

Pet Patch Application



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Cpit-280

Section: EAR

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Introduction

An animal is in a good state of welfare if it is healthy, comfortable, well-nourished, safe, able to express innate behavior, and if it is not suffering from unpleasant states such as pain, fear, and distress.

Protecting an animal's welfare means providing for its physical and mental needs.

Ensuring animal welfare is a human responsibility that includes consideration for all aspects of animal well-being.

Pet Patch is an application that aims to help as many animals, and people, as possible by providing the opportunity to offer pets for adoption for people who are interested in adopting. Moreover, enable the user to provide assistance to homeless pets by reporting their location. In addition, the application provides a feature for app users to donate money for the shop and to buy supplies. This application combines all features that benefit pet lovers.

Problem Definition

Our decision to build and design this application was according to several problems that we observed, which are the following:

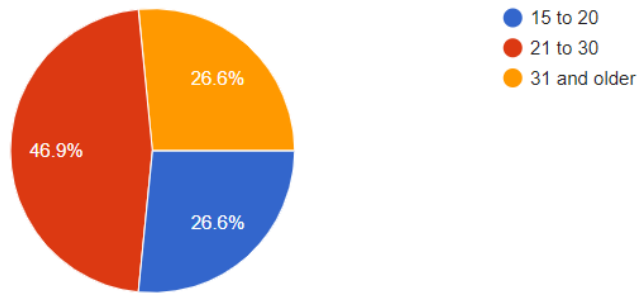
- People do not have time to look for shops for adopting pets
- People do not know where to offer their pets for adoption
- There are so many stray pets that need home and care
- People do not know how to support stores financially
- Searching for a specific pet supply can be difficult to find in most stores



Questionnaire Results

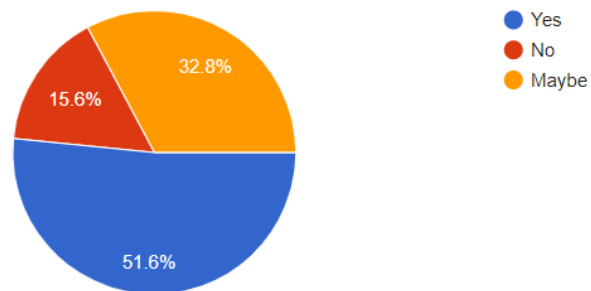
?What is your age

ردًا 64



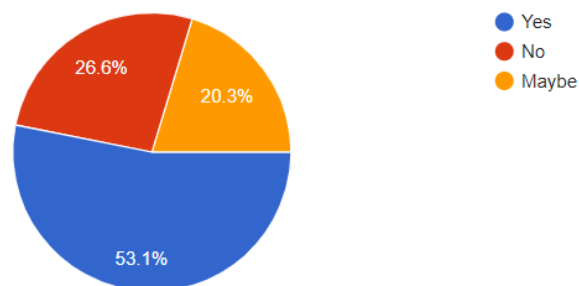
?Would you like to adopt pets via an application

ردًا 64



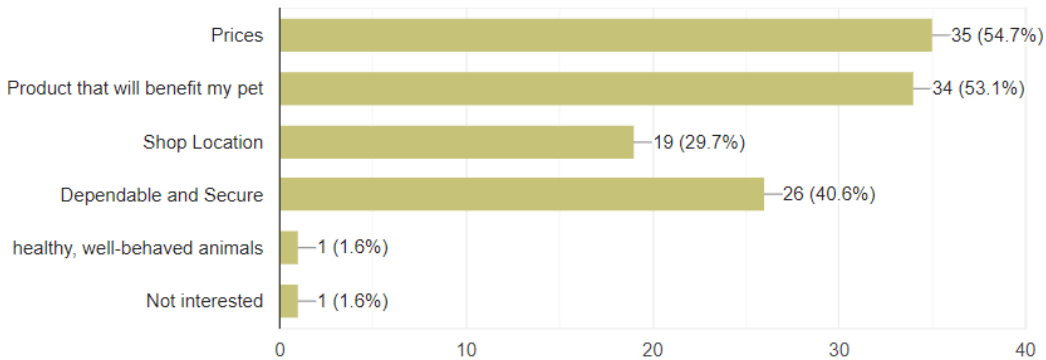
?Do you want to have the ability to offer your pet for adoption to the shop via the application

