**Main Pages**

* Main Menu (index.html)
  + Three buttons: Petrol, Diesel, Manager Console.
    - Petrol redirects to grade select (gradeSelect.html)
    - Diesel redirects to payment (fixedDynamicPayment.html)
    - Manager console
      * Requires login
* Manager Console (homeScreen.html)
  + Two buttons: transactions, set fuel price
    - Displays a history log for all transactions (viewTransactions.html)
    - Set fuel price asks which type of fuel is to be changed (fuelType.html)
      * Petrol asks which grade (typeOfPetrol.html)
        + Selected grade redirects to keypad (changeFuelPrice.html)
      * Diesel redirects to keypad (changeFuelPrice.html)
    - Changing fuel price is done through a keypad, pressing enter saves the changes (successChangedFuelPrice.html)
* Upon fuel being selected, the interface asks is a user wishes to buy a set amount of gas, or a dynamic amount (fixedDynamicPayment.html)
  + Set amount asks is if the user wants to pay by card or cash (paymentInterface.html)
    - If the user wishes to pay by card, they are redirected to the card interface after selecting their amount (creditCard.html)
    - If the user wishes to pay by cash, they are instructed to select amount (cash.html)
      * Asks the user to insert money following selection
  + Dynamic amount
    - Choosing this option redirects to the card interface (creditCard.html), following verification, the user is directed to the fuelling interface, where they can pump any amount up to 120eu. Once the user pumps the amount desired, the card is charged for that amount
* Interface to input money (cash.html)
  + Four buttons: “5eu , 10eu, 20eu, 50eu”
    - Buttons are able to be selected repeatedly, with a total amount displayed at the bottom
    - Buttons should be the bills themselves for usability points.
    - No limit on cash transactions.
    - Card transactions cap at 120eu (real life systems do this to avoid taxes)
  + Undo last increment button
  + Must display how much the selected amount of cash is worth in fuel
* Credit Card System (creditCard.html)
  + Card must be swiped in order to proceed
  + Buttons simulating card being accepted or denied
  + If this page was directed to through the dynamic payment page, allows user to fuel any amount up to 120eu
* Fuelling interface (fuelDisplay.html)
  + Displays real time values for fuel being pumped:
    - Value per litre
    - Current value
    - How much of the transaction has been pumped so far
    - Total sale(max)
* Transaction data (transaction.html)
  + Displays the transaction details
    - Charge card message to simulate that the card has been charged
  + Redirects to main menu after ~10 sec

**User Error Handling**

* Go back button
  + Present on every page
  + Redirects the user one page back, clearing any cookies
* Cancel transaction button
  + Redirects the user to the main menu, clearing any cookies

**Usability**

* Contrasting colours to aid users who are colour-blind
* Large text and buttons to aid users who are visually impaired
* Use of informative backgrounds on buttons to convey information
* Handling of user errors does not reset entire transaction

**Assumptions**

* The interface has a touch screen
* The interface is connected to credit card services
* The interface accepts cash through a cash slot
* The interface accepts card through a swipe slot