MICHIGAN STATE UNIVERSITY

Project Plan
In-Content Preferences for Firefox

The Capstone Experience

Team Mozilla

Owen Carpenter
Joe Chen
Jon Reitveld
Devan Sayles

Department of Computer Science and Engineering
Michigan State University

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From Students…
…to Professionals

Project Overview

- Move preferences from pop-up window to tab within the Firefox browser

- Get rid of easy to lose window in favor of tabbed style used in other browsers

- Create intuitive, easy to understand UI that will fill a larger area

- Enable users to more easily experiment with Preferences by removing modal blocking

Functional Specifications

- Retain all functionality of current preferences page while using a new User Interface

- Implement search functionality for users to easily locate the preferences they are looking for

- Provide identical in-content Preferences experience across all devices
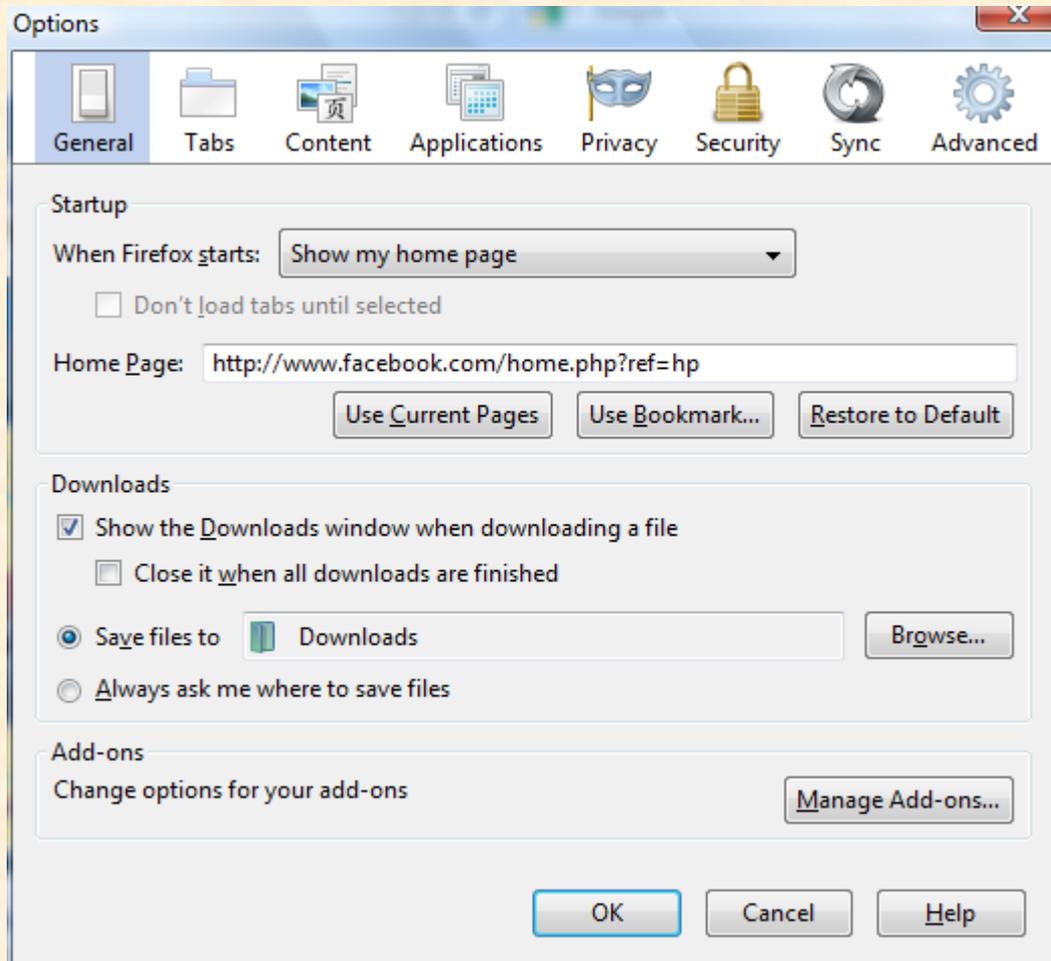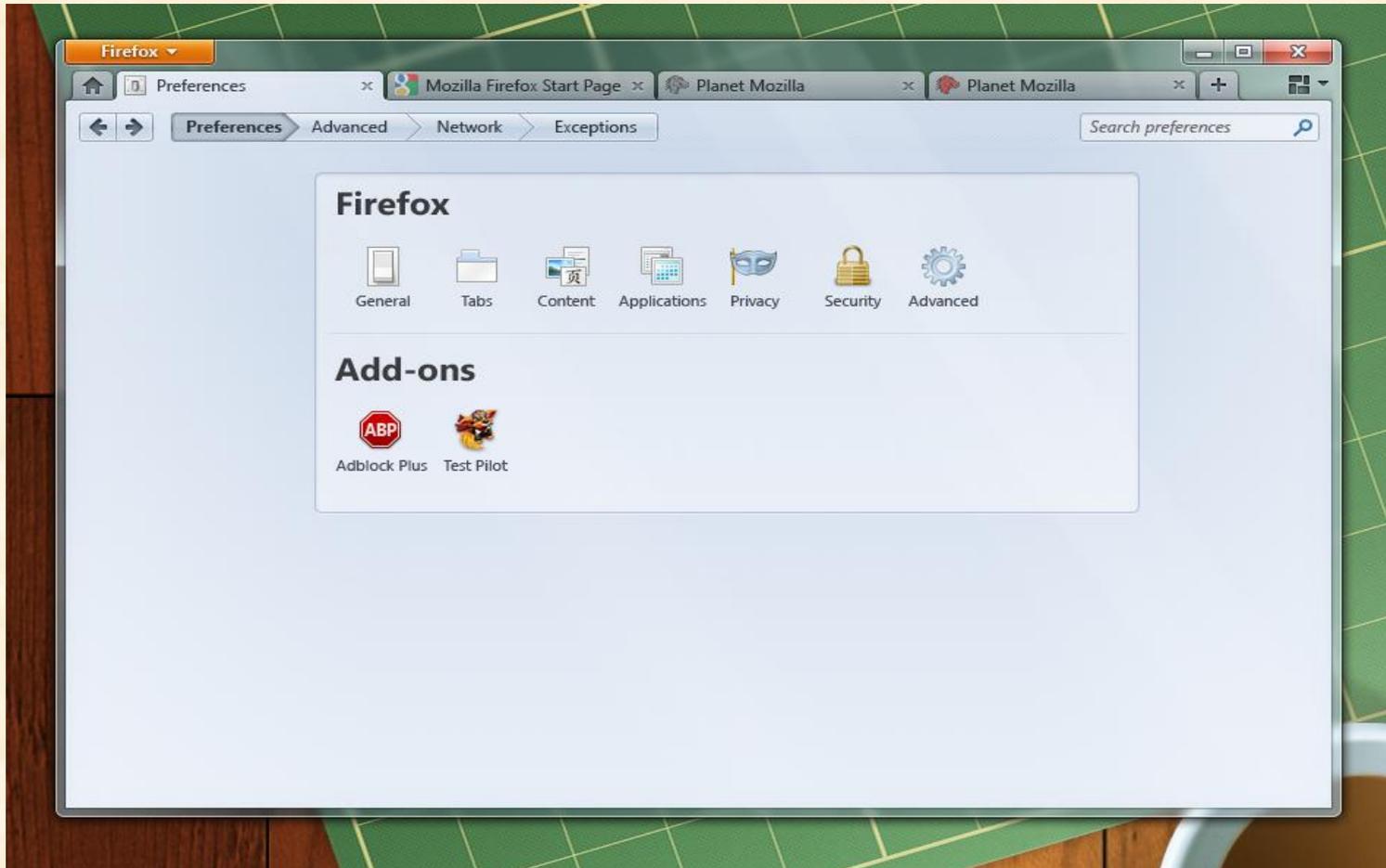
Design Specifications

- Must create a UI that can be used by users of varying skill/knowledge of computers and web browsers

