ordine



Project Stage 4

CPSC 481 - Fall 2020

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Project Idea – Online Reserving and Ordering Mobile App





Sign in as a guest or have an account



Select date, time, number of people, and seat preference



View a list of restaurants grouped by types



View restaurants information



Preview restaurants menus before reserving



Pre-order food items and invite other people to a reservation

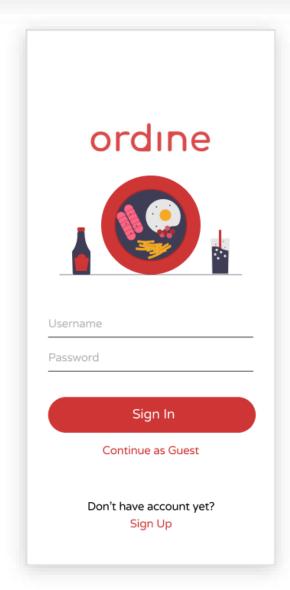


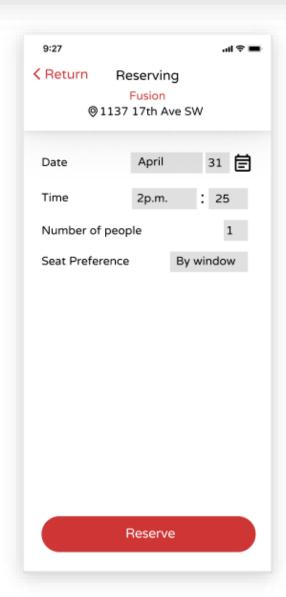
Leave reviews for a restaurant

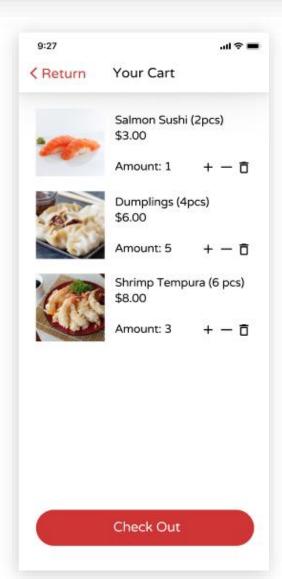


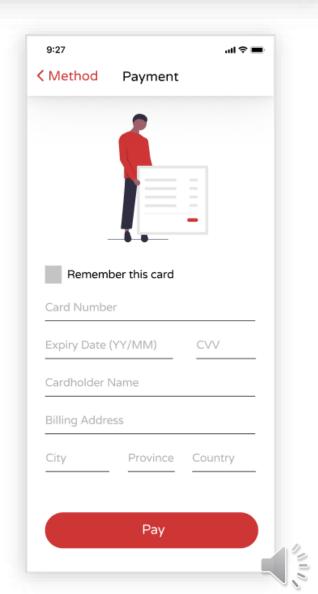
Prototyped Tasks / Prototyping software













| Rule of Thumb | Is this rule being applied? How so? | Is this rule violated? How so? | How can this rule further improve usability, utility and desirability? |
|-----------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Visibility of system status | Yes. Such as when a payment is made and when the systems asks if u want to delete a reservation | When trying to order there without making a reservation first users are unable to know that they have to make a reservation first | When users know the current system status, they learn the outcome of their prior interactions and determine next steps. Predictable interactions create trust in the product as well as the brand. |
| 2. Match between system and the real world | The navigation bar. Has the symbols that users should be familiar with | The icon of date has a calendar for calendar view in reservation but it is also the same icon for the reserve section in the nav bar | It's easier for users to learn and remember how the interface works. This helps to build an experience that feels intuitive. |
| 3. User control and freedom | Almost every page has a clear back button | Users who may accidentally press a icon on the navigation bar Have no clear back button to go back instead they have to click the nav bar again | Exits allow users to remain in control of the system and avoid getting stuck and feeling frustrated. |
| 4. Consistency and standards | Has the typical login page along with login in with third party services. Consistent color design most of the time | Some buttons such as the buttons Payment are different color to the rest of the system or not corresponding with what they usually are | Users do not have to wonder whether different words, situations, or actions mean the same thing. |
| 5. Error prevention | | A undo button when an item is added to cart would be helpful instead of having to go to cart to remove. There are no popups in case someone wants to delete something. | eliminate error-prone conditions |
| 6. Recognition rather than recall | By adding the food item image in the cart as well users do not have to remember what the name of the food is. The recent searches also helps | | Interfaces that promote recognition reduce the amount of cognitive effort required from users. |
| 7. Flexibility and efficiency of use | Having a favorites and recent searches for users. A filter system for the restaurant view | No save filter option for users if they want to filter the same way again | Flexible processes can be carried out in different ways, so that people can pick whichever method works for them. |
| 8. Aesthetic and minimalist design | The restaurant browser menu is designed with only the important parts needed | When a restaurant is clicked the information presented is a lot. | Interfaces should not contain information which is irrelevant or rarely needed. |
| 9. Help users recognize, diagnose and recover from errors | No option to clear all current filters if needed. | Even with the error prevention popups if a user deletes there is no quick undo. Users must reserve again | These error messages should also be presented with visual treatments that will help users notice and recognize them. |
| 10. Help and documentation | The system is self-explanatory | No help page | Help and documentation content should be easy to search and focused on the user's task to ensure usability |

