Final Report

By

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INTRODUCTION

There is not even a shadow of doubt saying that the process of developing user interfaces in software or digital devices with an emphasis on appearance or design is known as user interface design. Designers focus on designing UI that is simple to understand and delightful to use. In the course of Interactive User Interface Design, we learned a lot about how a professional application is made. There are several stages like Project Definition, User Requirement, App design, Usability Testing, and Revised design which are highly required in order to make an application. In this course, we were assigned several assignments which leads to having the final product of our project. There are various stages that we followed in order to complete this project work which will be discussed in this report and in the upcoming paragraphs

PROJECT DEFINITION

A project is a collection of tasks that must be accomplished in order to reach a specific objective or result. These activities may be simple or complex, depending on the project's size and complexity, but all projects can be broken down into objectives and what has to be done to fulfill them. There are several factors that define project definition like vision, rationale, stakeholder, market analysis, and use situation.

Vision

We intend to create an online transportation-booking system that will allow users to easily schedule a trip and arrive at their location.

Rationale

As the cost of having an automobile rise, the average person will be unable to afford one. As a result, we have a more cost-effective mode of transportation that retains the peace and isolation of a personal vehicle. To summarize, it is critical to begin integrating an effective ride-sharing system for our rapidly expanding metropolis.

Stakeholder

Stakeholders are persons who have invested in a company, and their actions affect and influence the firm's performance. The performance of the ride app has an impact on the stakeholders in the ride system. There are some groups that act as a stakeholder: The partner- drivers, Personal use Customers, Government, and regulatory agencies, Directors/Company executives:

Market analysis

We understand that launching an app in this competitive industry would be difficult, but we will make no compromises in terms of safety, convenience, or price in order to build a reputation for ourselves.

USER REQUIREMENTS

User requirements are an integral part of the design and are critical to the success of interactive systems. Successful systems and products begin with understanding the needs and requirements of the users. Focusing on the user can help us understand how we can better determine what the user actually wants? The benefit of user requirements is that it will enhance the quality of products and user satisfaction. The basis of user requirements is a simple process that can be achieved through User Story/Scenario, Survey, and Analysis of the data. The User Story/Scenario objective is to determine the features and functionality that must be included in the application. Survey and Analysis of the data objects are to gather feedback from prospective users on the features and functions that they would want to see in the app. In our ride-sharing app, we conducted the survey The survey required the use of a ranking scale like the Likert Scale to have users rate/rank proposed features. As well, to capture open-ended feedback from users we asked a minimum of two questions. This open-ended feedback enabled the users to suggest features that are not presented in the survey. This helped us to capture features or functionality that have been overlooked or not considered and based on our analysis of collected data these features were then included in our final app design. Based on the results of the survey, all the participants agreed on the utilization of ride-sharing apps. Without a doubt, the results indicated that users need this service.

APP DESIGN

Being straightforward, application design is critical to the success of your software. The user experience of your app is influenced by its design. The way your app appears, and flows have a big impact on how a user feels when they interact with it. An app that starts with a wonderfully animated intro and then transitions to a well-designed home screen with simple functionalities to rapidly acquaint yourself with the app. The app is distinctive, but it's also similar to all the other apps you've used before, and everything is simple to grasp without a lot of effort. The popularity and continued use of an application by its users are strongly related to its success. The user's need for the application will motivate him or her to share it with his or her friends. Your app's design will have an impact on the user experience, which will have a corresponding impact on the rate at which you can expand the number of users on the app. Completing robust research and testing, it had led us to our final product which we believe will be a perfect fit once made available. This application has a massive market, with numerous users worldwide for comparable applications and the commodity overall. That can provide consumers with a unique value, outstanding usability, high performance, and accessibility to a successful application, and all of these components must operate together.

USABILITY TESTING

As far as User Testing is concerned, it is the practice of putting a website's design and capabilities to the test by having real users execute specified activities under realistic settings. Having done our App Design, we were assigned to test our app design by having some real users. In which we recorded the reaction of users and asked the same questions in order to test our application design. While we were having user testing, we also asked the users for some improvements which we needed in order to make our application more enjoyable and functional. After having the user testing, we also shared our opinion with group members in order to make our application more functional. There were some suggestions that we got while surveying which is regarding background color, notifications, and point reward system.

REVISED DESIGN

As we approached the end of our development process, we noticed a few results that were slightly different than the initial concepts and expectations we had in the first place of user testing, we completed and there were some differences, for example, our users were having a hard time reading the text due to the bold color of the background. We revised our wireframes to accommodate that user experience. One of the other issues we had during our test was users were unable to select the class for their car ride which we revised it and added 3 categories to it which turned out to be a good change and users were able to select according to their comfort. User testing was the most eye-opening to our errors and mistakes.

CONCLUSION

In conclusion, it is crystal clear that there are several stages that we followed in order to complete this project. As per the future perspective, we would like to add some more features in our application like order picker and delivery, order grocery, and order food from the restaurant.