

# **UI Design Report**

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**PROJECT NAME: SMART VENDING MACHINE**

**COURSE NAME: INTEGRATED DESIGN PROJECT-02**

**COURSE CODE: CSE-460**

**GROUP NO: JULIETT (08)**

**SECTION: A**

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## Introduction

To control the prototype of our vending machine an android app named SVM is being developed in android studio. The background theme of the app is blackboard-chalk menu which can be changed according to the availability of the food. The theme of the buttons and headings are coffee beans which are of brown colour to depict the most common refreshments coffee and tea. This vending machine is tended to serve people when they want to refresh themselves with mini snacks even when they cannot go to departmental stores. For backend, firebase is being used.

## Current UI

### Introductory Page:

SVM app has an introductory page that is given below:

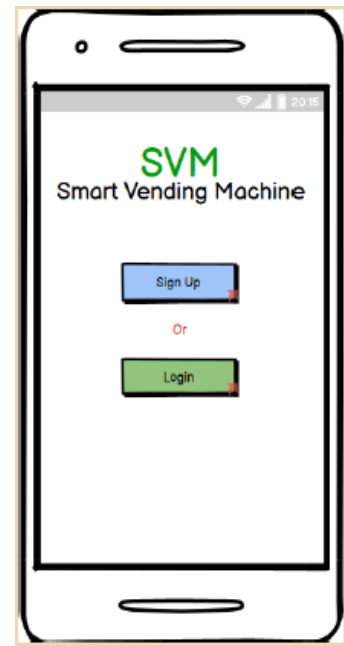


Fig:1.1:Actual introductory page and Mockup introductory page

## For Admin:

### Admin Login:

From the introductory page the Admin of the vending machine can enter by clicking “**Enter as Admin**”. The following page will be shown next:



Fig:1.2: Admin Login page

### Admin Information:

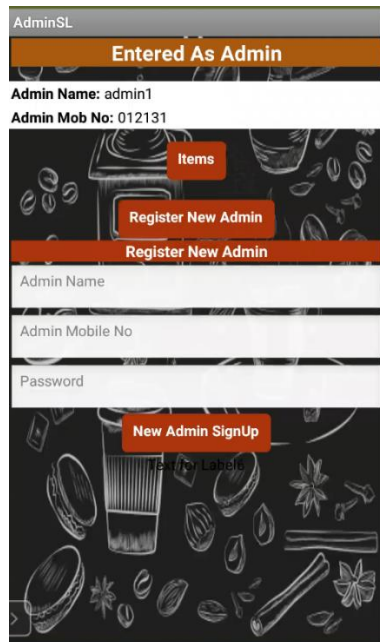
After the admin is logged in the following page (admin information page) is shown



Fig:1.3: Admin Information page

## Register New Admin:

From Admin information page by clicking “**Register New Admin**” the following section will be shown next:



AdminSL

**Entered As Admin**

Admin Name: admin1  
Admin Mob No: 012131

Items

Register New Admin

Register New Admin

Admin Name

Admin Mobile No

Password

New Admin SignUp

New For Labels

## Select chamber:

From Admin information page by clicking “**Items**” the following page will be shown next:



AdminSL

**Select One Chamber**

Chamber 1

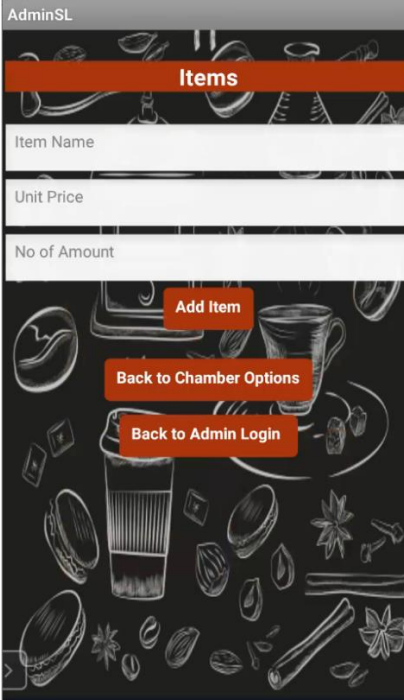
Chamber 2

Chamber 3

Chamber 4

## Adding Items:

From Select Chamber page by clicking “Chamber 1” or “Chamber 2” or “Chamber 3” or “Chamber 4” the following page will be shown next:



AdminSL

### Items

Item Name

Unit Price

No of Amount

Add Item

Back to Chamber Options

Back to Admin Login

## For Users/Customers:

### User Signup:

From introductory page the user can go to either login or signup page:

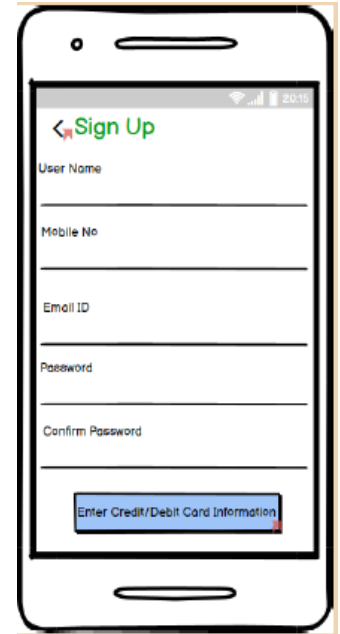
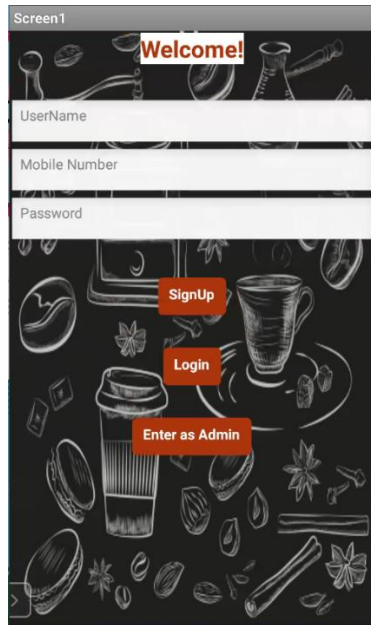


Fig:1.4:Actual sign-up page and Mockup sign-up page

**Deviation in sign up page:** In sign up page the button credit/debit card information has been replaced by sign-up button.

**Reason:** While developing the app, it was decided that due to pandemic situation, the users will use credit card information to recharge his SVM account within the credit card balance limit.

## User Login:

From introductory page the user can go to login page. Another way is to go from sign up page by clicking on “Login”.

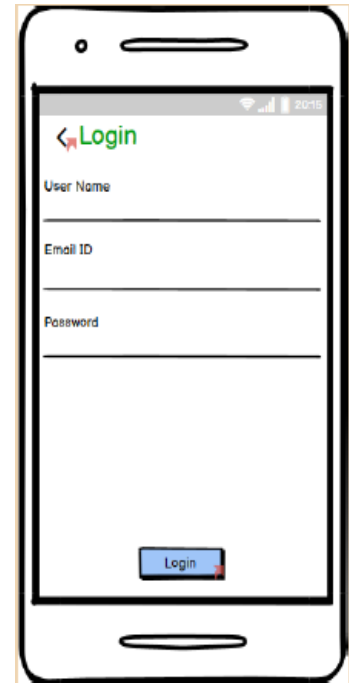
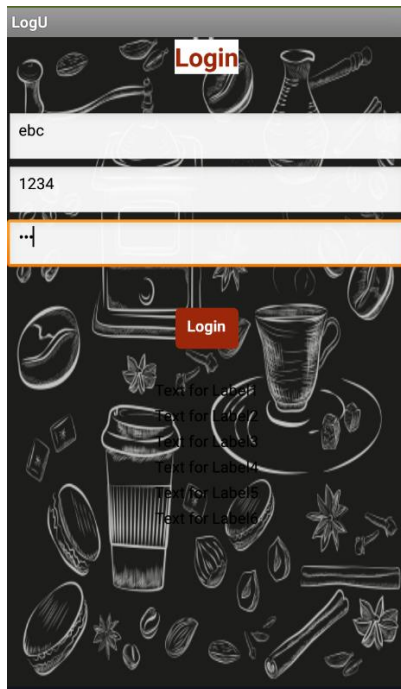


Fig:1.5:Actual login page and Mockup login page

**Deviation in login page:** Mobile no is used instead of email ID for login information.

## User Account Information page:

After logging in the app will take the user to the account information page to show the user name and account balance.

