Vanier College

Computer Science and Technology Department

System Development

420-436-VA

Deliverable 5

Orange Team

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Client: FavoriteDesign stretch ceilings

We, the orange team, certify that this project is our own work.

Code learned and used from our eCommerce class will be used for features of our project.

I, Philip Dubé, student ID#2145451, confirm that I have contributed to this deliverable.



I, Daniel Levitin, student ID# 2162749, confirm that I have contributed to this deliverable.



I, Jericho Nieva, student ID# 6161653, confirm that I have contributed to this deliverable.



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Executive Overview

In preparation for the upcoming construction of an e-commerce website, this document presents key documentation, including a prototype of the website and feedback from our client.

The document starts with an updated Narrative Description of the future database system, presented in a narrative way.

Several changes have been made however, the business problem remains the same.

Following the business problem, several usability guidelines will be listed along with a brief explanation and their sources.

Furthermore, this document features the client's feedback, which includes an overview of the communication process used with the client, as well as the client's comments regarding the prototypes.

Descriptions of changes from one prototype to the next will also be featured in this document.

Finally, appendix 1 will include the revised user stories and tests with their changes. On the other hand, appendix 2 will feature a revised story map with indication of their changes.

Revised Narrative Description

Our client Alexander Levitin will soon have the convenience of a website instead of a notebook. After logging into the website with a valid username and password combination, the user will be greeted by a home page displaying the most recent project and expense records.

The user will be able to manipulate records through buttons at the top of the screen. The "Add" button for the respective table will bring the user to the corresponding page, where they will be able to input the information of the new record. Records will be customizable with the click of the "Edit" button or "Delete" button next to the record. Additionally, records will be sortable by column depending on the user's needs.

Furthermore, to view older records, the user will have to click on the "Load More" button at the bottom of each table. The number of records shown will be customizable depending on the user's needs.

The user will also be able to globally search for a specific piece of information with the search bar at the top of the page. Particular filters will be available for enhanced search.

Finally, a button to calculate the pay split will be at the top-right corner of the home page. This allows the user to get a report of the pay split since the last one was performed.

Changes have been made from the first (hand-drawn on paint) prototype. One of the changes is the "Edit" and "Delete" buttons being moved to the right of every record for a more efficient manipulation of data.

The Business Problem

Our client has a problem with how they keep a record of their clients, as they currently are doing physically through paper and pencil/pen. This is inefficient for adding/removing/editing information, looking for a specific record, and doesn't allow to filter the records, at least not in a scalable way. It also makes it unrealistic to create a backup, which is an important risk to consider for a business that plans to exist for a long time. Furthermore, sending data or records to someone would involve them either recopying them, scanning them with a printer, or taking pictures, so the communication between the two owners isn't very efficient. With an online Database Management System, communication about certain clients becomes very easy, convenient, and the owner who doesn't currently have the booklet of records doesn't need to wait for the other owner to send it.

Another problem encountered by our client is that they don't have a landing page/poster for their different services that they offer, which makes it difficult to advertise in newspapers, online ads, etc. So, one solution is to create a nice and compact landing page, where clients get all of the important information, while also getting sold on the product as much as possible with the limited words.

Usability Guidelines

1. Navigability

The Navigability Guideline is to make it easier for the users to be able to navigate throughout our website. For instance, the link will indicate its goal towards the user.

2. Readability

The Readability Guideline is to make it easier for the user to be able to read the contents of the website. Like Text, Buttons etc...

3. Simplicity

The Simplicity Guideline is to make the website's functionality easy to understand for the users.

4. Consistency

The Consistency Guideline is to make the website predictable for the user. This means that the users can predict what the website will do based on previous behaviors emanated by similar features.

5. Visual Hierarchy

Following the Visual Hierarchy Guideline means to organize the design elements on the page so that the eye of the user is guided to each design element in the order of the intended importance.

6. Hick's Law

The Hick's Law Guideline is a simple idea that says that the more choices you present your users with, the longer it will take them to reach a destination.

7. User Centric Design

Following the User Centric Design Guideline means to make the website's design based on the understanding of the users. For example, their demands and priorities.

8. Credibility

Following the Credibility Guideline means to have a website that can convey a good level of trust to the users.

