or a Button control is added in the mockup.
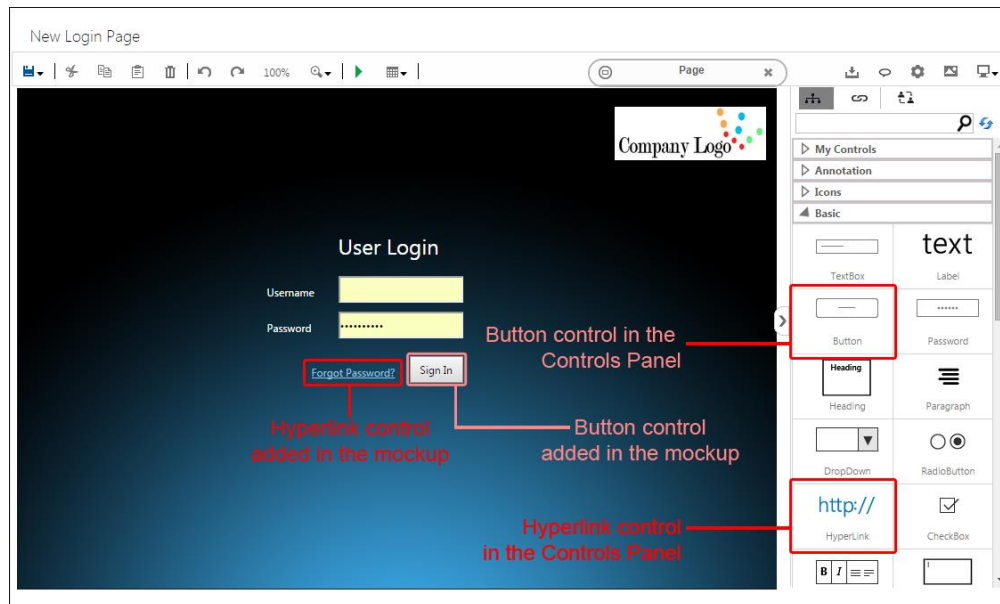
2. User sets the Navigation property of the Hyperlink/Button control.

As seen in the image the Navigation property has the following options:

1. **New Mockup**: The navigation leads to a new mockup. Selecting this option invokes the creating new mockup window.
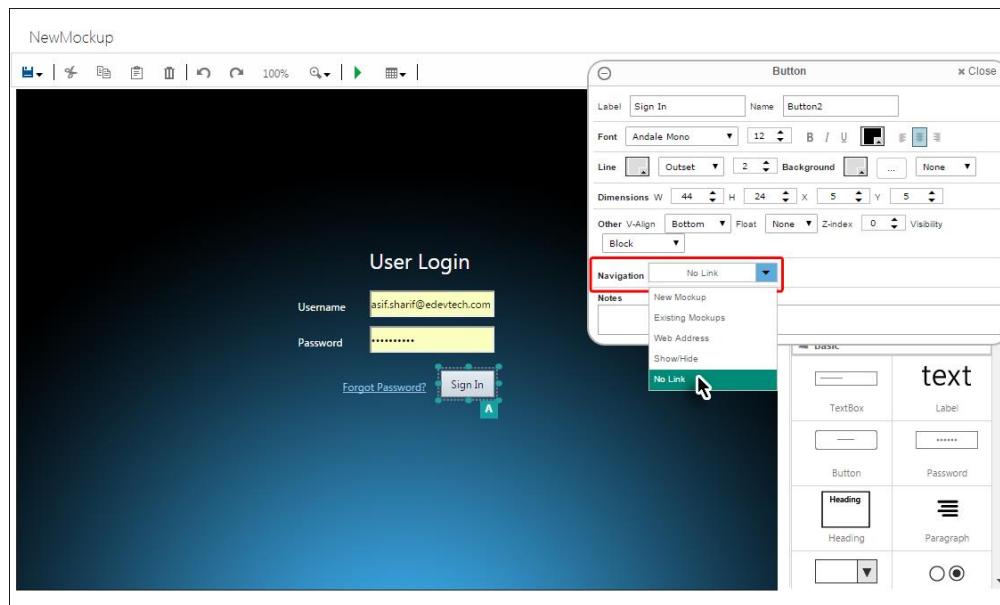2. **Existing Mockup**: The navigation leads to an existing mockup. Selecting this option enables the user to choose from the list of existing mockups.
3. **Web Address**: The navigation leads to a Website. The user can type the URL of the website if this option is chosen.
4. **Show/Hide**: The control (usually a button) upon being clicked on shows or hides another control in the mockup.
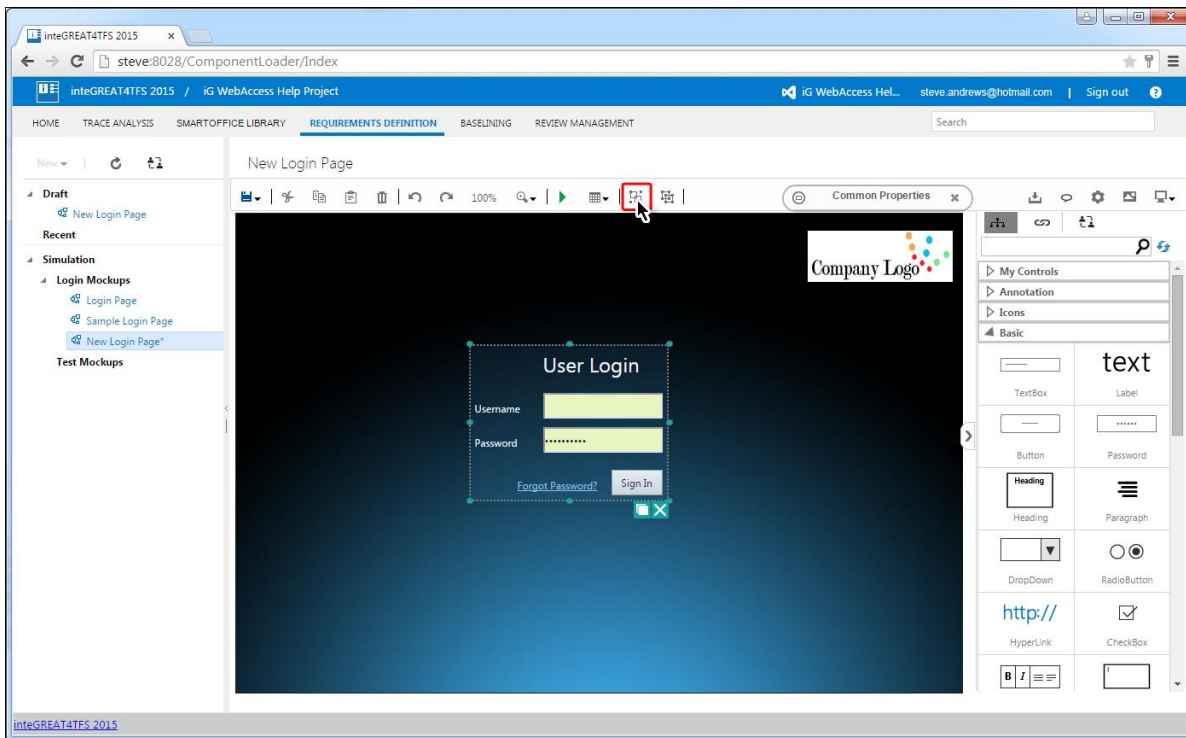5. **No Link**: The navigation does not lead anywhere.