ردًا 64



?What is the most important factor when choosing a pet shop

ردًا 64



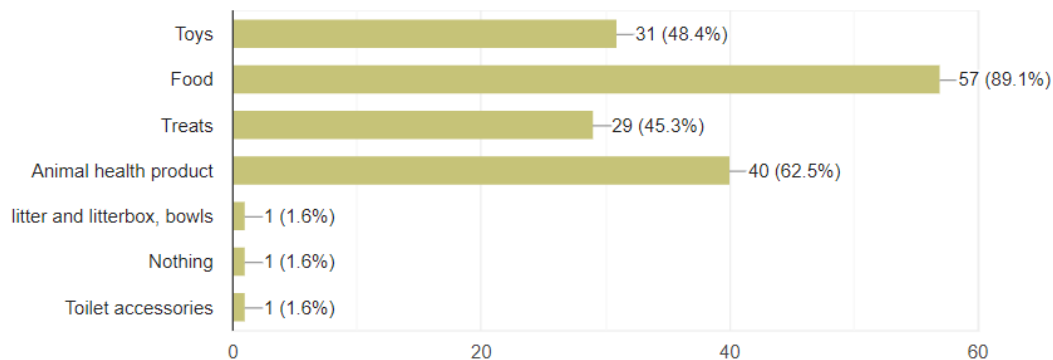
?What type of supplies would you normally buy

ردًا 41



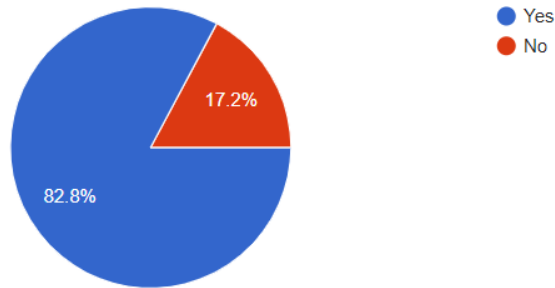
?What product would you normally buy in a pet shop

ردًا 64



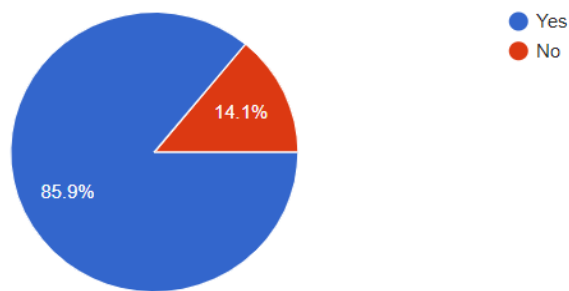
?Would you like to report stray pets location to the application to be rescued

ردًا 64

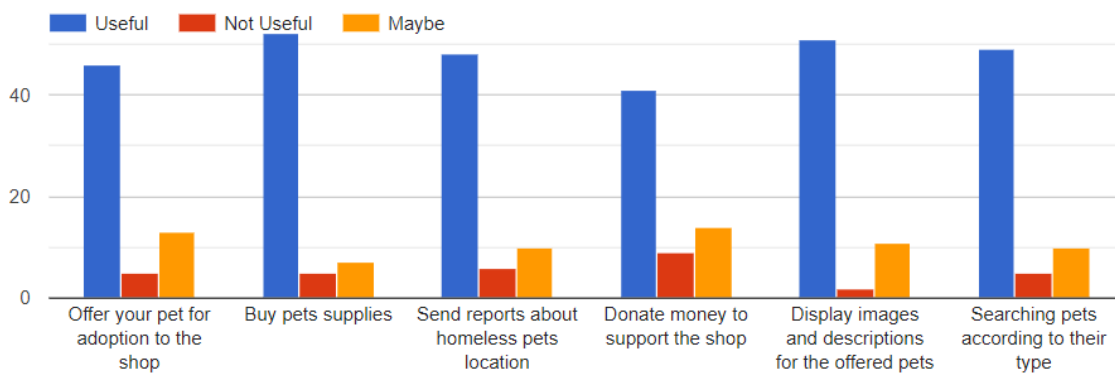


?Would you like the application to have a chat service with the staff members

ردًا 64



?What do you think about these features for a pet shop application



Solution

According to the results of the survey that we published and received the answer from many people, we decided to create an application for a shop that is acceptable and understandable for different ages of users.