9. Relative Aesthetics

Following the Relativity Aesthetics Guideline means to have the website have relevant images and contents towards the goal of the company or the website.

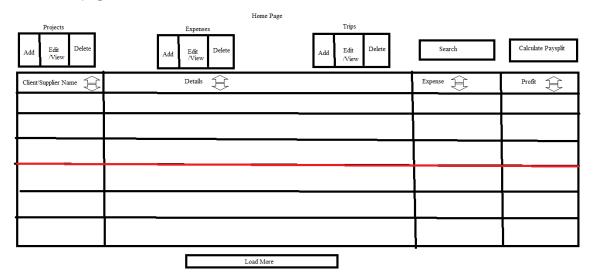
10. Error Handling

Following the Error Handling Guideline means to have the website not show any unhandled errors to the users.

Prototype Interfaces

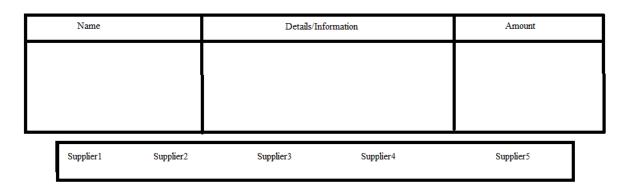
First Prototypes: Hand Drawn on the Paint app

Home page



Add expense page

Add Expense



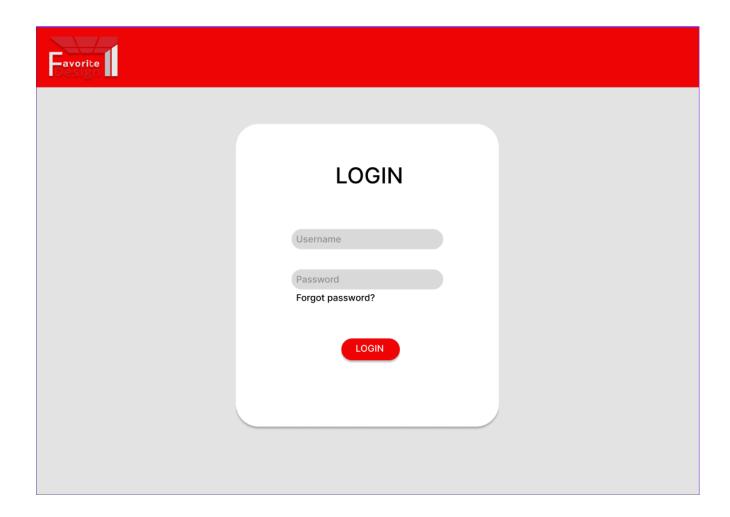
Add Project page

Add Project

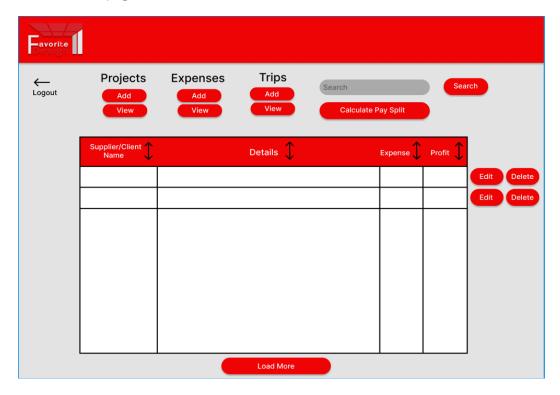
Name	Details/Information	Deposit		Balance		Total \$		
		Date	Amount	Payment Method	Date	Amount	Paymen Method	