CREATING CUSTOM CONTROLS

The Mockup UI comes with a large set of controls available to be added in any mockup. However users can also create their custom controls by combining multiple controls into one. Custom Controls saves users from re-writing the same controls, every time the same set of controls is needed for a mockup.
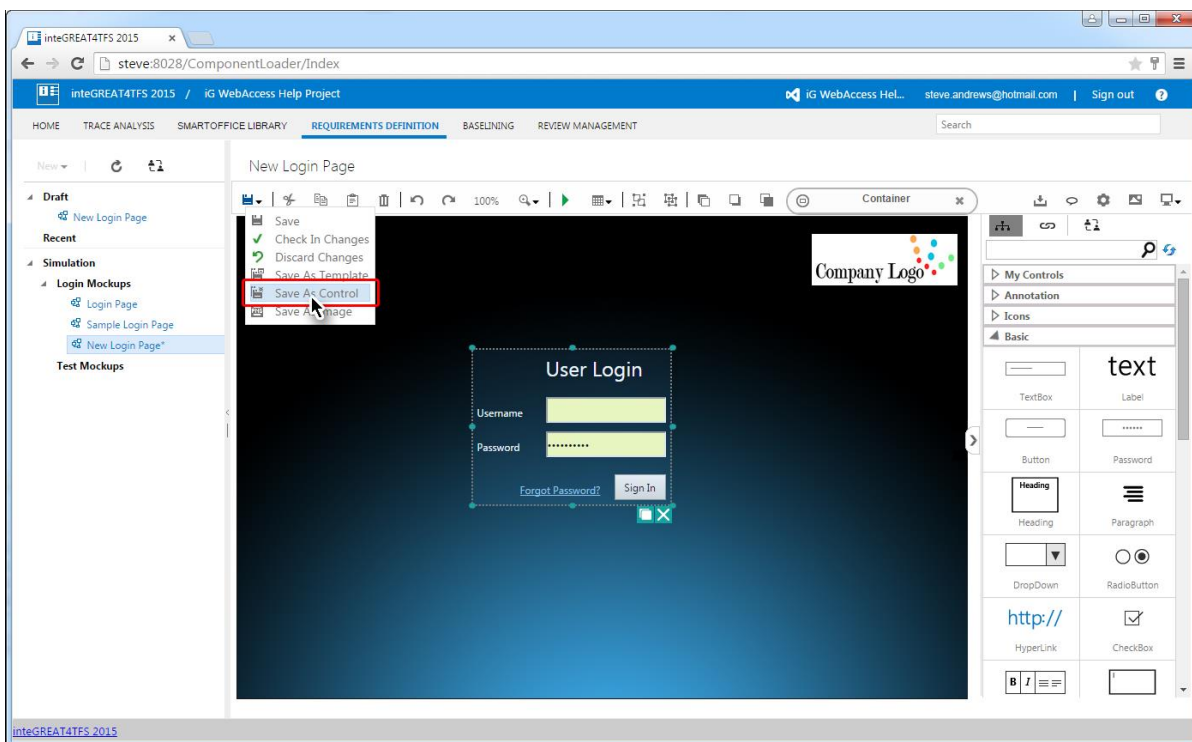
1. Select the desired set of controls from the Modeling Area.
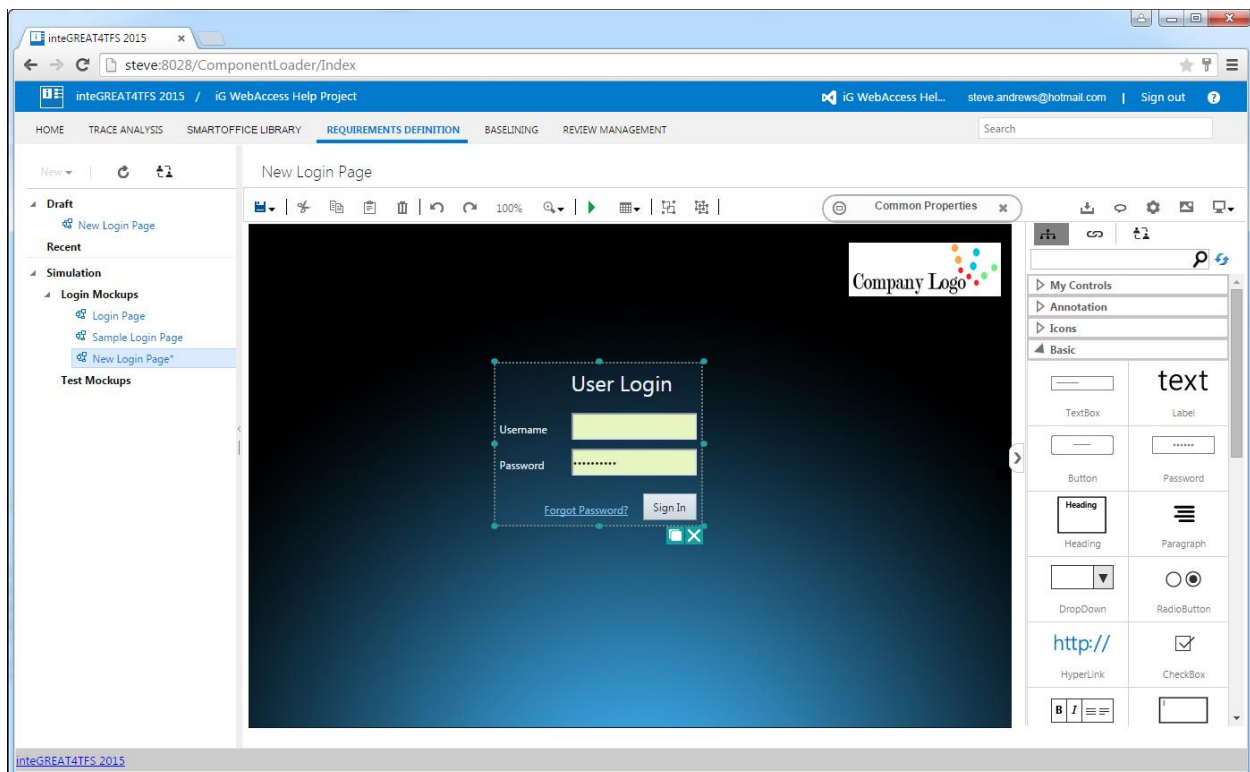
2. Group the selected controls using the **Group** option in the Toolbar.
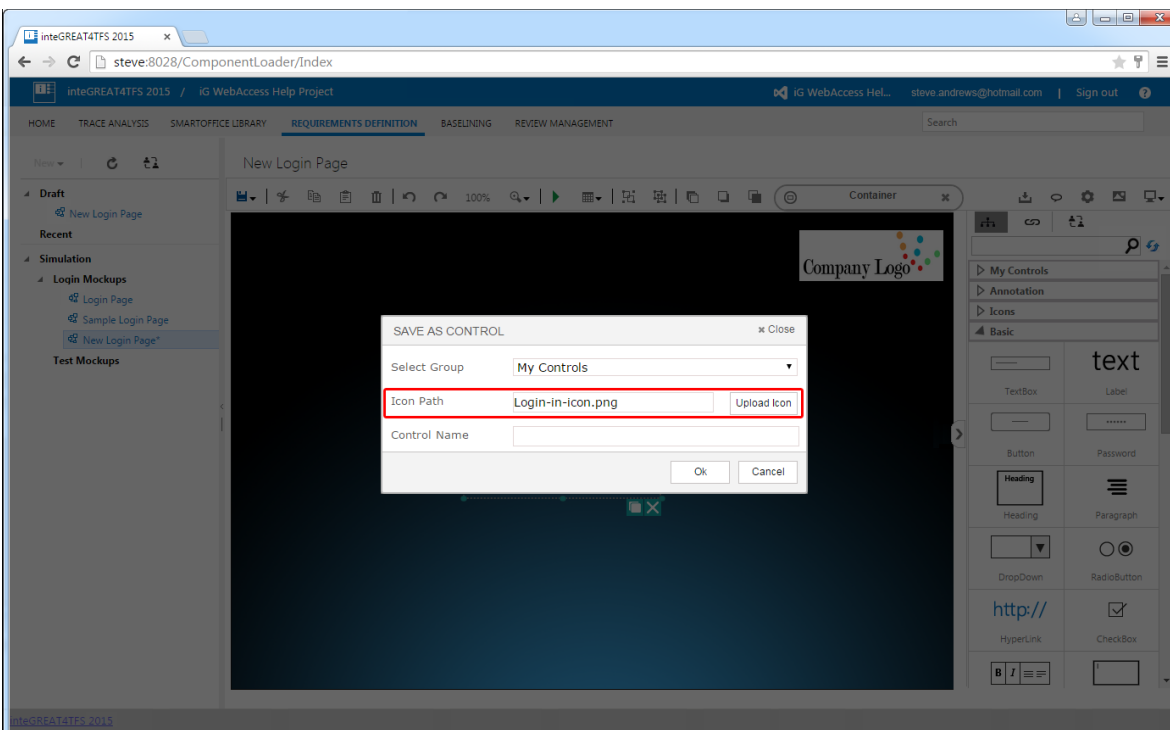