- Users want different things from preferences
  - Accessibility – vision, dexterity, hearing
  - Privacy – control what information sites can track
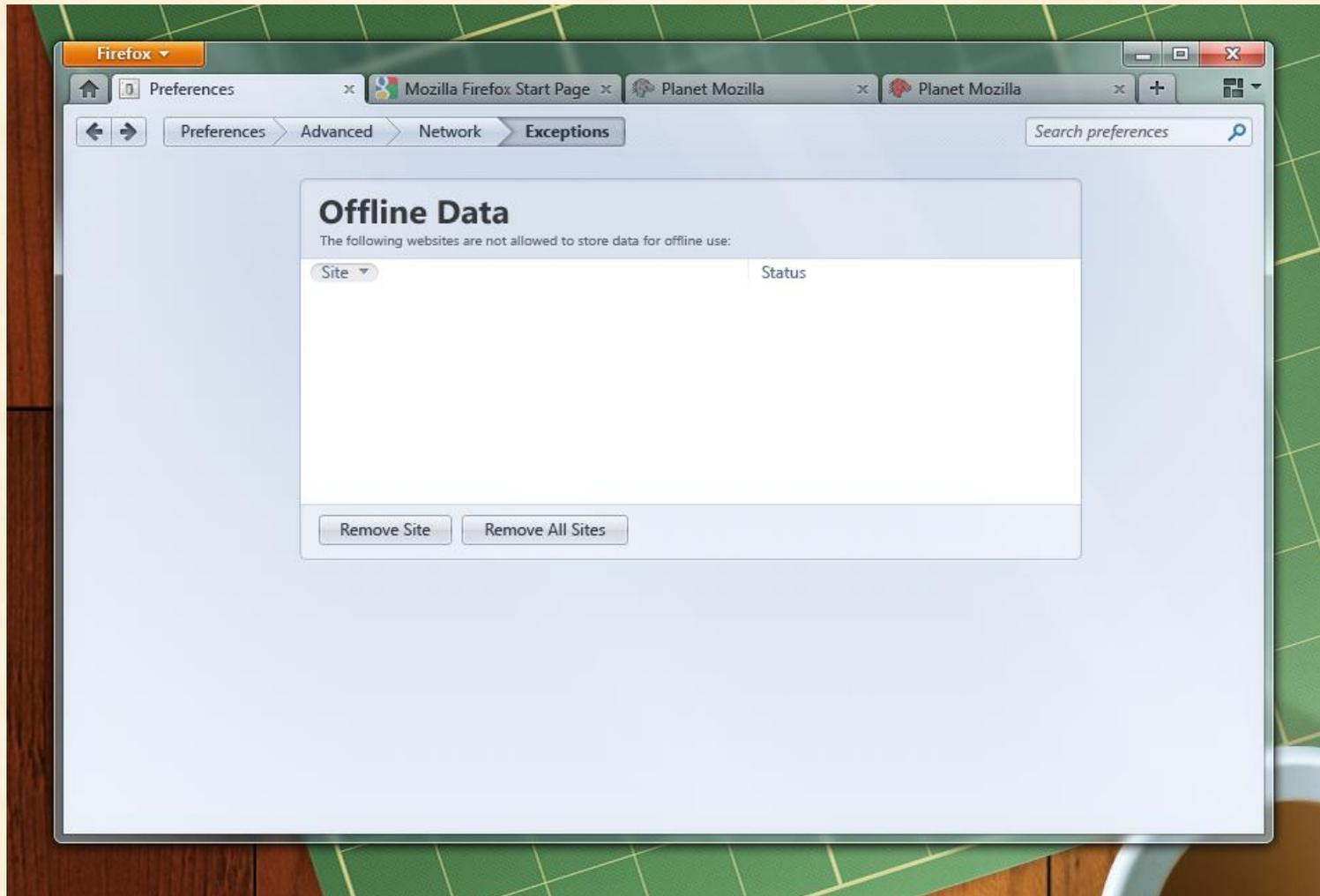 - Customization – muscle memory/habits