Heuristic Evaluation Process



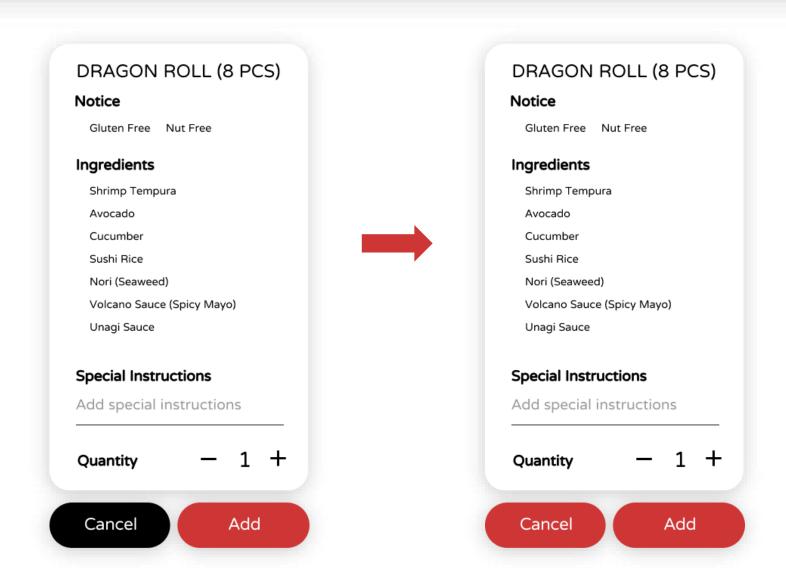
Reviewer 1 Rank: 4 9 5 10 6 2 1 3 7 8

Reviewer 2 Rank: 4 8 5 10 9 3 7 1 2 6

Final ranking: 4 5 10

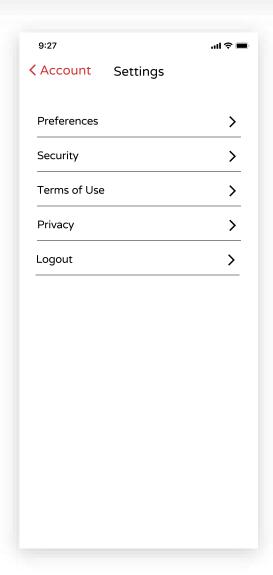


Color Changed on Button

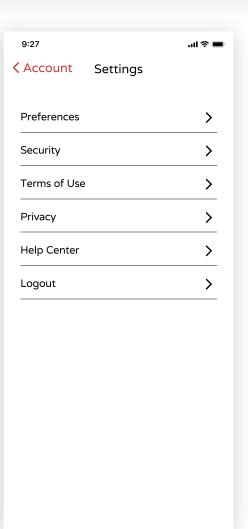




Help Center









Changes Error Prevention

Are you sure you want to cancel this reservation?

Fusion 1137 17th Ave SW Calgary, AB October 31, 2020 at 6:00p.m.

No Yes



Reflection

What we learned



How to use Figma

The heuristic evaluation process

What went wrong



Figma frames and editing Functional text box



Stage 5 Plan



Add intractability to certain buttons



Making final prototype more realistic



Implement additional user tasks