3. Click on **Save** [icon] option in Toolbar and then select the **Save as Control** option from the drop down menu.
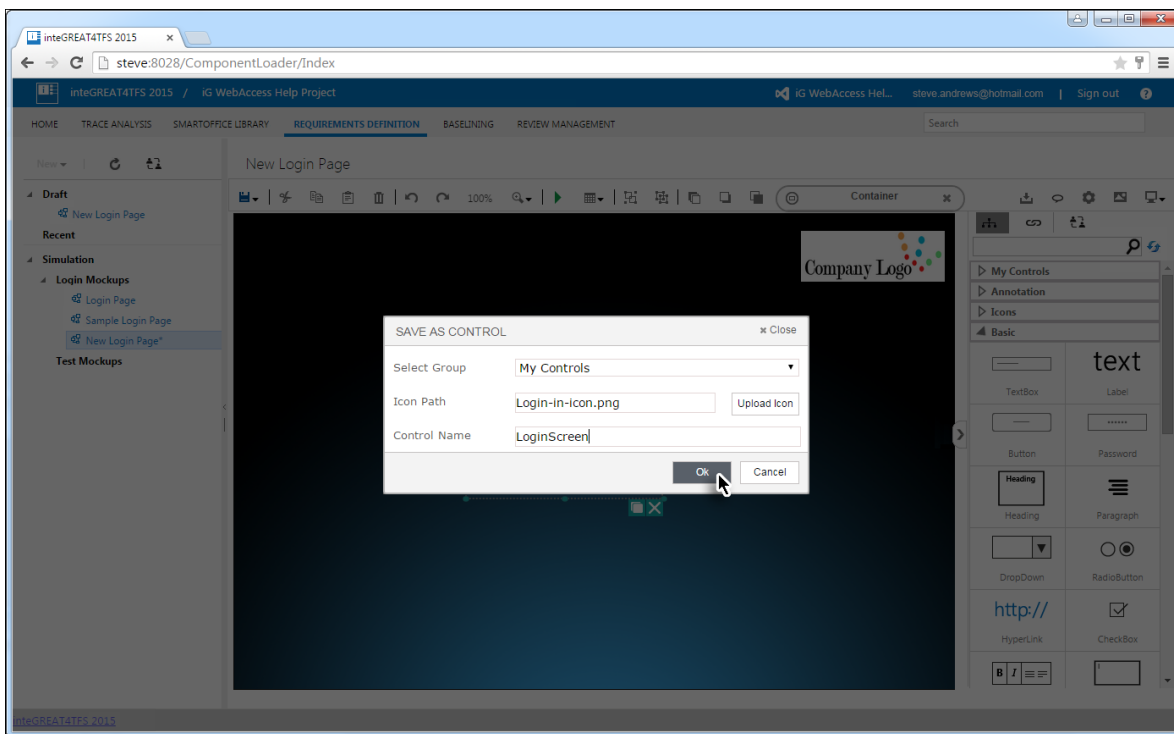
4. Select **My Controls** as the target group for the custom control. (Upon creation the custom control would be accessible under this section).
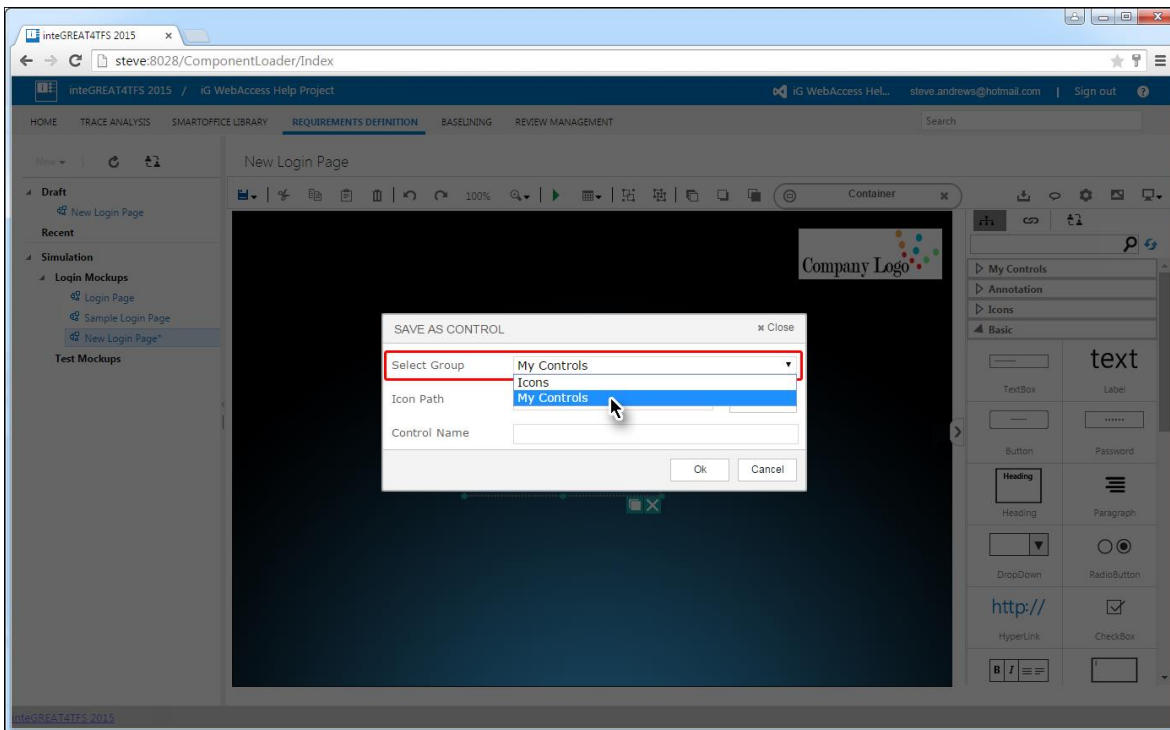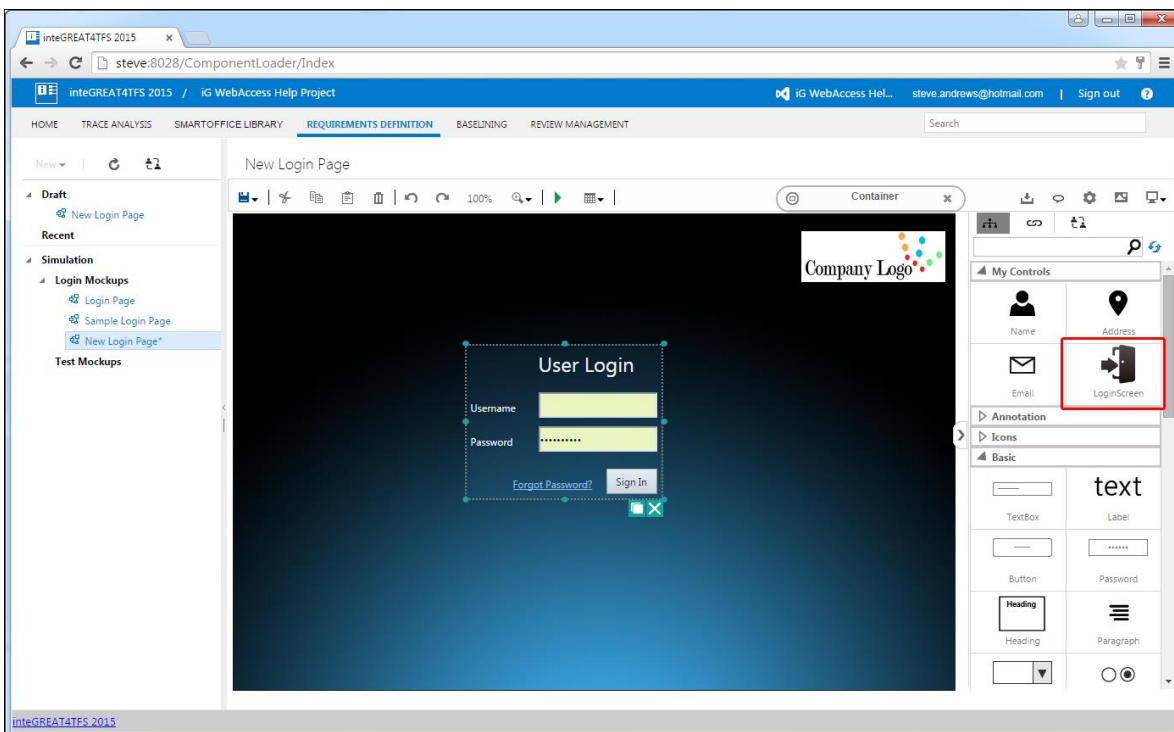

