

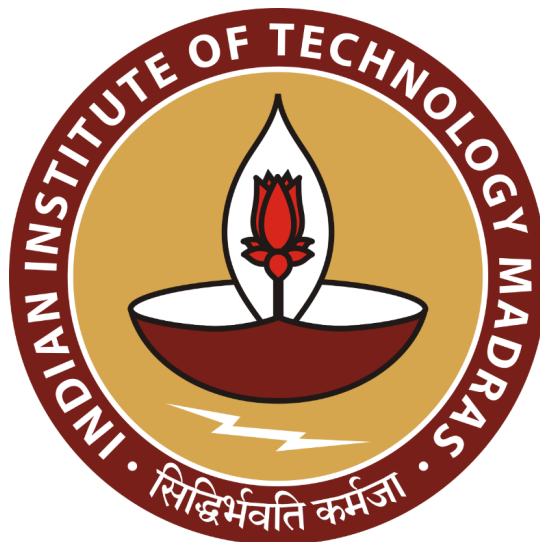
# **Ticket System Integration with Discourse and Webhooks**

## **A Project Report for the Software Engineering**

*(Milestone 2)*

**Submitted By:**

- |                           |  |
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## Milestone 2 - User Interfaces

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### 2.1 Storyboard for the Application

# Storyboard

A VISUAL TECHNIQUE TO DESIGN  
THE USER INTERFACE OF OUR  
APPLICATION.

# **Storyboard-1**

## SAMITA'S DILEMMA

**Samita submits a query via  
the ticket system.**



**The instructor resolves Samita's query in the ticket system, but Samita is unaware of the resolution.**



**One day later, Samita checks the ticket system and discovers her query has been resolved, making her happy.**



**Samita notices that her query was resolved one hour after creation, which she only realizes now.**



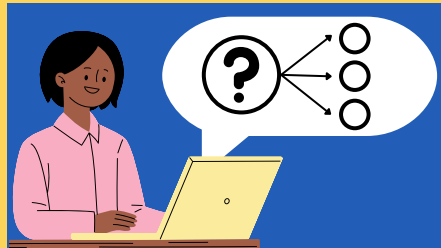




**Samita discusses this feature with her friend, who informs her that the query had been resolved previously in discourse, making her sad.**

# Storyboard-1

This storyboard showcases illustrations and descriptions demonstrating how the Online Support Ticketing System at IITM can be improved by incorporating a transparent chat feature like Discourse, which would keep users informed about the status of their queries.



Samita submits a query via the ticket system.



The instructor resolves Samita's query in the ticket system, but Samita is unaware of the resolution.



One day later, Samita checks the ticket system and discovers her query has been resolved, making her happy.



Samita notices that her query was resolved one hour after creation, which she only realizes now.



Samita discusses this feature with her friend, who informs her that the query had been resolved previously in discourse, making her sad.

# **Storyboard-2**

SUPPORT STAFF'S DILEMMA

**Samita creates a ticket with  
a query in the ticket system**



**The IITMBS staff member checks the new query four hours later, realizing the need for timely notifications to enhance efficiency.**



**Despite not receiving a notification, the staff member proceeds to read and understand the query.**



**While addressing the query, the staff member recalls having previously resolved a similar query in Discourse.**



**Despite this realization, the staff member unintentionally solves the query again within the ticket system.**





# Storyboard-2

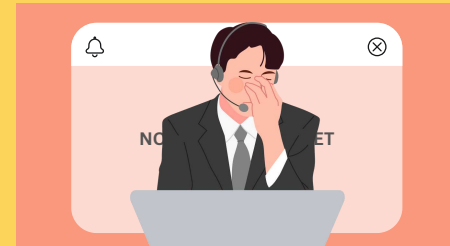
This storyboard showcases illustrations and descriptions demonstrating how the Online Support Ticketing System at IITM can be improved by incorporating a transparent chat feature like Discourse, which would keep users informed about the status of their queries.



Samita creates a ticket with a query in the ticket system



The IITMBS staff member checks the new query four hours later, realizing the need for timely notifications to enhance efficiency.