Screen Mockup: Current Preferences

Screen Mockup: Windows

Screen Mockup: Windows

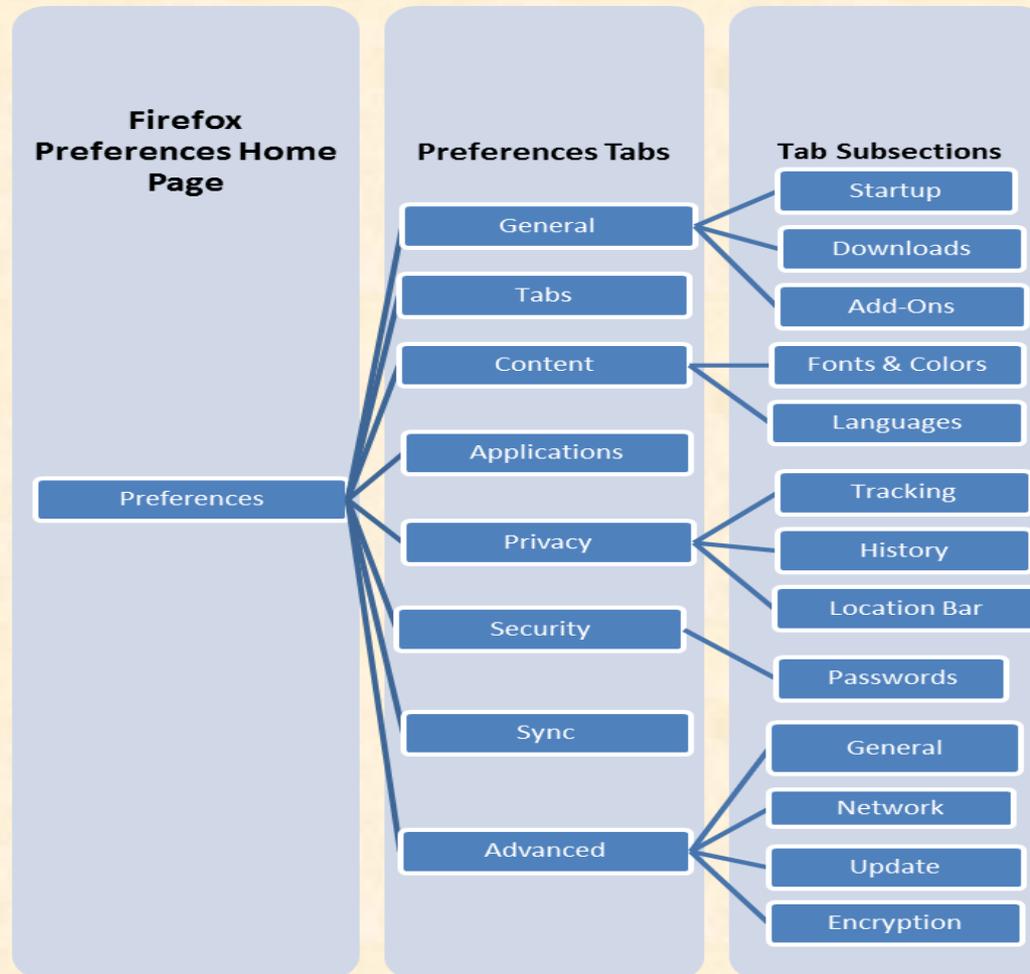# Screen Mockup: Mac

Screen Mockup: Mac

Technical Specifications

- Implement using XHTML, XUL, CSS, and JavaScript

- Use XHTML as much as possible embedded in an XUL page

- Utilize Mercurial to manage source code and efficiently create patches

- Entire page must be contained in one XUL file to enable quick search

Preferences Page Architecture

System Components

- Hardware Platforms
  - Any device capable of downloading and installing Mozilla Firefox browser
- Software Platforms / Technologies
  - Mercurial
  - Bugzilla
  - Mozilla Firefox

Testing

- Automated testing using Mochitest

- Tests are JavaScript snippets that can test the functionality of pages while running

- Using existing automated tests as well as create specific tests for our page

Risks

- Lack of knowledge of Mozilla's development tools and practices, including automated testing with Mochitest

- Design decisions must be confirmed with the User Experience team before implementation

- Inexperience using Mercurial as a repository to create patches

- Lack of knowledge in XUL and JavaScript