5. Provide path for the icon of the custom control using the **Upload Icon** Button.

6. Enter a suitable name for the control and click the **OK** Button.

The Custom Control is now available under the My Controls section. Users can now use this custom control in any of their mockups.
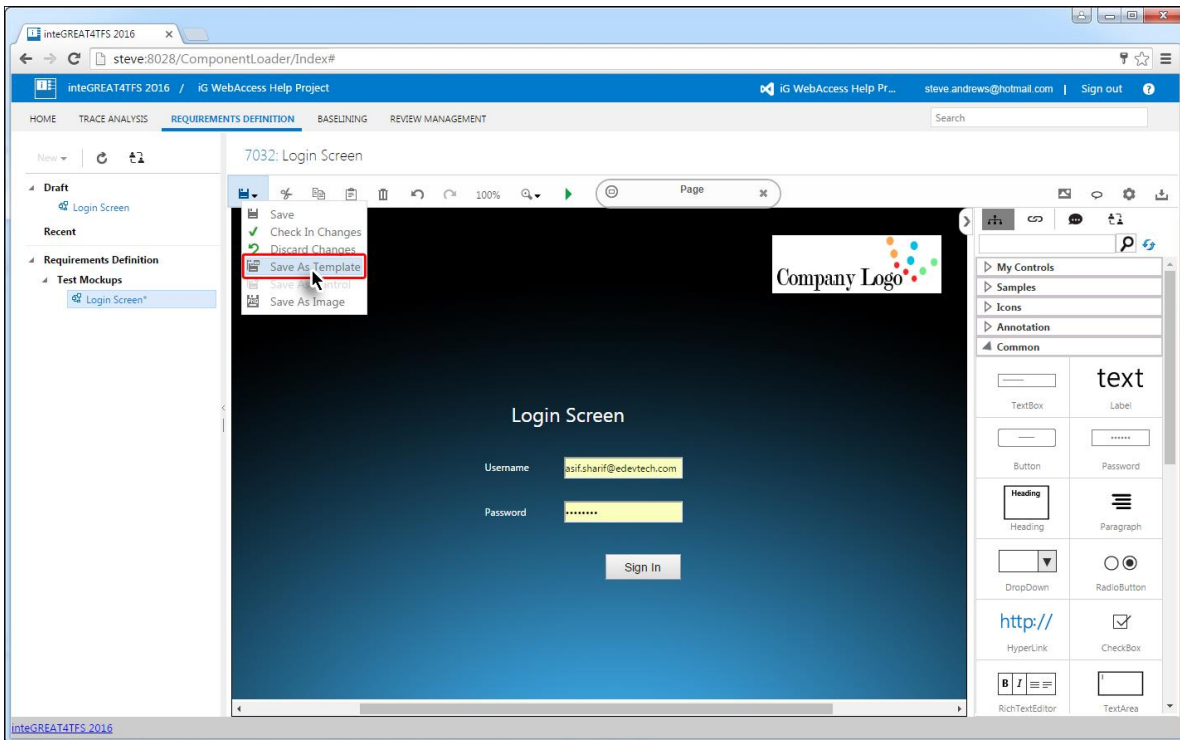
CREATING CUSTOM TEMPLATE