Despite not receiving a notification, the staff member proceeds to read and understand the query.



While addressing the query, the staff member recalls having previously resolved a similar query in Discourse.



Despite this realization, the staff member unintentionally solves the query again within the ticket system.

## 2.2 Low-Fidelity Wireframes

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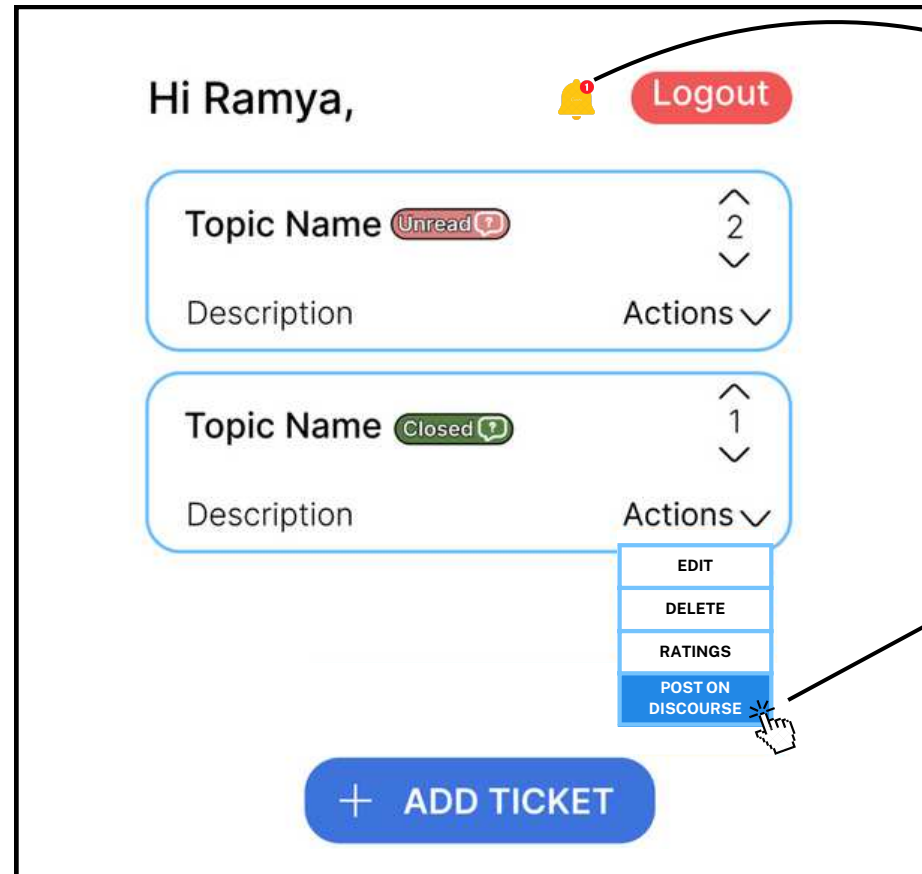
# Wireframe

A DIGITAL PROTOTYPE TO MAP OUT  
THE USER INTERFACE OF OUR  
APPLICATION.

# Wireframe: Student's view

A digital prototype to map out the user interface of our application.