Second Prototypes: Designed on Figma

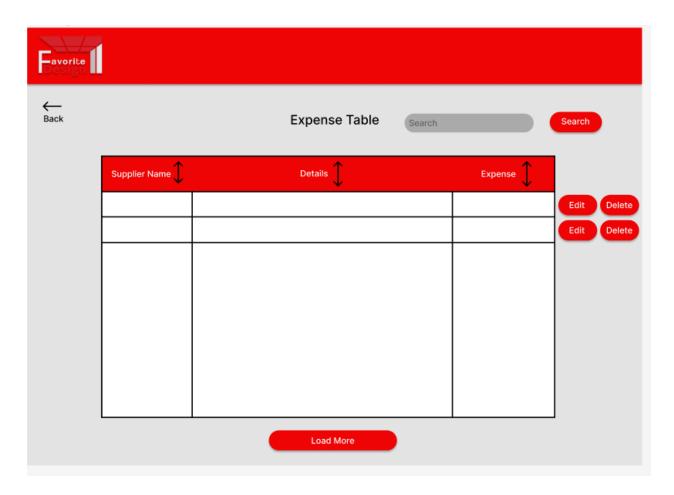
Login page



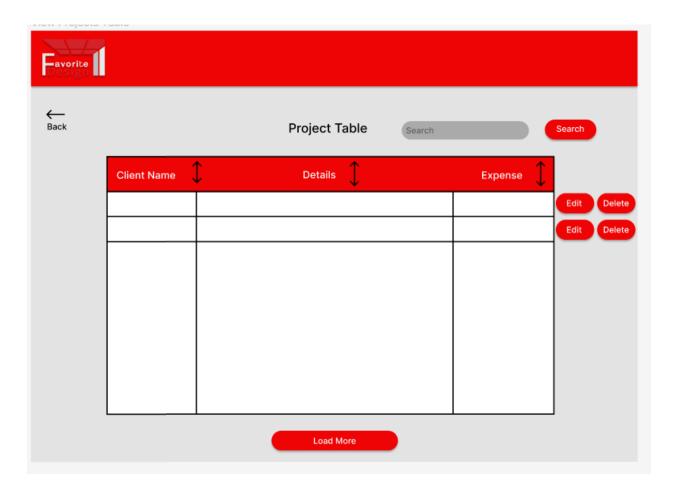
Home page



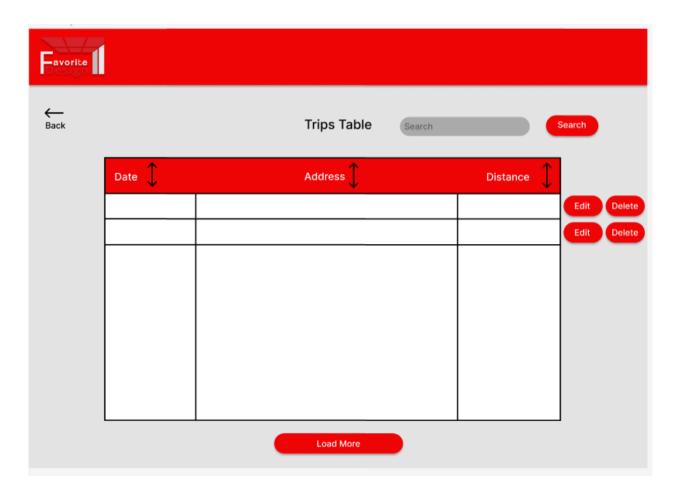
View Expense page



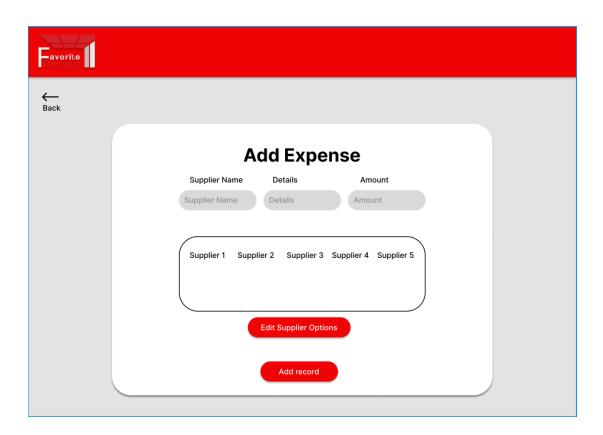
View Project page



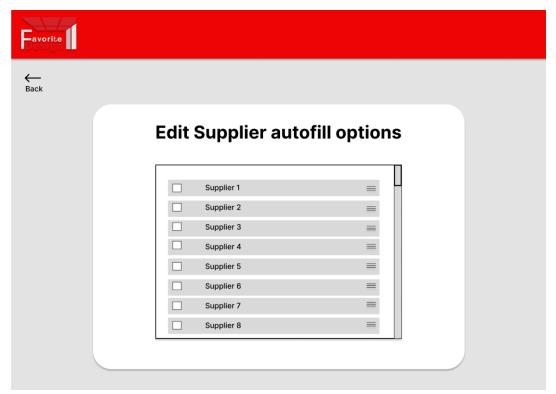
View Trip page



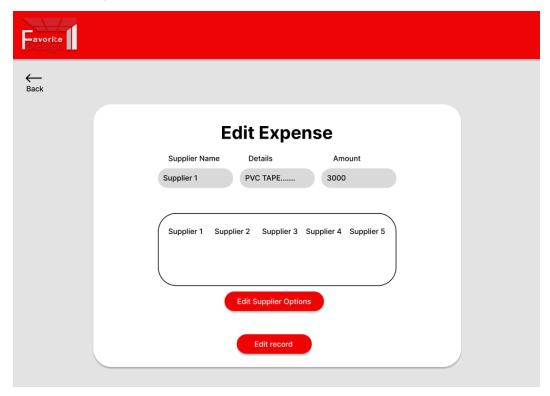
Add Expense page



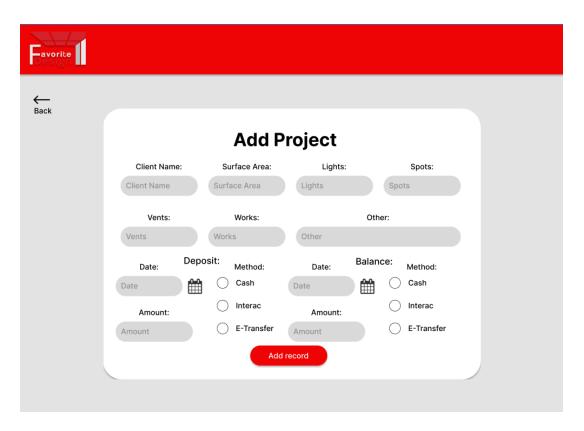
Edit Supplier autofill options