We can also create a custom template, just like we created a custom control. This is done after the user thinks that the designing of the mockup is complete.
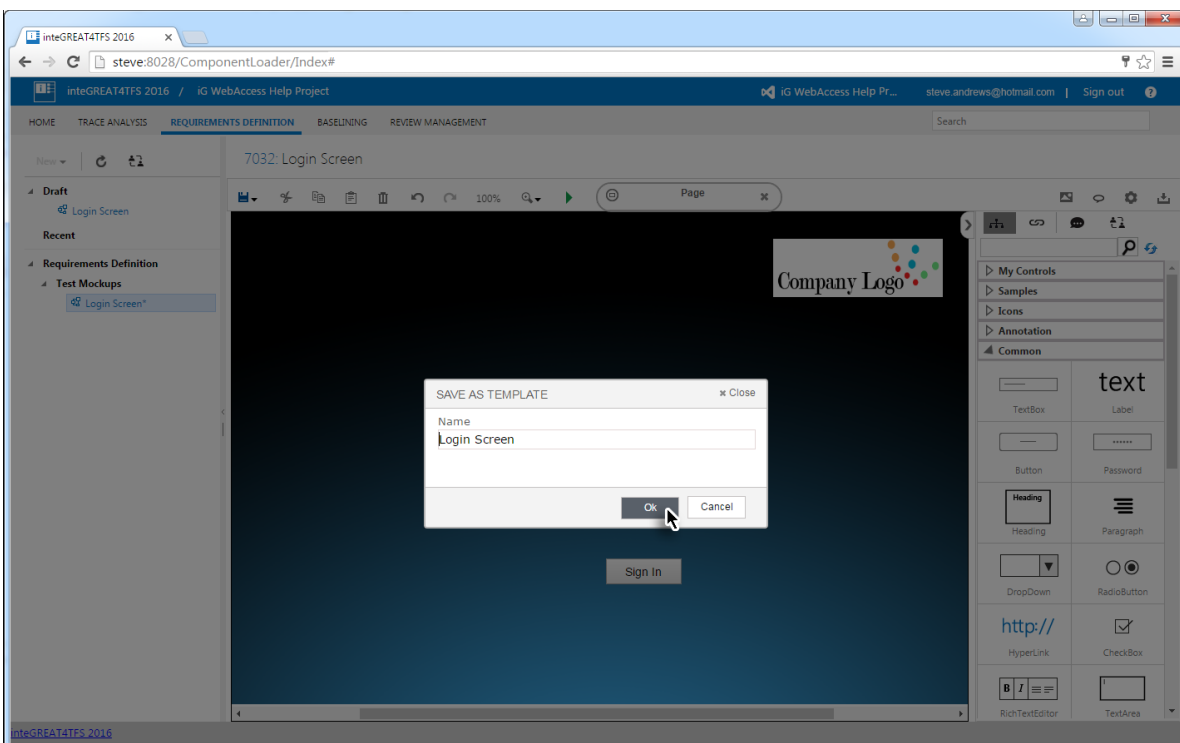