Existing interface of  
the Online support  
ticket system

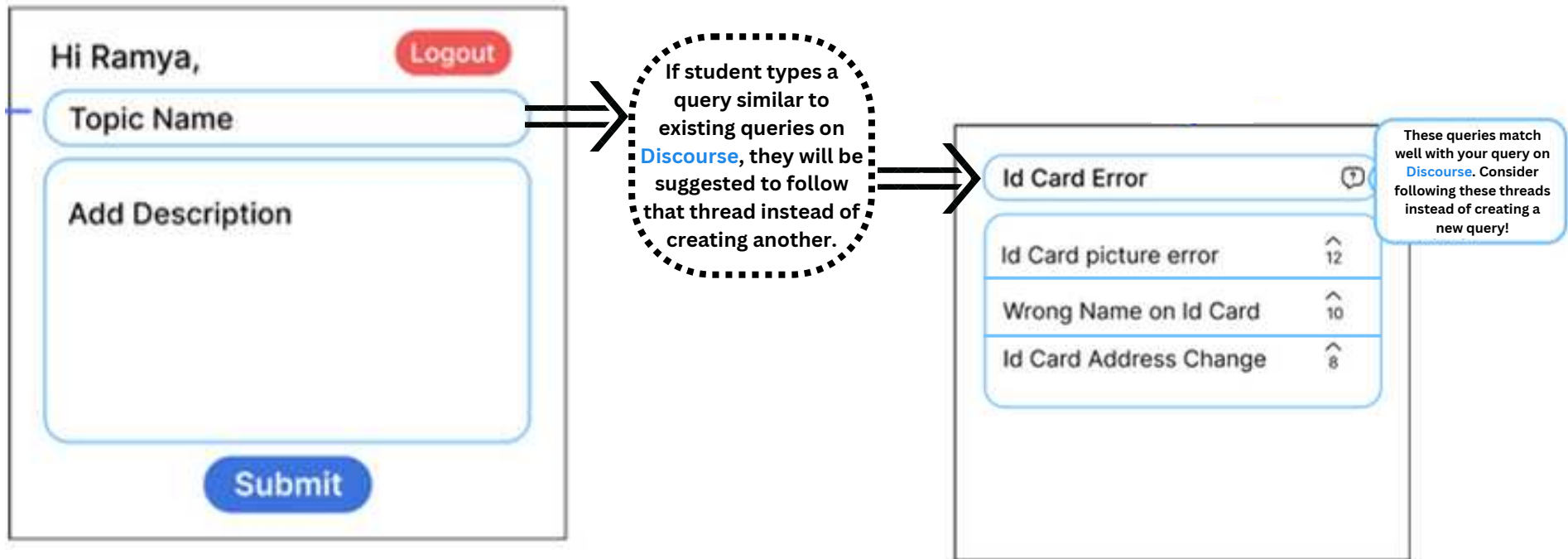


**Added** feature for  
students to receive  
timely notifications

**Added** feature for  
students to create a  
post of the issue on  
discourse