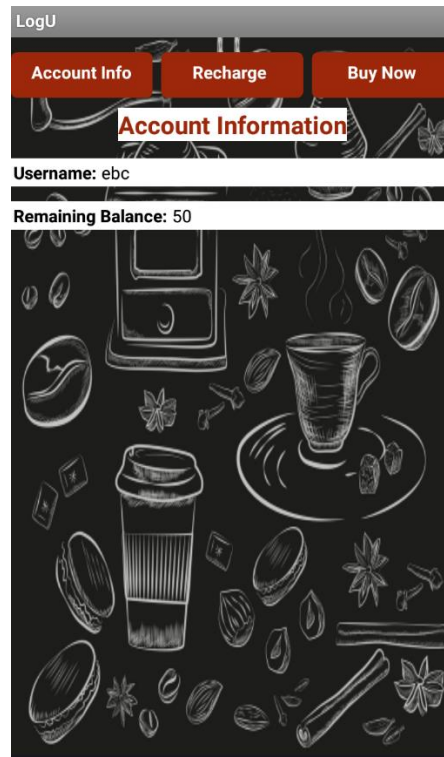
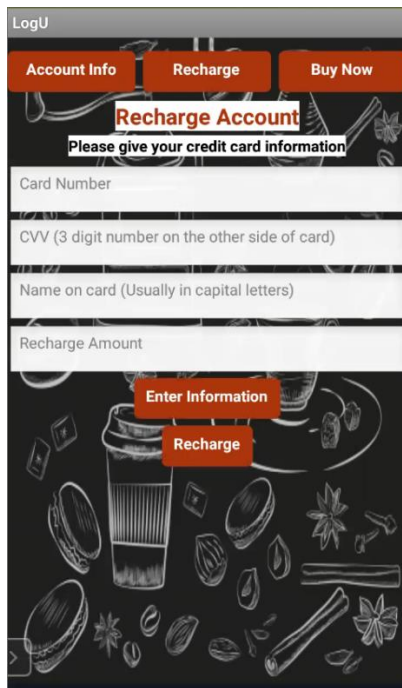


Fig:1.6:Actual account information page

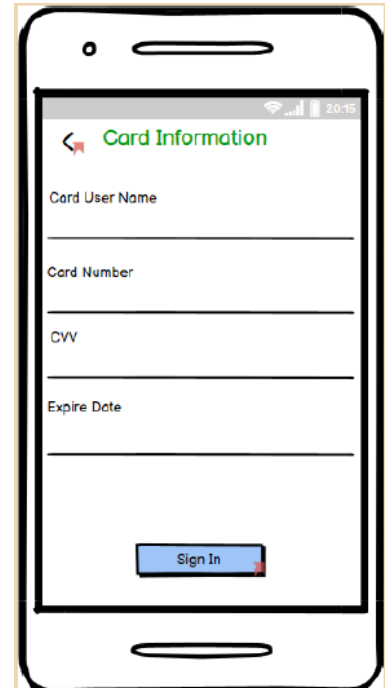


## Account Recharge page:

From account information page, the user can go to recharge page by clicking in “**Recharge**”



The screenshot shows a web interface for recharging an account. At the top, there's a 'LogU' link and three buttons: 'Account Info', 'Recharge', and 'Buy Now'. Below these is a 'Recharge Account' section with the instruction 'Please give your credit card information'. It contains four input fields: 'Card Number', 'CVV (3 digit number on the other side of card)', 'Name on card (Usually in capital letters)', and 'Recharge Amount'. At the bottom of this section are two buttons: 'Enter Information' and 'Recharge'. The background features a dark theme with white line art illustrations of coffee beans, a coffee cup, and various spices.



The screenshot shows a mobile app mockup for a 'Card Information' page. The title 'Card Information' is at the top in green. Below it are five input fields: 'Card User Name', 'Card Number', 'CVV', and 'Expire Date'. At the bottom is a blue 'Sign In' button. The status bar at the top shows signal strength, Wi-Fi, and the time 20:15.

Fig:1.7:Actual recharge page and Mockup card Information page

## Buy Now page:

The user can go to buy now page by clicking on “**Buy Now**”. This page will show the available items in the vending machine.

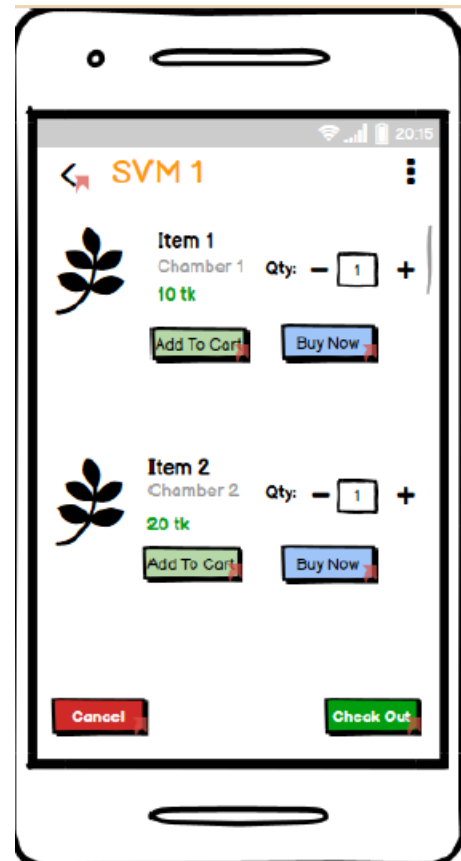
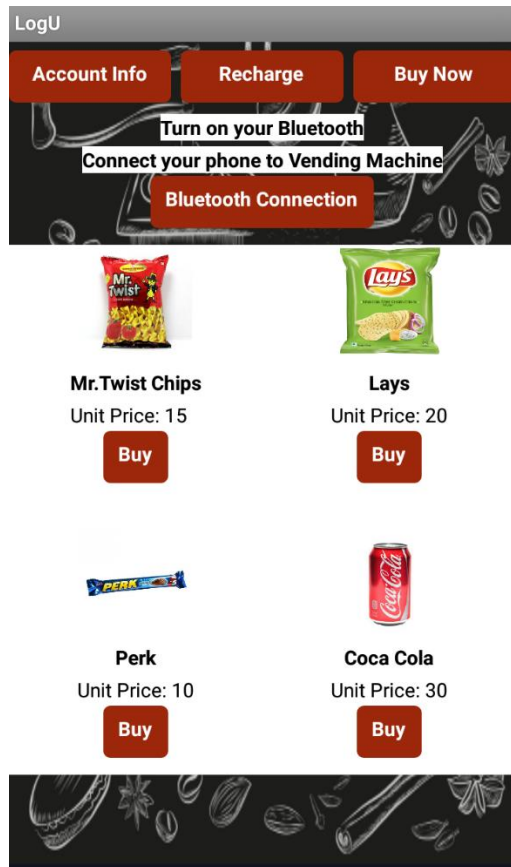