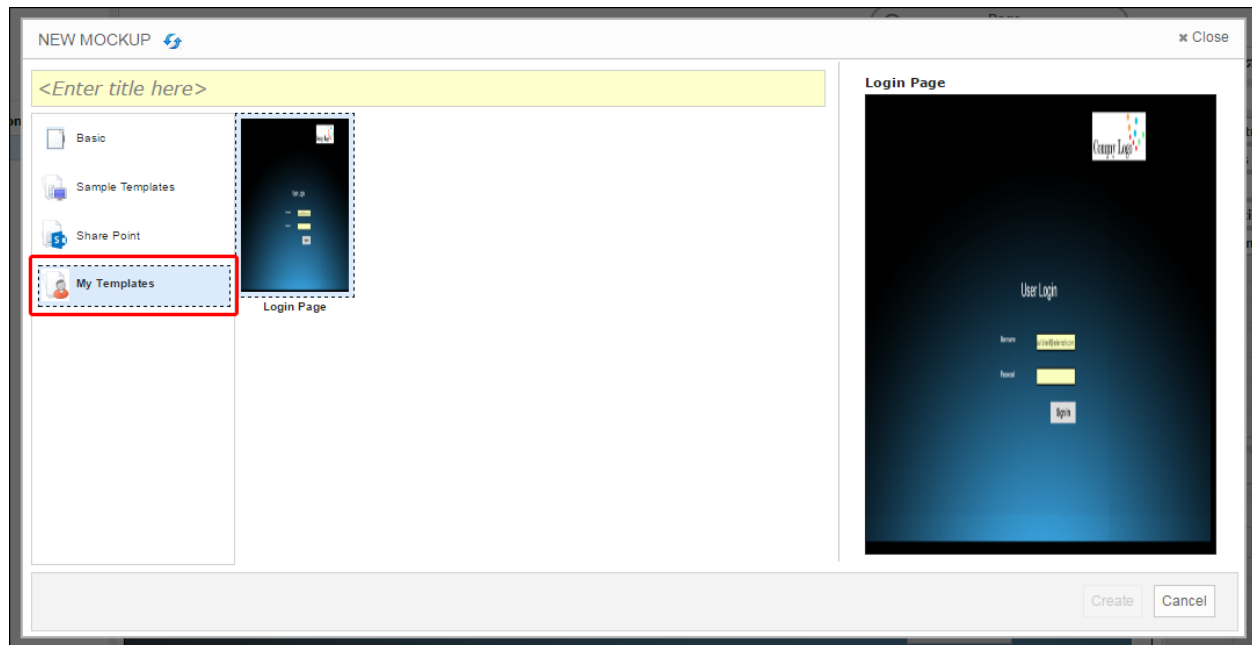1. Create and design the mockup as desired.
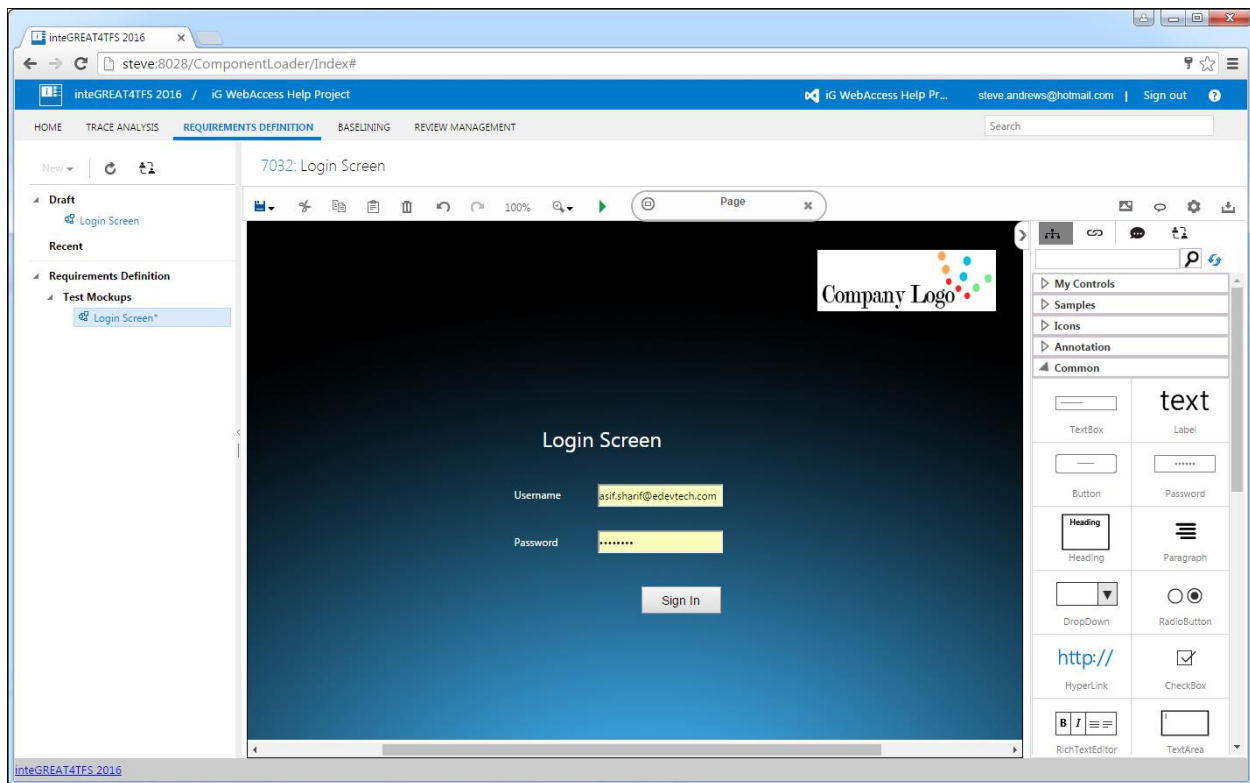
2. Click on **Save** option in Toolbar and then select the **Save as Control** option from the drop down menu.