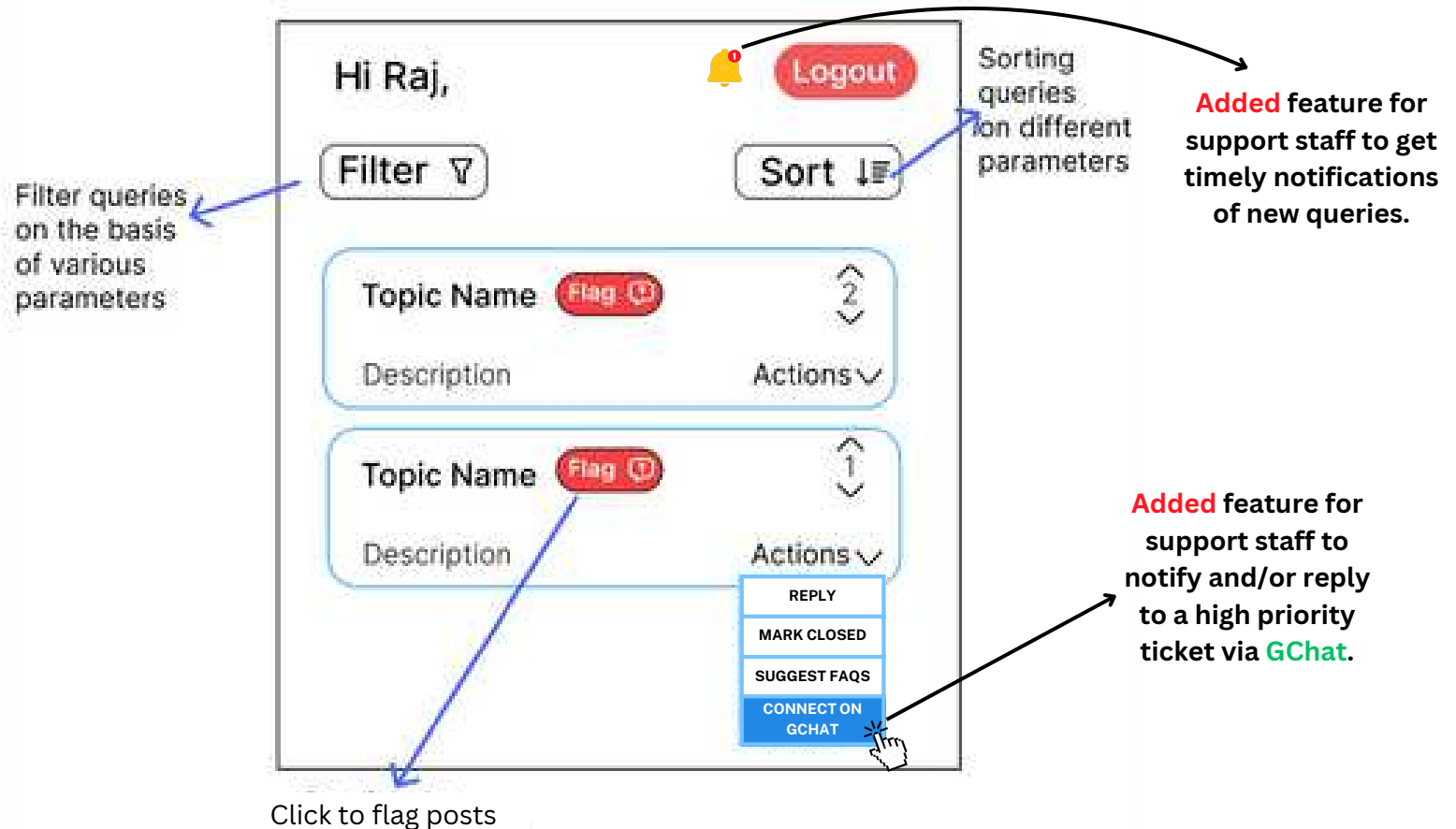
# Wireframe: Student's view

A digital prototype to map out the user interface of our application.



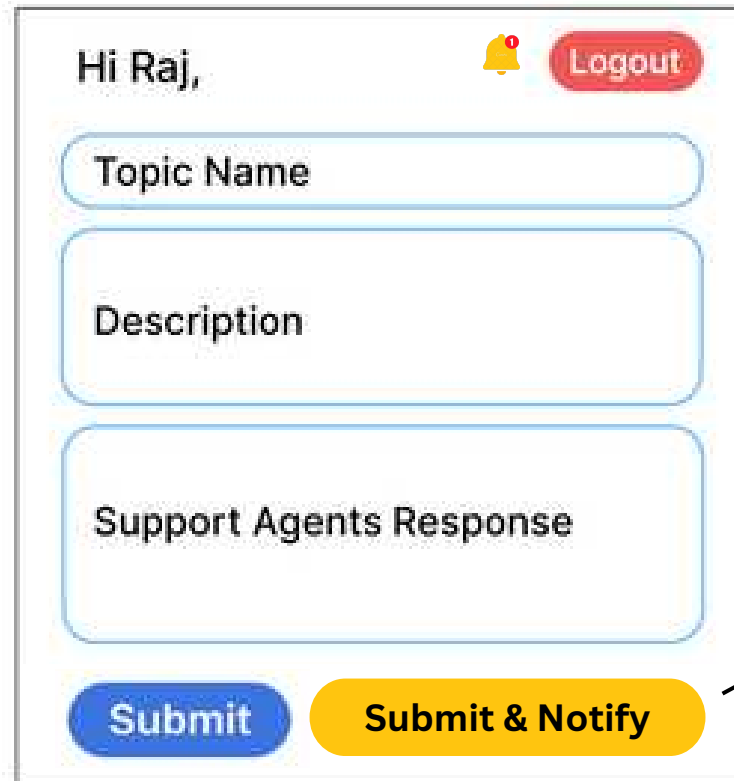
# Wireframe: Staff's view

A digital prototype to map out the user interface of our application.