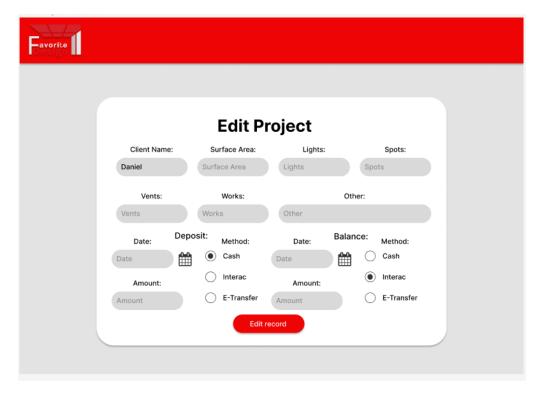
Edit Expense table



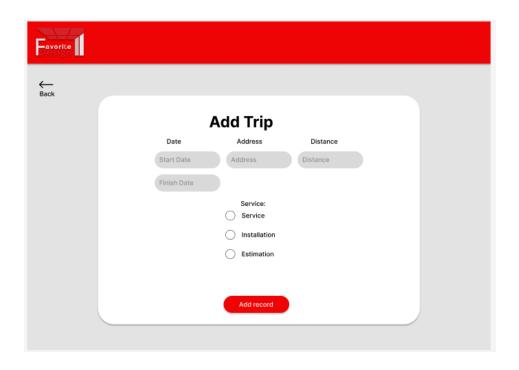
Add Project page



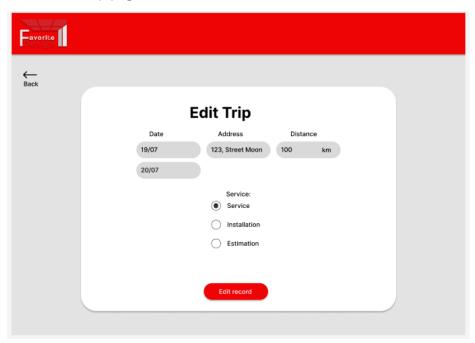
Edit Project page



Add Trip page



Edit Trip page



Client's Comments

1. Communication Method(s)

For this deliverable, communication was done through Daniel, our main point of contact with the client. Due to the fact that our client is Daniel's dad, he set up a time to speak with him and asked him for his opinion in person.

