

Partner Team Evaluation

Evaluators: Sergio Servantez, Weicong Hong, Michal Stafira, Zhihao Ai
CS 487 - Software Engineering

Prototype Evaluation for Team 2

Team 2 was able to successfully demonstrate a working prototype for a grocery store mobile application. Selecting Android as the prototype platform undoubtedly came with its own challenges. The reduced screen size for devices makes developing an online store even more challenging. That being said, this platform choice would likely reduce the total cost of maintaining the application once it has been built. There were a few features we would have liked to have seen integrated into the application as outlined below. However, overall we have concluded that Team 2 developed a well designed prototype and made a strong presentation demonstrating the functionality of this application. We particularly liked that each team member spoke about their individual contributions to the project. Below we have provided a more detailed evaluations for individual components of the prototype.

User Interface Evaluation

The user interface is a clean and simple. The interface serves its purpose of making the application easily usable for the end user. The color scheme chosen is great and the colors do not contrast too much which makes it easier on the eyes and for the user to read what is on every individual screen. I would recommend changing the background color of the entire application from the gradient color scheme to one that is static throughout the application. Another thing to consider would be to slightly increase the size of the text for the description of each product. Text with too small of a font size will hinder some individual's ability to read the description. I found myself having a hard time reading some of the items on the checkout page. Perhaps, consider laying out the items in a grid/table format to increase the readability of this section. Overall, the design choices and layout of the user interface were well selected and successfully implemented. Other than the few recommendations outlined above, Team 2 presented a prototype with a strong user interface.

User Profile Evaluation

The login interface is simple, learnable, usable, and available. The application also implements username/password authentication. The following are suggestions for improvements: 1) There should be a validity check against input specification for all human inputs. 2) There should be a password checker for weak or guessable passwords when resetting passwords or registering user accounts. 3) There should be an integrity check whether a user account exists or not when registering. 4) Core functionalities such as register, logout, and user profile update

should be implemented. Overall, the login interface was clean, but it could benefit from increased safety features as outlined above.

Inventory Evaluation

Displaying grocery inventory for a mobile application is particularly challenging because of the small screen size. That being said, the team did a great job of keeping their inventory interface simple and intuitive. The team might want to consider adding more product pictures to improve the shopping experience. Also, choosing Android as a platform gives you easier access to static variables compared with web development project. Use these static variables to configure a working model for incrementing and decrementing inventory quantities. Allowing users to search for store products was a great feature. The team also did a great job of demonstrating the feature and explaining how they planned on making it more robust in the future. Overall, the user interface for the store inventory was well designed, especially considering the underlying platform.

Checkout Evaluation

The checkout screen of the project was not yet fully implemented, but the basic information of an order was shown using placeholders. Presumably, with more time the team would have been able to extend this to a fully functional checkout page. The presentation for the checkout was clear and well delivered. The team did a good job of explaining what they had already built out, and how they planned on extending this to a fully operational checkout page. The functionality that did exist was demonstrated well. Choosing to develop with Android was a smart decision since many customers will find this to be a convenient platform to use.

Strong Features:

- Great layout of all basic information such as address, name and phone number.
- Providing a picture along with product details helps reassure users that they are purchasing the correct product.
- Offering a PayPal payment option provides convenience to many shoppers.

Missing Features:

- Add more payment methods like debit/credit card payment options.
- Check if the users failed to provide any required inputs.
- Check if the user inputs are valid.
- Add an option for users to go back to the shopping page or cancel their order.

Comment Summary