In this application we included the most useful features for the user, which are the following:

- Offering their pets for the shop to adopt
- Sending reports about homeless pets' location
- Donating money to support the shop
- Adopting pets from the shop
- Searching pets according to their type
- Review pets' information and images
- Chatting with customer service members
- Buying pet supplies
 - Toys, Food, Treats, Animal health product, Litterboxes, Bowls, Toilet accessories, Dresses, Litterbox sand and Shower products

Requirements

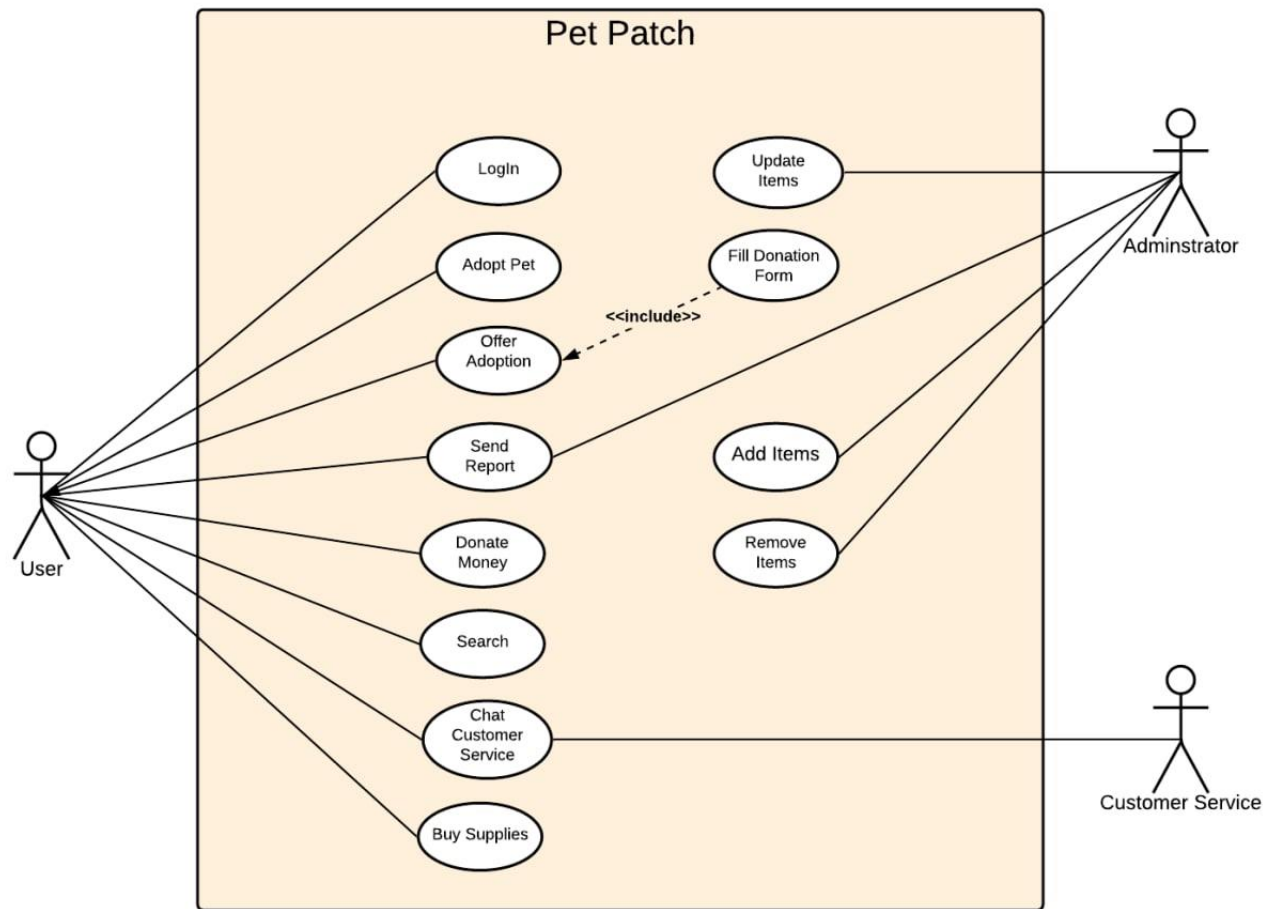
Functional Requirements

- The user shall sign up to the application to use its feature
- The user shall be able to search for pets and supplies categories
- The user shall be able to report location of stray animals
- The user shall be able to buy supplies
- The user shall be able to adopt pets
- The user shall be able to chat with the staff members
- The user shall cancel supplies order
- The system shall allow user to offer pets for adoption
- The System shall allow user to donate money

Non-Functional Requirements

- System must be always available by using multiple servers
- The system must be dependable, which includes:
 - Reliability: the system must not cause physical or economic damage of any failure
 - Security: System must protect the user private information such as payment information
 - Safety: malicious users shall not be able to access or damage the system
- System must have transaction management to insure transactions order
- Acceptability: the system must be acceptable for the type of user for which is designed. The system must be compatible with different systems and has high design quality(understandable)

Use Case Diagram



Use Case Scenario

Login:

Allow the user to access the application pages by entering username and password or to register an account, users can only benefit from application features after logging in.