2. Comments on hand-drawn prototypes

The hand-drawn prototypes were designed in the presence of Daniel's dad (user). They designed it together, which means that our user likes the design of our current hand-drawn prototypes.

This above session corresponds to the second client meeting in the team logbook, so the clarifications can be found there. Some of these clarifications include but are not limited to: adding the supplier autofill options, keeping the trips table completely separate in terms of the view, and having the option to calculate a pay split.

3. Comments on computer-drawn prototypes

Our user appreciated the computer-drawn prototypes that were based off of the hand-drawn ones, and also appreciated the rest of the designs and thought the theme fit nicely. One change that we implemented for ease of feature usability was moving the edit and delete buttons to the side of the table, directly in the view. The only inconvenience this would cause is that it would disable the multi-deletion feature, which our client said isn't a problem. He also said he liked the new design and that it looked nice.

Prototype Changes

As mentioned in the "Client's Comments" section, the changes for the hand-drawn prototypes were directly implemented, since they were given while making the aforementioned prototypes on paint. Therefore, the hand-drawn prototypes weren't modified after the initial making of them.

When it came to making the computer-drawn prototypes with figma, we made a couple changes to the design. First, in the home page, we moved the edit and delete buttons to the side, appearing next to each record. This would disable multi-deletion, but our client said he didn't see it as an essential feature. In terms of modifying the autofill options when adding an expense record, we were planning on adding add, edit and delete buttons for the autofill options, but we ended up deciding on a single modify button, which brings up a scrollable list of the suppliers, with checkmarks next to the ones that are to be shown, and the order being customizable, with alphabetic ordering by default.

Appendix I - Revised User Stories and User Story Tests

Revised User Story:

As a	I want to	So that I can	Test criteria
Admin	login	view and manipulate information	01
Admin	logout	avoid unwanted users to access important and sensitive information	02
Admin	view recent expense and project records	add a balance to a project or get a reminder for recent information	03
Admin	view older records	confirm or get a reminder for older information	04
Admin	view expenses records	keep track of spending amount and who's been spending	05
Admin	view project records	see recent projects records exclusively, allowing me for a more particular view	06
Admin	view trips	keep track of where we've been and how much I've driven	07
Admin	be able to add a record	add information to the database for the required table	08
Admin	be able to edit a record	update information in the database for the required table (mainly adding a balance to a project)	09
Admin	be able to delete a record	remove an unwanted record or fix a typo	10
Admin	be able to search through the data	find information relating to a specific client, address, etc.	11

Admin	calculate the pay split with the other owner	get even with the pay between us	12
Admin	see and use autofill options for supplier name	add an expense record faster and more efficiently	13
Admin	be able to customize my supplier autofill options	get a specialized menu of supplier names	14
Admin	be able to customize the number of shown records per load more click and by default	view more or less records depending on my current needs	15

Majority of our user stories remain the same. However the user stories to undo and redo have been removed. We figured that the confirmation prompts with the undo button will be a bit redundant.

Revised User story test:

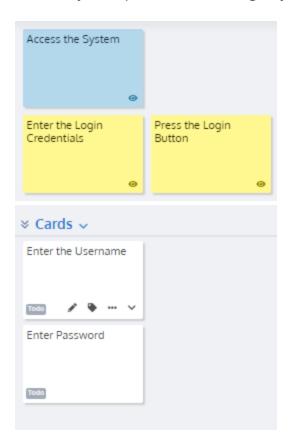
Our user story tests remain the same. However, changes have been made to story 9. The "edit" button at the top of the homepage will be moved to the right of every record. This is more efficient since the user only needs to click one button to move to the edit record page. Another change made is the placement of the "Delete" button. It is also moved to the right of the records. Finally, the user story tests of undoing and redoing, which are test criteria 16 and 17, have been removed.