3. Name the template and click the **OK** Button.

The Mockup is saved as a template and becomes available under the **My Template** options when a user tries to create a new Mockup.

MOCKUP PREVIEW

After the mockups/scenarios are designed and saved, a simulation of the system can be previewed. The simulation preview is useful for:

- Presenting the mockups or scenarios
- Usability testing when users want a more realistic experience.

The course of the simulation depends upon the navigation set in all the mockups/scenarios of the simulation.

The Simulation preview is invoked through the relevant button on the toolbar.
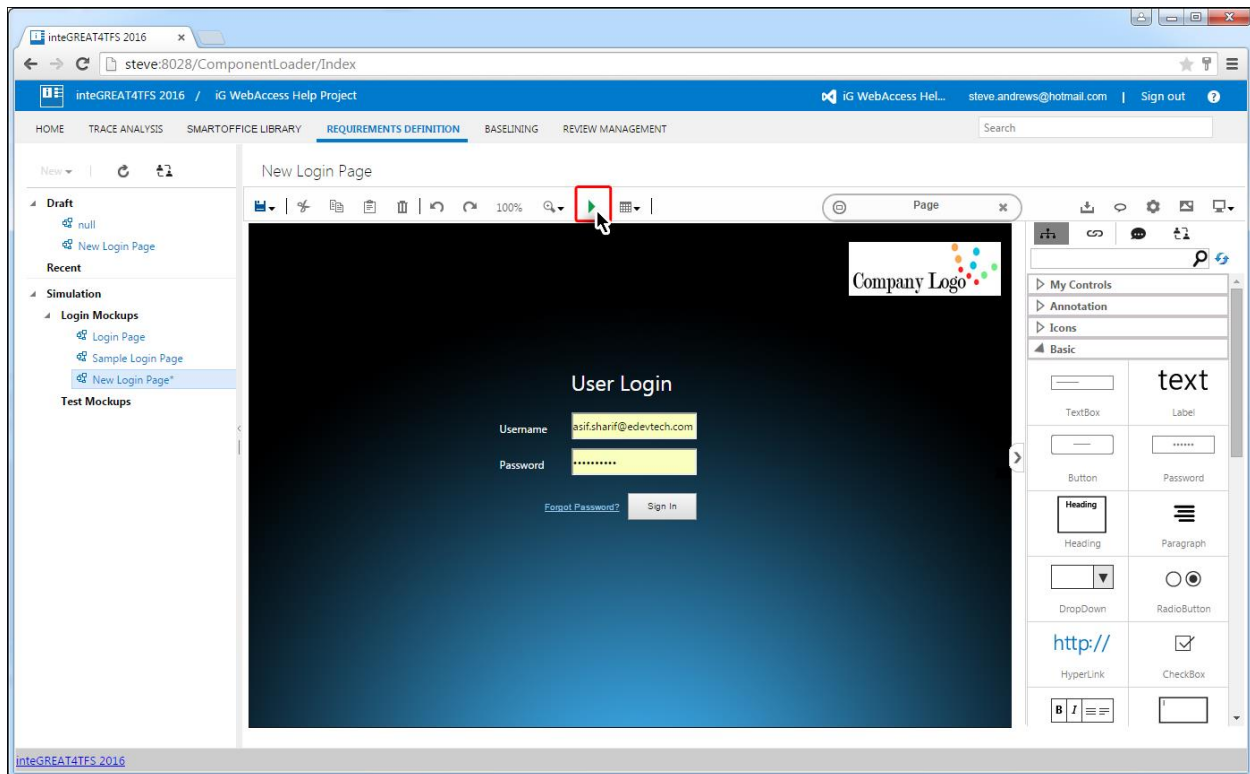
The preview is shown in a separate browser window.

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