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# ACKNOWLEDGEMENT

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# TABLE OF CONTENTS

[ACKNOWLEDGEMENT I](#_Toc186765738)

[TABLE OF CONTENTS II](#_Toc186765739)

[1. INTRODUCTION 1](#_Toc186765740)

[2. REQUIREMENT SPECIFICATION 2](#_Toc186765741)

[3. DESIGN 3](#_Toc186765742)

[3.1 DATABASE STRUCTURES 3](#_Toc186765743)

[3.2 INTERFACE DESIGN 3](#_Toc186765744)

[3.3 WEBSITE ARCHITECTURES 7](#_Toc186765745)

[3.4 WEB PAGE DESCRIPTION 8](#_Toc186765746)

[4. IMPLEMENTATION 10](#_Toc186765747)

[4.1 FACTORS OF THE DESIGN 10](#_Toc186765748)

[4.2 FACTORS OF THE DEVELOPMENT 10](#_Toc186765749)

[4.3 IMPLEMENTATION OF THE SYSTEM 10](#_Toc186765750)

[5. CONCLUSIONS 11](#_Toc186765751)

[REFERENCES 12](#_Toc186765752)

[APPENDICES 13](#_Toc186765753)

# INTRODUCTION

This section introduces your project including the background information of the Web site, and objectives, scopes, targeted audiences, project schedule and a summary of the major functions of your Web site.

# REQUIREMENT SPECIFICATION

This section defines the needs or conditions to meet requirements of the various stakeholders, such as beneficiaries or users.

# DESIGN

The section defines the database structures, interface design, website architectures, Web page descriptions and etc. You are required to discuss the design decisions made and the reasons for them.

## DATABASE STRUCTURES

The database structure can be looked at Figure 1.

A screenshot of a computer

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Figure 1: Database Diagram

The database consists of seven interconnected tables designed to manage an e-commerce platform efficiently. The **Categories** table organizes product types, linking to the **Products** table, which stores product details such as price, quantity, and descriptions. User information, including unique constraints for usernames and emails, is maintained in the **Users** table. The **Carts** table associates users with their selected products, while the **Orders** table records purchase details, including status, quantity, and payment references. Payments are managed in the **Payments** table, which securely stores details like card numbers and payment modes. Lastly, the **Contact** table handles customer inquiries, ensuring effective user engagement. These tables are normalized and linked through foreign key relationships to ensure data integrity and scalability.

## INTERFACE DESIGN

User Interface (UI) design involves creating visual and interactive elements that allow users to interact with a digital system effectively. As explained in the paper, UI design focuses on the structure, functionality, and aesthetics of the interface to ensure that users can navigate and perform actions seamlessly​ (Dillon, 2006). Wireframing, on the other hand, is a technique used in the early stages of UI design to create a basic visual representation of the interface. It outlines the content and structure of the pages without focusing on visual details like colors or graphics(Ramón et al., 2013).

The key difference between UI design and wireframing lies in their focus and purpose. Wireframes act as blueprints for the interface, emphasizing layout, navigation, and functionality, while UI design incorporates detailed visuals and user interactions to create a polished and engaging experience​.

In this project, wireframing tool is used to design the interface, concentrating primarily on functionality and structure. This approach ensures that the design aligns with user needs and system requirements before adding visual elements. The wireframe design for user homepage can be seen on Figure 2.

A screenshot of a computer screen

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Figure 2: Homepage Wireframe

Product or menu page is the most essential when it comes to food ordering application. The menu page can be seen on Figure 3.

A screenshot of a computer screen

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Figure 3: Menu Page Wireframe

And here is the wireframe for contact/feedback page and about page can be seen on Figure 4.

A screenshot of a computer

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Figure 4: About and Contact Page Wireframe

Figure 2, Figure 3, Figure 4 shows that the wireframes designed for the homepage, about page, contact page, and menu demonstrate a structured and user-focused approach to interface design. Each wireframe effectively outlines the layout, emphasizing functionality over visual aesthetics, which is the core purpose of wireframing. The homepage organizes key sections such as product categories, testimonials, blog posts, and a newsletter signup, ensuring users can easily access information and engage with the content. The navigation menu is consistent across all pages, providing quick access to essential sections like Home, About, and Contact, which simplifies navigation and enhances user experience. Interactive features, such as the newsletter subscription, contact form, and "Add to Cart" buttons in the menu, are clearly highlighted, guiding users towards essential actions. The design adopts a minimalistic approach, focusing on clarity and usability, which reduces distractions and ensures a seamless user journey. Furthermore, the wireframes are adaptable for responsive design, with elements arranged logically to support usability on various screen sizes.