Appendix II - Revised Story Map

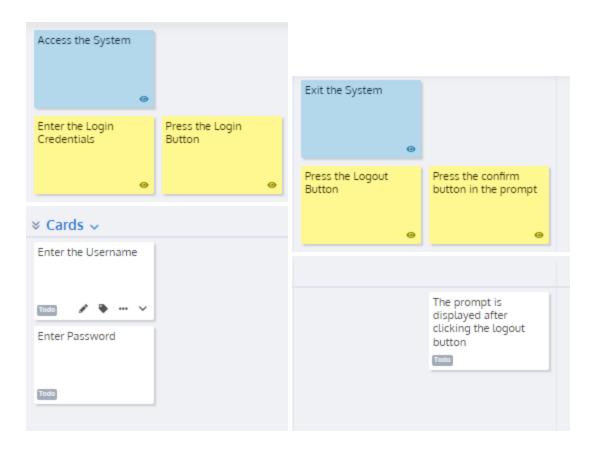
Login

Logging in the System.

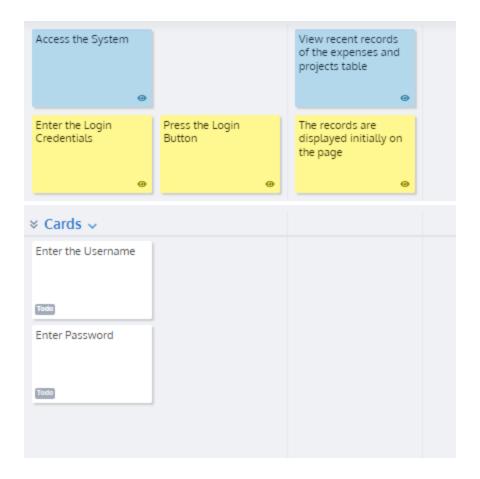
This Story is required before doing any other activity.