# Wireframe: Staff's view

A digital prototype to map out the user interface of our application.



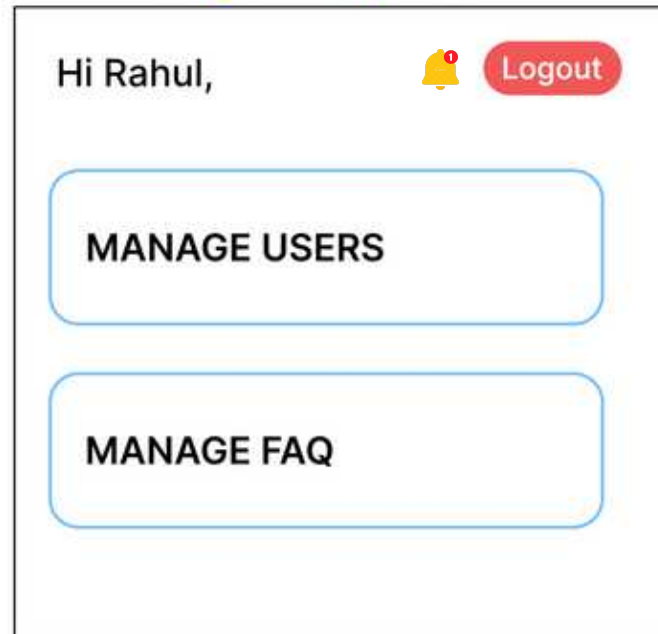
A wireframe of a staff user interface. At the top left, it says "Hi Raj,". To the right is a yellow bell icon with a red notification bubble containing the number "1". Further right is a red "Logout" button. Below these are three stacked text input fields: "Topic Name", "Description", and "Support Agents Response". At the bottom are two buttons: a blue "Submit" button and a yellow "Submit & Notify" button. An arrow points from the "Submit & Notify" button to a text block on the right.

**Added** feature for support staff that uses **Google Chat** webhooks to notify high priority tickets

# Wireframe: Admin's view

A digital prototype to map out the user interface of our application.

## Admin's view- to Manage FAQs




Inclusive of all the existing features

# Wireframe: Admin's view

A digital prototype to map out the user interface of our application.

## Admin's view- to Manage FAQs

Hi Rahul,  [Logout](#)

Topic Name 2  
Description Actions ▾

Topic Name 1  
Description Actions ▾  
[Edit](#)  
[Delete](#)  
[Change Category](#)

**Button to add FAQs for admins** → [+ ADD FAQ](#)

FAQ Name ▾

Add Description

[Submit](#)

Inclusive of all the existing features



## 2.3 Usability Design Guidelines and Heuristics

The wireframes have been developed by applying usability design guidelines and heuristics discussed above, ensuring that the interface is intuitive, efficient, and user-friendly. Some of the key principles considered during wireframe design include:

1. **Visibility of system status:** Users are provided with clear feedback about the status of their actions, such as when a ticket is successfully submitted or resolved.
2. **User control and freedom:** Users have the ability to navigate through the application easily and undo actions if necessary, promoting a sense of control over their interactions.
3. **Consistency and standards:** Interface elements and interactions are consistent across different screens, following established design patterns and standards to enhance usability.
4. **Error prevention:** Measures are implemented to prevent user errors, such as validation checks on form inputs and clear error messages to guide users in correcting mistakes.
5. **Recognition over recall:** Information and actions are presented in a way that minimizes the need for users to remember details from previous interactions, reducing cognitive load and enhancing usability.
6. **Flexibility and efficiency of use:** The interface accommodates both novice and experienced users, providing shortcuts and advanced features for efficient task completion without overwhelming beginners.

By incorporating these usability design principles into the wireframes, the aim is to create an interface that meets the needs of users, facilitates their tasks effectively, and ensures a positive overall user experience with the ticketing system application.