

CIS 6930 – PROJECT#3
USER EXPERIENCE AND
DESIGN

CLIENT 3B – GROUP 3

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Demo Script

Features demonstrated in the interactive prototype

- Sending payments and setting up recurring payments
- Loyalty cards View and Add
- Auto fill card details in the browser

<u>SAY</u>	<u>DO</u>
This is the login screen of the app. User logs in here one time and is taken to the home screen which has two tabs: Cards and Pay.	Click on login button.
Cards has all the cards that have been added to the app. User can change the default card by tapping on a card	Tap on the bottom card and then tap on "Set as default"
User can swipe left to move to the Pay tab which lets the user send payments to recipients they have already added.	Swipe to the left to go to Pay tab.
If the user wants to set up a recurring payment they can turn the recurring setting on.	Tap on recurring switch
They can select the recipient by tapping on the dropdown list	Tap on Stoneridge Spinner
Enter the amount they want to send	Tap on Amount Text field
Select the card to pay from	Tap on Card Spinner
And finally send the payment	Tap on SEND
The user is then presented with the Confirmation dialog giving them a chance to cancel the payment. Clicking on Ok proceeds	Tap on OK
The user now has to confirm their identity by touching the fingerprint sensor. Since this is a demo I'll just click here.	Click on sensor icon.
Once the user is authenticated, Done!	Tap outside the dialog
User now immediately gets a notification with the confirmation that the payment was sent.	Tap on home button and tap on status bar
User can tap on the notification to get back into the app.	Tap on the notification.
Users can also add new cards to the app by tapping the Floating action button here. This opens the camera which the user has to point to the card to add it. Once the user lines up the card with the box here and the app recognizes the card, the card gets added to the app.	Tap on FAB at the bottom.
Now, to navigate within the app, there is hamburger slide out menu. To get it tap on this button or swipe from the left edge.	Tap on the hamburger button.
From here user can go to the home screen, Loyalty cards screen, Recipients screen or Settings screen. Let's take a look at the Loyalty cards screen	Tap on Loyalty cards
Here user can see the cards that have been added and also their values. Also they can add new cards by tapping on the now familiar add button and scanning the card with the phone's camera	Tap on the FAB
Going back to the loyalty cards screen, there's this info down here that auto redeem is on. What this does is when paying at a store, if a loyalty card for the store is added to the app it'll be auto redeemed. This can be changed from the settings though.	Slide out the hamburger menu and tap on settings
Users can also add recipients to send payments to. Again navigating through the hamburger menu	Slide out the hamburger menu and tap on recipients

Here the added recipients are displayed and tapping on the add button lets you add a new recipient	Tap on the FAB add
The basic details can be filled and done.	Tap on Done
The user gets listed here. Now you can send payments from here or delete them. We'll delete the recipient we just added.	Tap on delete on the first item.
To send payments tap on the send button which brings the Pay screen.	Tap on send button on the first item. Then tap on Cards and then Home button in the navigation bar and wait for 3 seconds
Now if user had made a payment recently, it'll be added to the monthly expenses screen. They get a notification here which if tapped on will take them to the screen	Tap on the status bar and then the notification.
User can expand the categories to get more details of where the money was spent.	Tap on the last entry in the list
One more feature is auto filling the details in the browser when shopping. I'll open a browser window and as soon as the app detects there is a payment page it gives a popup asking if the user wants to fill the details	Tap on the home button in the navigation bar and then tap on Chrome browser icon and wait for 2 seconds
If user presses OK, the details will be filled and user can proceed with the payment.	Tap on OK