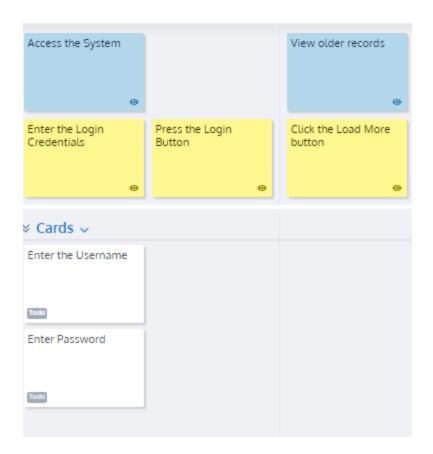
Logout



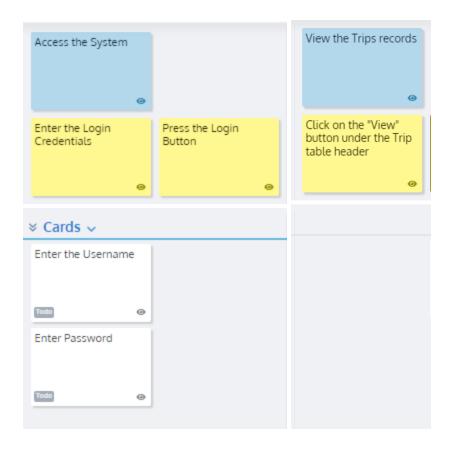
View Records in the Home page



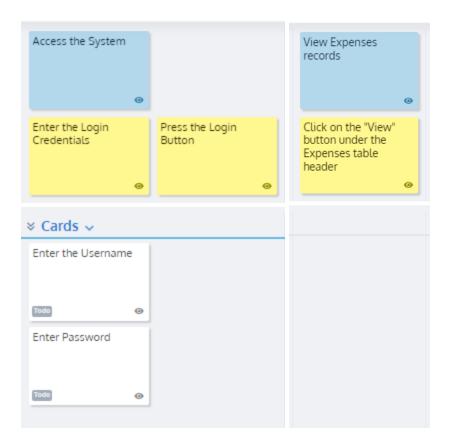
View older records in the Home Page



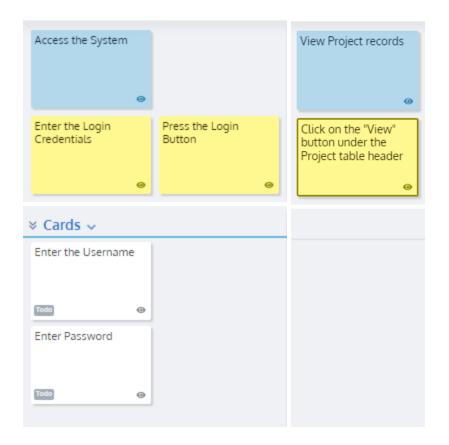
View Trips records



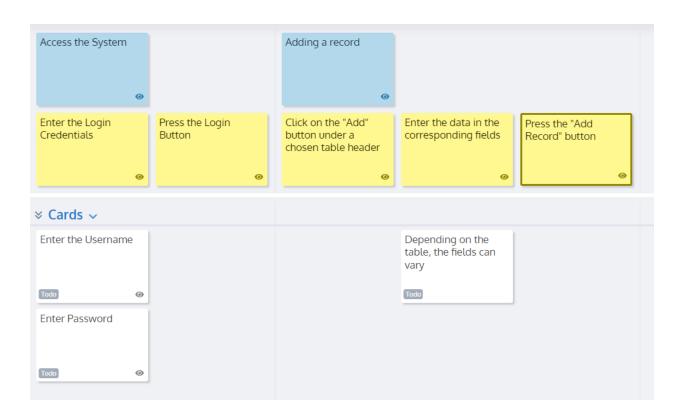
View Expenses records



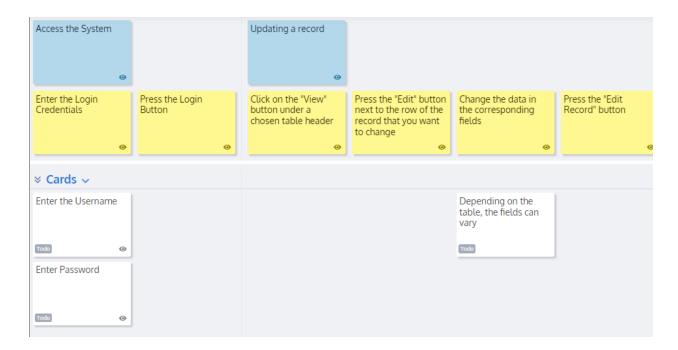
View Project records



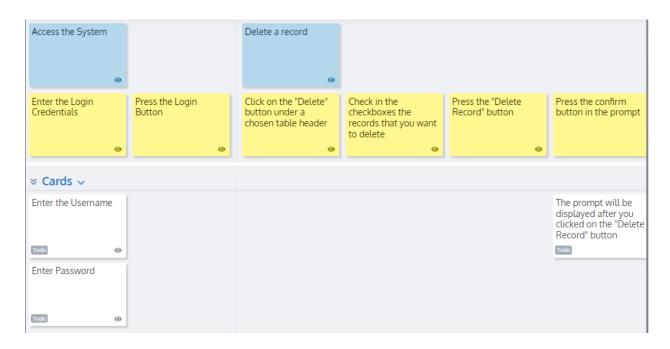
Add a record



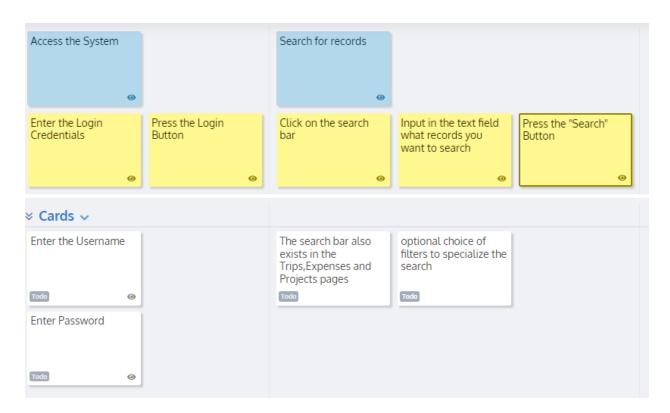
Edit a record



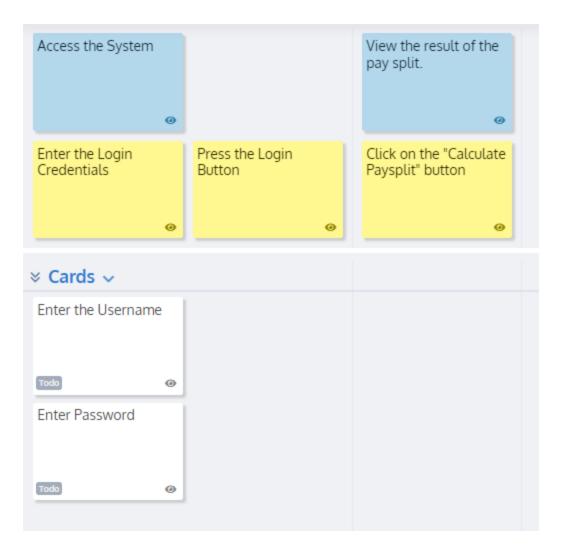
Delete a record



Search records

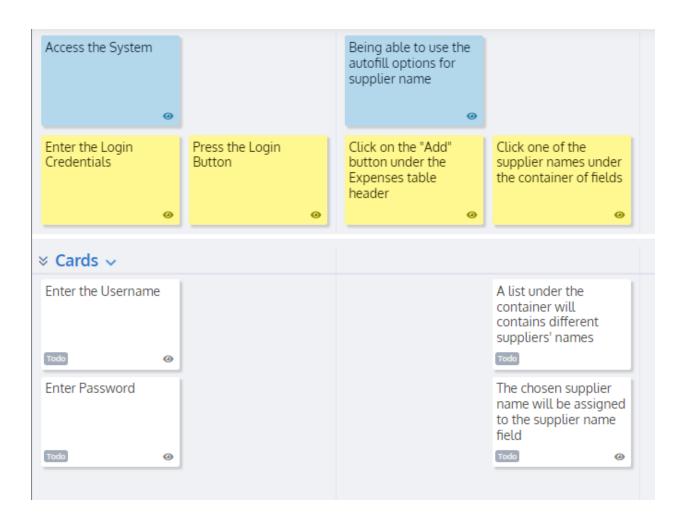


Pay Split

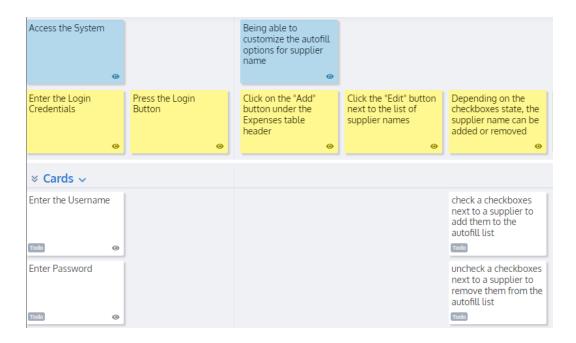


View Autofill options for supplier name

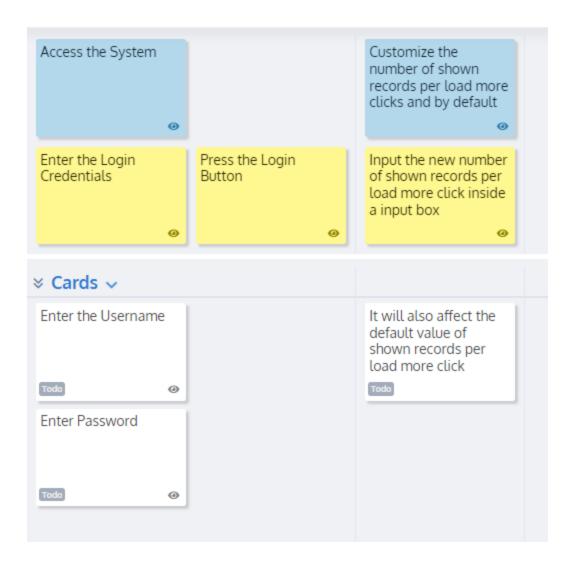
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Customize Autofill options for supplier name



Customize Load more Button



In terms of the User Story Mapping, much like the user stories and the user story tests, we simply removed the undo and redo features, since confirmation prompts would realistically be enough, and with both, the feature would seem redundant. It's also a pretty complicated feature to implement, which risks overloading us and leading to failure to complete all of the tasks.

Mediography

Stretch Ceilings Market Trend, Size, Share | Report [2028]. (2021, February). Business Research Insights. Retrieved February 23, 2023, from

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Guidelines References:

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