

Interação Pessoa-Máquina

2022/2023

Pool Tool

Stage n: 3



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Lab class Nº 2

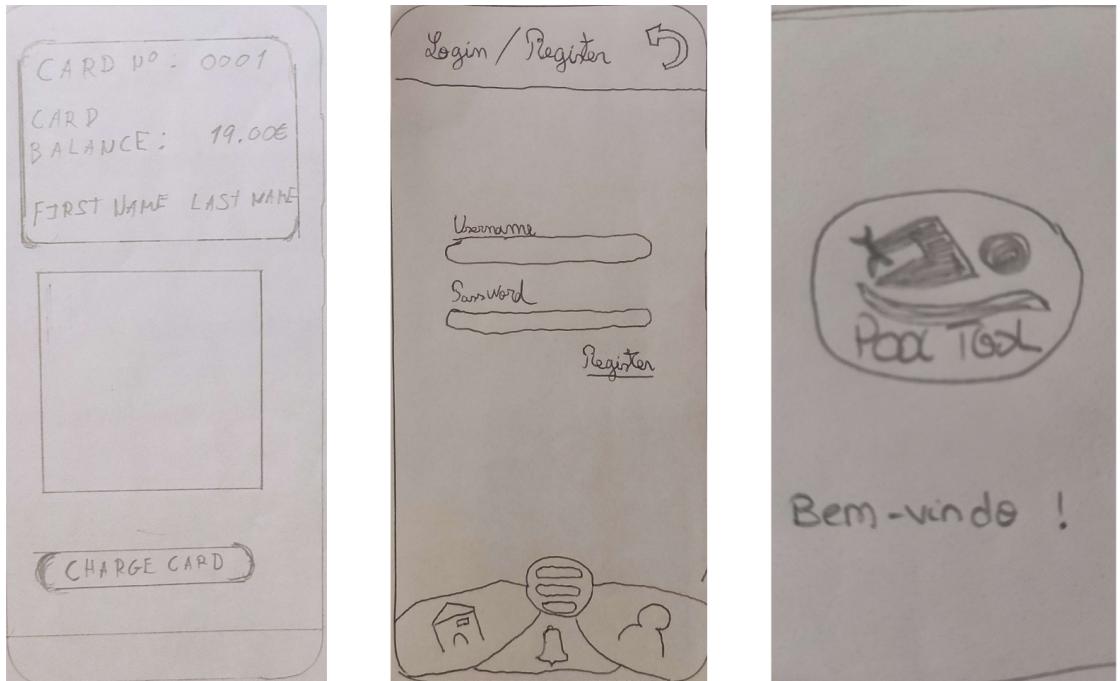
Group Nº 17

Professor:
Teresa Romão

October, 2022

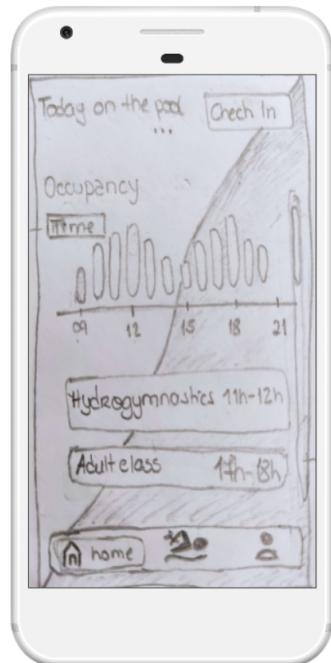
Sketches

Sketches iniciais da aplicação.