Adopt Pet:

Displaying offered pets for adoption with complete information about it and giving the user the ability to choose the desired pet to adopt.

Offer Adoption:

Asking the user to fill a form in order to define all required information about the pet such as pet's name, age, sex, type, and an image, with a recent medical report attached.

Donate Money:

The user could support the shop by choosing this feature then entering the desired amount to donate with the credit card information as well.

Search:

To facilitate the user's search process for a specific pet or supplies and filter the displayed items by entering keywords that make the search easier to find the desired item.

Buy Supplies:

Displays pets supplies such as (Toys, Food, Treats, Animal health product, Litterboxes, Bowls, Toilet accessories, Dresses, Litterbox sand and Shower products) and enables the user to purchase the desired supplies and choose the delivery method either pick up from store or home delivery service.

Send Report:

Administrator responds to rescue stray pets by receiving reports from users with sharing location and optionally supported by providing a description or images.

Update Items:

The Administrator can update the description of pets offered for adoption, (such as weight or medical report), and adjust the prices of supplies in the event of any change.

Add Items:

The Administrator can add new pets for adoption or add a new pet supply for sale.

Remove Items:

An Administrator can remove a pet from the adoption list if it is no longer available or has already been adopted by another user.

Chat:

The user can receive assistance from the available shop customer service member via live chat.

Sketches Interfaces

Sign In Page

A hand-drawn sketch of a sign-in page. At the top is a circular placeholder for a profile picture. Below it are two input fields: one for 'username' with the placeholder text 'Enter your username..' and one for 'password' with the placeholder text 'Enter your password..' and an eye icon for toggling visibility. Below the password field is a checkbox labeled 'Remember me'. At the bottom is a 'Sign In' button and a link that says 'forgot password? | sign up'.

Sign in page

A page that allows the user to get in the application to use its features and characteristics by entering the username and password.

Sign up page

Sign up

add
photo

username

Enter a username..

Email address

Enter your email..

Phone number

Enter your phone number..

Password

Enter a password..

Registered

Sign up page

A page that allows the user to register and have a profile in the application after filling in the personal information of the user.