Fig:1.8:Actual Buy Now page and Mockup cart page

**Deviation in cart page:** The whole page has been changed to the current Buy Now page.

**Reason:** Before implementing the hardware, the cart page was designed. After implementing the hardware, it is realised that our system can detect only one item at a time. That's why, the user can buy only one item by clicking on one button at a time. That's why the UI has been changed.

### Item Purchase Confirmation page:

After the bought item is dropped and detected the confirmation page will be shown.

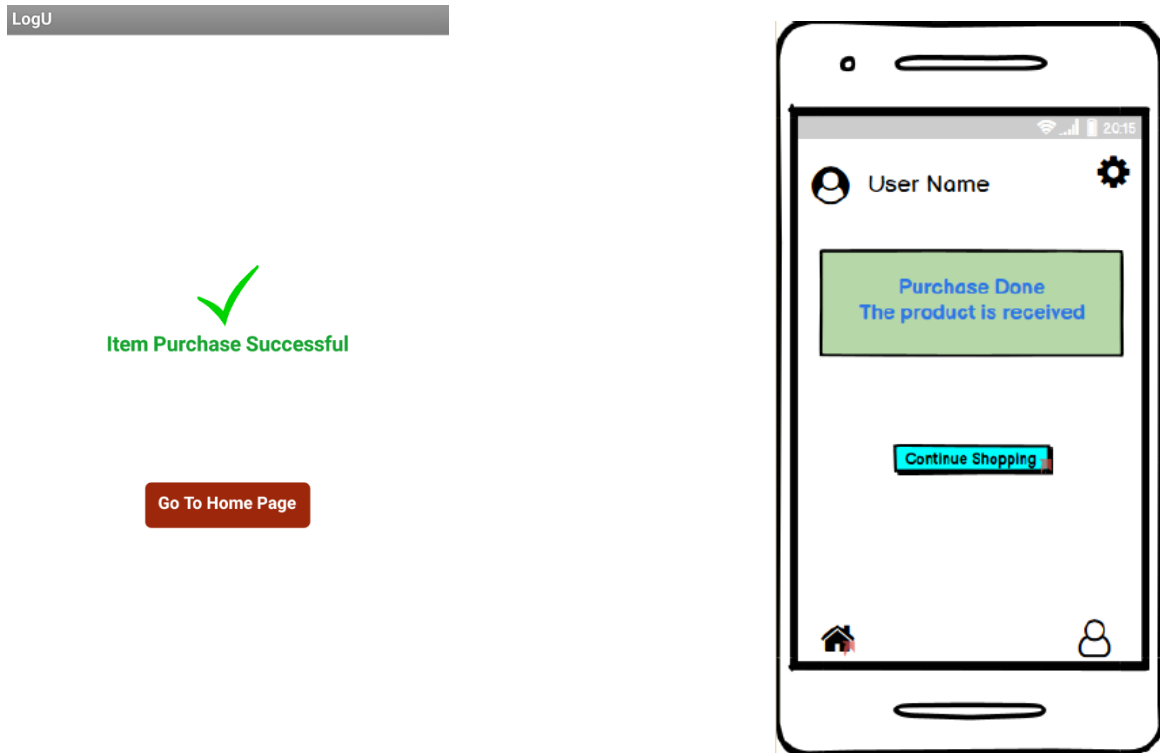


Fig:1.9:Actual Confirmation page and Mockup confirmation page

**Deviation:** The whole page has been changed to the current Confirmation page.

**Reason:** For user's ease of understanding.