The wireframes for **login, register, cart, payment, invoice, profile, order history** page were not created due to the simplicity of the interface design, which primarily consists of tables and input forms. These components are straightforward and do not require detailed visualization through wireframes. Instead, their functionality and layout can be effectively communicated through direct implementation or basic descriptions. This decision ensures efficiency in the design process, focusing resources on other essential aspects of development.

Now for the **Admin** functionality, there consists of users management page, products management page, categories management page, orders management page, and feedbacks management page. The wireframe for admin dashboard can be seen on Figure 5.

Screens screenshot of a phone

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Figure 5: Admin Dashboard Page Wireframe

The admin users management page, categories management page, orders management page, and feedbacks management page page were not created due to the simplicity of the interface design, which primarily consists of tables and input forms. These components are straightforward and do not require detailed visualization through wireframes. Instead, their functionality and layout can be effectively communicated through direct implementation or basic descriptions. The wireframe of all the admin functionality page will be mirrored like the products management page shown on Figure 6.

A screenshot of a login form

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Figure 6: Admin Products Management Page Wireframe

As we can see, the input on the left and table on the right from Figure 6 shows simplicity. The layout from products management page will be implemented to other admin functionality pages.

## WEBSITE ARCHITECTURES

A sitemap is a structured representation of a website's content, designed to help both users and search engines navigate the site efficiently. It acts as a blueprint, detailing the hierarchical arrangement of webpages and their relationships. Sitemaps are typically created in two formats: XML (Extensible Markup Language) and HTML (Hypertext Markup Language). An XML sitemap is primarily intended for search engine crawlers, providing metadata such as the last updated date, change frequency, and priority of pages, which assists in better indexing and ranking on search engines. An HTML sitemap, on the other hand, is user-friendly and designed to enhance the browsing experience by offering a clickable list of pages. Sitemaps are especially valuable for large websites, dynamic content, or sites with complex navigation, as they ensure all pages are discoverable and accessible, even if they are buried deep in the site's structure (Dean, 2024). Figure 7 shows the sitemap that used at this project for user.

A diagram of a user

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Figure 7: User Page Sitemap

The sitemap that used for admin pages can be seen on Figure 8.

A diagram of a system

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Figure 8: Admin Page Sitemap

## WEB PAGE DESCRIPTION

This section contains the implementation result from the wireframe at section 3.2.

**Show the screenshot every pages here, start from user, then admin (Remove this if complete).**

### User Home Page

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### Login Page

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### User Register Page

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### User Menu Page

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### User About Page

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### Feedback Page

Lorem Ipsum

### User Profile Page

Lorem Ipsum

### User Cart Page

Lorem Ipsum

### User Payment Page

Lorem Ipsum

### User Invoice Page

Lorem Ipsum

### Admin Dashboard Page

Lorem Ipsum

### Admin Products Management Page

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### Admin Categories Management Page

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### Admin Users Management Page

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### Admin Order Status Management Page

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### Admin Feedback Management Page

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# IMPLEMENTATION

Factors related to the design of the user interface, Factors related to the development and organization of the system for real-world deployment and its implications, Discuss the steps on how you implement the system.

## FACTORS OF THE DESIGN

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## FACTORS OF THE DEVELOPMENT

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## IMPLEMENTATION OF THE SYSTEM

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# CONCLUSIONS

This section reviews and evaluates the works you have conducted. You can validate the website whether it has achieved the formulated objectives. Also, you are required to discuss limitations of the website and ways to address these issues in the future.

# REFERENCES

Dean, B. (2024, December 20). *Sitemaps* [Blog post]. Retrieved from https://backlinko.com/hub/seo/sitemaps

Dillon, A. (2006). User Interface Design. In *Encyclopedia of Cognitive Science*. Wiley. https://doi.org/10.1002/0470018860.s00054

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# APPENDICES