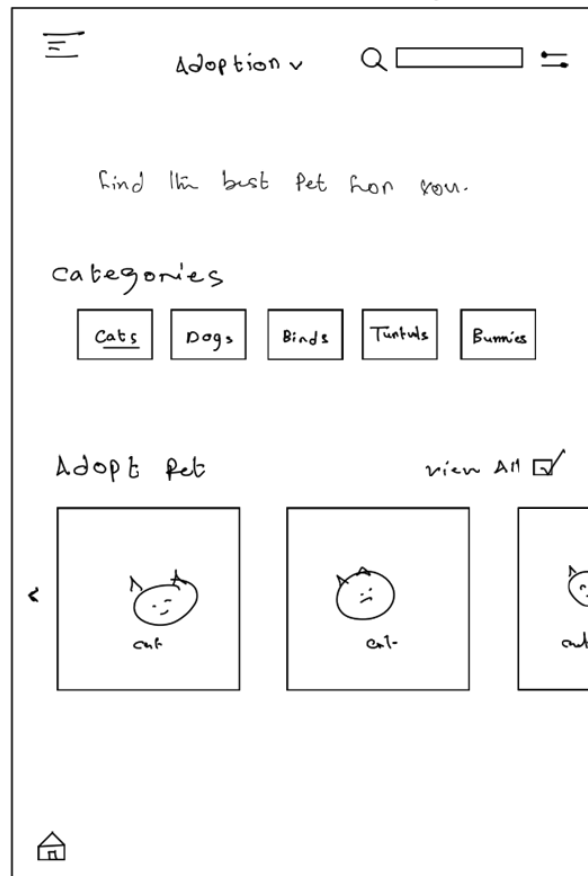
Welcome Page



Home page

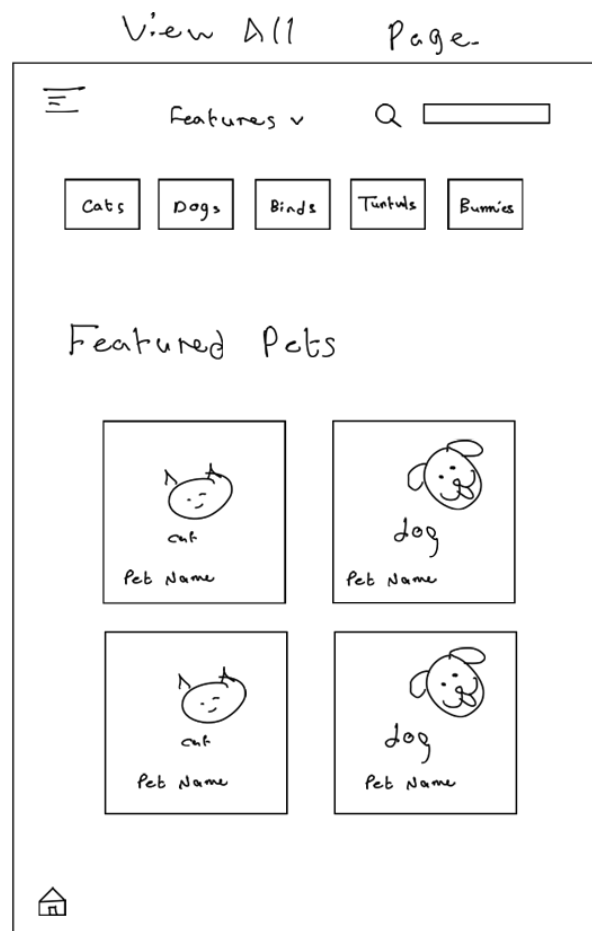
The home page that displays the main services of the application and enable the user to choose the desired service.

Adoption page



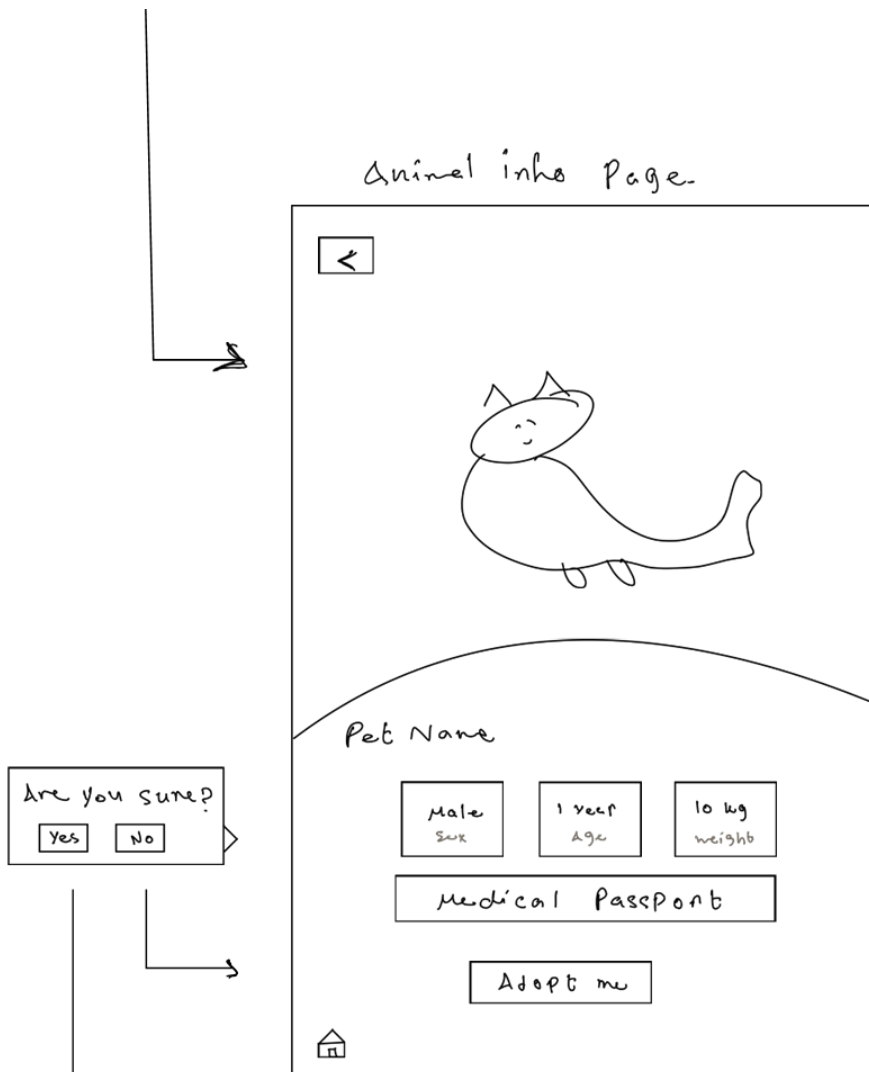
Adoption

When the user selects the adoption service, this page appears which contains all sections of pets available for adoption with the option to view all for a broader view of all pets.