Prototype photos and link

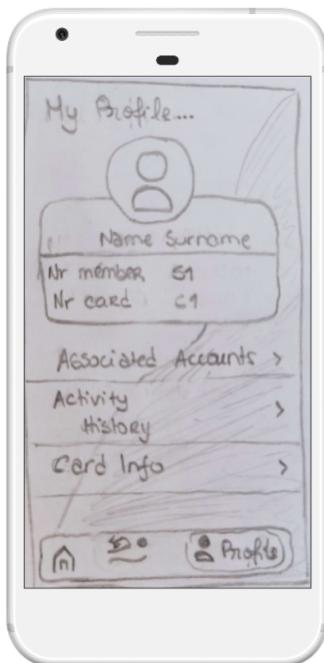
Página Inicial



Página Atividades



Página Perfil



Página Cartão

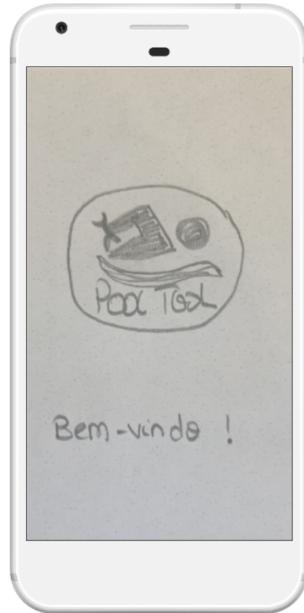


Link - <https://marvelapp.com/prototype/b7918ij/screen/89161536>

Storyboards

Scenario 1:

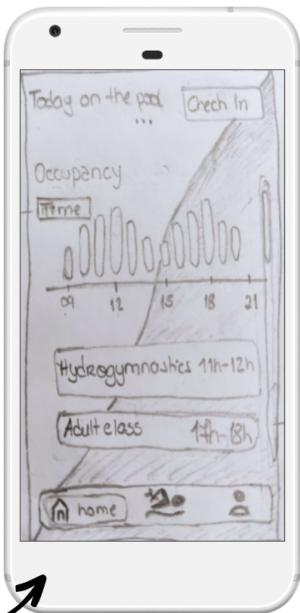
Página Inicial



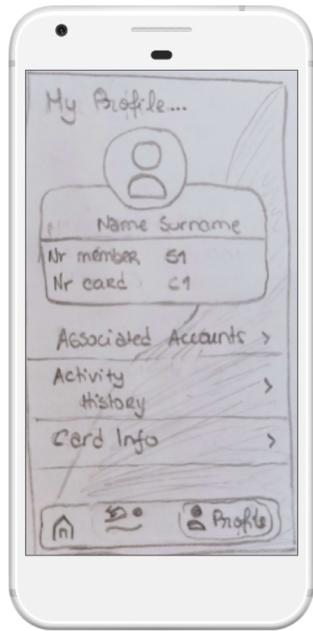
Página Login



Página Inicial

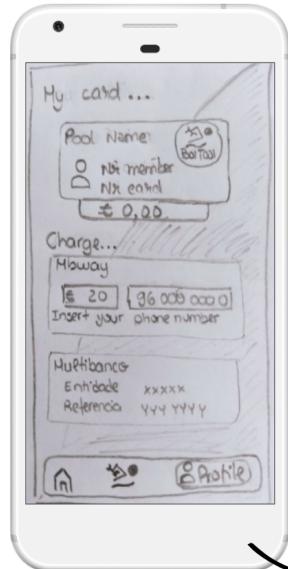


Página Perfil

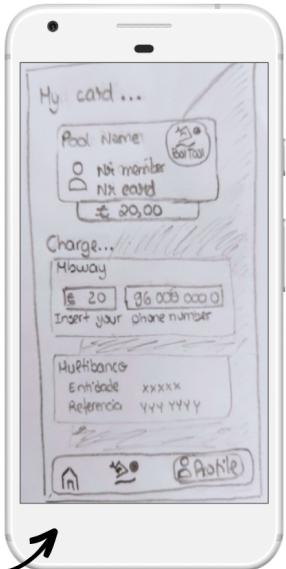


Login é autorizado pela piscina
(Após o primeiro login)

Página Cartão



Página Cartão Atualizado



Após pagamento

Scenario 2:

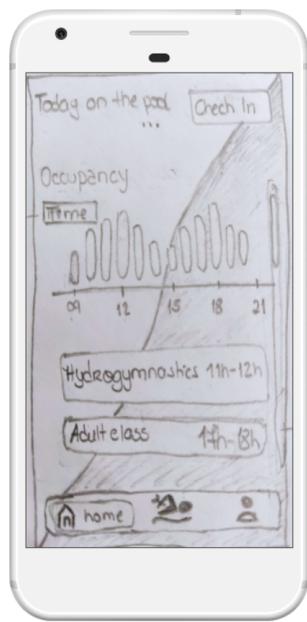
Página Inicial



Página Login



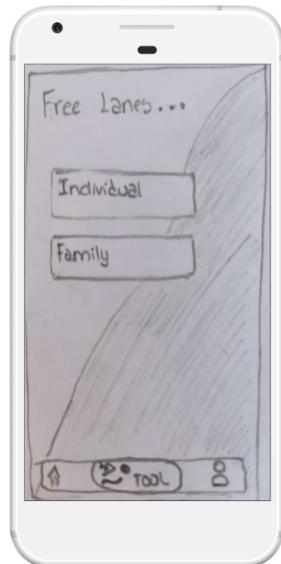
Página Inicial



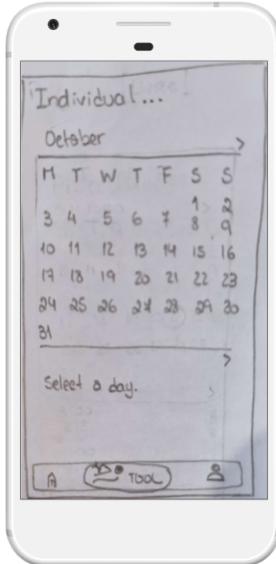
Página Atividades



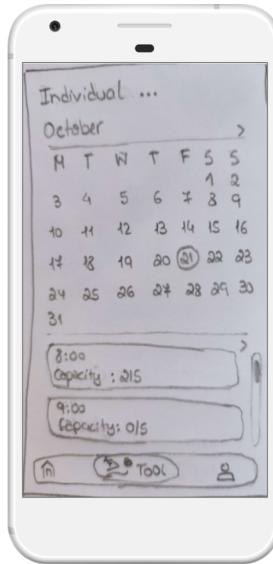
Página Pistas Livres



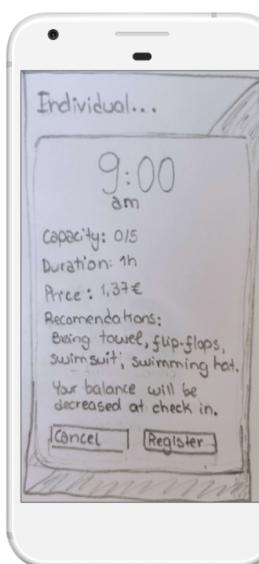
Página Calendário



Página Calendário



Página Registrar Pista



Página Atividades



Scenario 3:

Página Inicial	Página Login	Página Inicial	Página Atividades
Página Aulas	Página Horário	Página Horário	Página Registo Aula
Página Registo Aula	Página Registo Aula	Página Registo Aula	Página Atividades

Briefing

The idea of our application came from the fact that the **local pools don't have an easy way** for customers to interact with the pool's services **without actually going to the facility**. We want to simulate being at the front desk of a pool complex all from an application on your phone.

To do so we have features like:

- check the pool's occupancy (a chart that gives an understanding of how many people are at the pool at certain hour);
- a list of activities that may interest the user;
- reserve a pool lane to enjoy a private swimming session;
- join a special class by checking its availability and time table.

Entering the pool requires the user to have money in their card which can be charged through the app.

Finally, we had the idea that a user could manage the account of another user like a child or elderly person that may not be able to use the application on their own.

Scenarios

Scenario 1 - Micaela wants to go to the swimming pool tomorrow, but she doesn't know how much money she has in her account. She proceeds to check her balance and sees she has no money. Then she charges 20 euros through MBWay.

Scenario 2 - The pool has been really crowded lately and Mr. Agostino would rather have a space to swim by himself. He checks the occupancy chart and decides to book a free lane for the 21st of October at 9:00am.

Scenario 3 - Mr. Americo wants to enroll his 11 year old daughter Rita in a swimming class. For that he needs to have Rita associated with his account which he already has. He would prefer she attended the 7:00pm class during the week (Tuesday, Wednesday, Thursday, Friday).

Observation

During the tests the users found difficulties regarding the swimming class schedules, they found it difficult to understand its disposition, and how to see the class hours clearly and understand its content. Also, regarding the payment of a class, the information given should be more specific so it does not confuse the user.

To these observations we found it easy to change the schedule display and add an information icon in the places the user might get confused.

Users also gave some additional advice on how to improve some features:

- Include a pop up in destructive actions to ensure the user is certain of its choice;
- Include the balance information after the use of a free lane;
- Include more buttons to cancel actions.

Group Website: <https://antniob.github.io/ipmG17/>