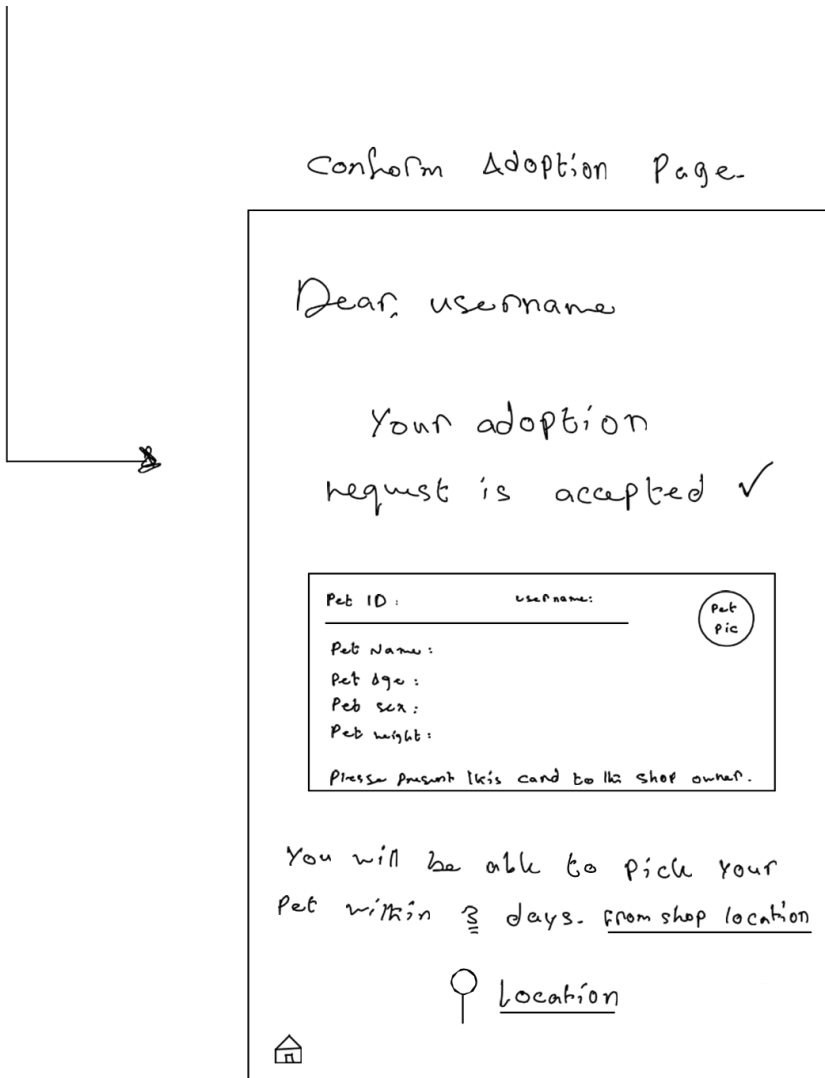
View All Page

A page that shows all the pets offered for adoption from different categories when the user chooses the option to view all.



Pet Information Page

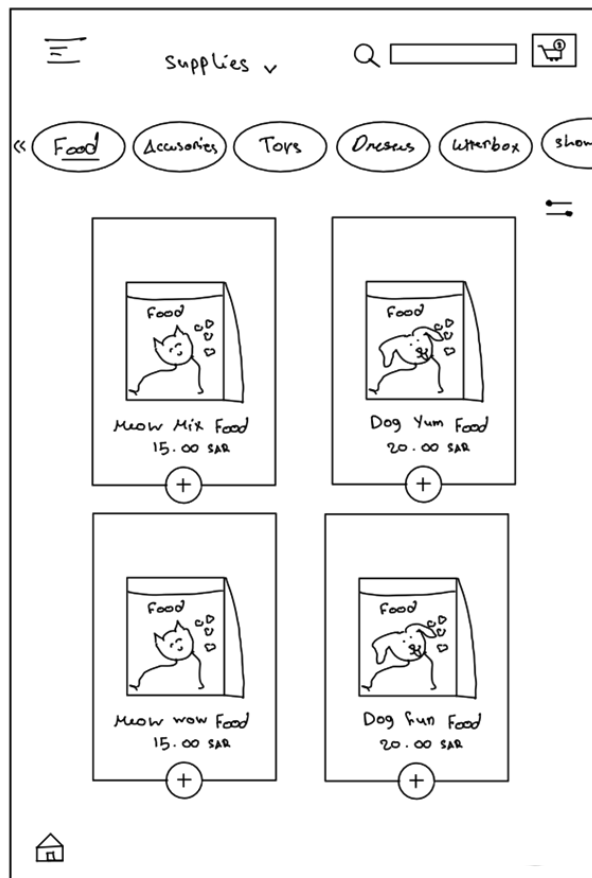
This page appears when a specific pet is selected, and all its information is shown with the adoption option.



Confirm Adoption Page

A page in which the user's adoption request is confirmed with an explanation of the pet's information and how to receive it from the shop.

Supplies page.



Supplies Page

This page contains sections of pet supplies and displays them while allowing the user to add them to the cart.

Supply Page



Supply Page

This page appears when choosing a pet supply and contains information such as a brief description with price, number, etc., and the option to purchase the item.

Cart Page

< Cart

2 Items

	Dog Fun Food 20.00 SAR	1 x
	Meow wow Food 15.00 SAR	1 x


Total 35.00 SAR

[checkout](#)

Cart Page

When the user clicks on the shopping cart icon, a page appears showing all the contents of the cart with the total price and the option to complete the payment.

Payment page.

 Payment

Billing Address

Using Your shipping Address

city: ~~~~~

street: ~~~~~

building: ~~~~~

zip code: ~~~~~

Phone number: ~~~~~

Dog Fun Food	20.00 SAR
Meow wow Food	15.00 SAR
.....	
Total	35.00 SAR

Name on card


Card Number

Expiration

CVV

Place order

Cancel



Payment Page

When the user wishes to complete the payment process, he is asked to fill in the card information on this page with the invoice, location information, and the option to place the order.



Thank You Page

Dear, username

Thank you for
your purchases ♥

Dog Fun Food	20.00 SAR
Meow now food	15.00 SAR
<hr/>	
Total	35.00 SAR

Billing Address

city: ~~~~~
street: ~~~~~
building: ~~~~~
zip code: ~~~~~
Phone number: ~~~~~



Thank You Page

After completing the purchase process, a thank you message will be displayed on this page with all purchase and location information.

Report Page.

Report v

Submit a report to help strays Pets ♡

Upload a Photo

Share location ♀

Location Description:

Eg. Street.

Notes:

Submit Report

Are you sure?


Yes No

Report Page

This page allows you to fill in the data of the stray pet and send the report, after choosing the Report option.




Thank you Page

 Features v

Dear, username

Thank you for your
kindness ♥

we will send our help as soon
as possible..



Thank You Page

This page displays a simple thank you message for the user's initiative to help stray pets.

offer Adoption Page.

The wireframe shows a web page layout for offering adoption. At the top, there is a header with a hamburger menu icon, the text 'offer Adoption v', and a search bar. Below the header is a circular button labeled 'Upload a Photo'. The main form area contains several input fields: 'Pet Name:' with a placeholder 'Eg. charly.', 'Age:' with a placeholder 'Eg. 2', and 'Type:' with a placeholder 'Eg. Dog.'. Below these is a link 'upload medical passport'. The 'Contact Information:' section includes 'Phone number:' with a placeholder '05*****' and 'Email:' with a placeholder 'Email@gmail.com'. A 'Submit' button is at the bottom right. A small house icon is in the bottom left corner. To the left of the main form, a confirmation dialog box asks 'Are you sure?' with 'Yes' and 'No' buttons. An arrow points from the 'No' button to the 'Submit' button on the main form.

Offer Adoption Page

This page asks the user to fill in the data of the pet to be offered for adoption and send this information.



Thank you page

☰ Features v Q

Dear, username

Your adoption offer submitted
Successfully ✓

we will contact you as soon
as possible to pick up PetName ♡

🏠

Confirm Offer Adoption Page

This page confirms to the user the success of the process of offering the pet for adoption by displaying a message.

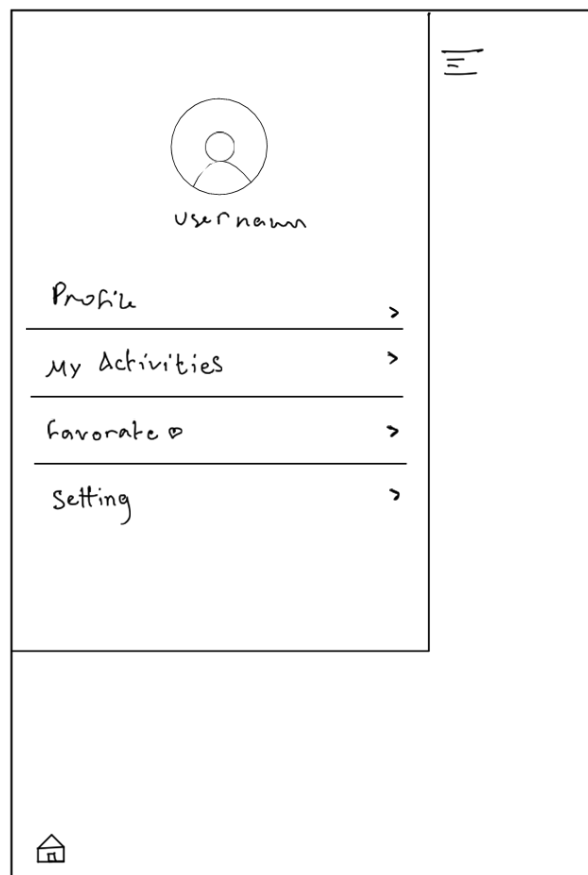
chat page



Chat Page

When pressing the chat icon existing in the home page, an instant chat is created between the user and one of the available customer service members.

options Page.



Options Page

When pressing the options icon, a set of additional options that serve the user appear.

Edit Profile Page.

Activities Page

This page shows all the activities done by the user using this application.

Activities Page

 My Activities

 Purchases

item name Price

item name Price

 Adoption

Pet name info

 Reports


Date Location

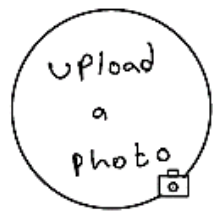
Date Location

 Adoption offers

Pet name info









Username

Email address

Phone number

Password





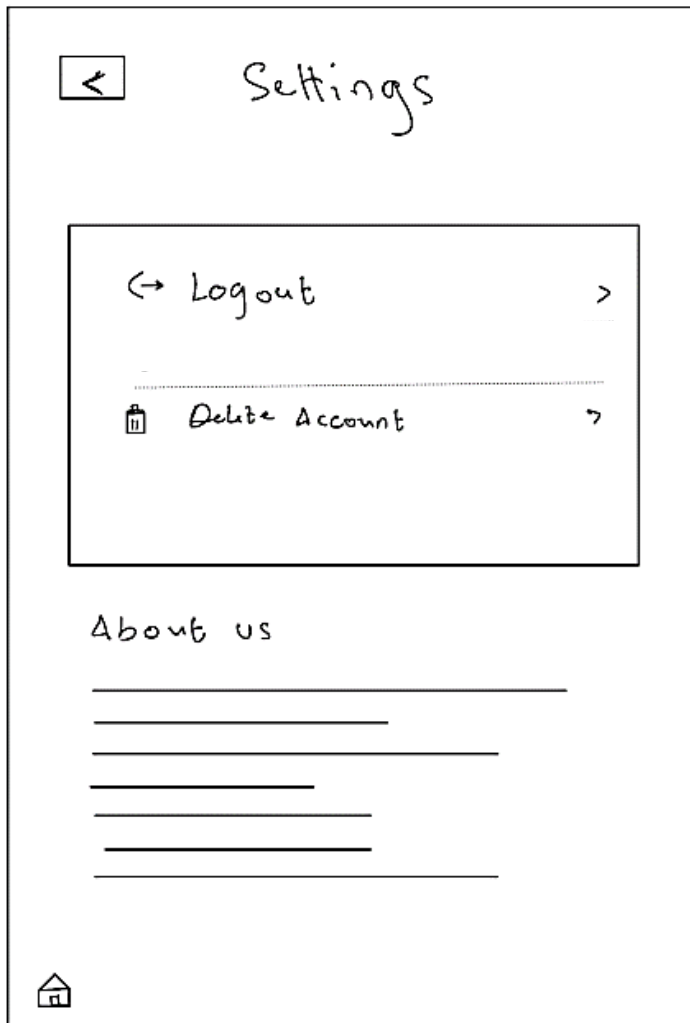
Profile Page

This page enables the user to view and modify his profile data after confirmation.

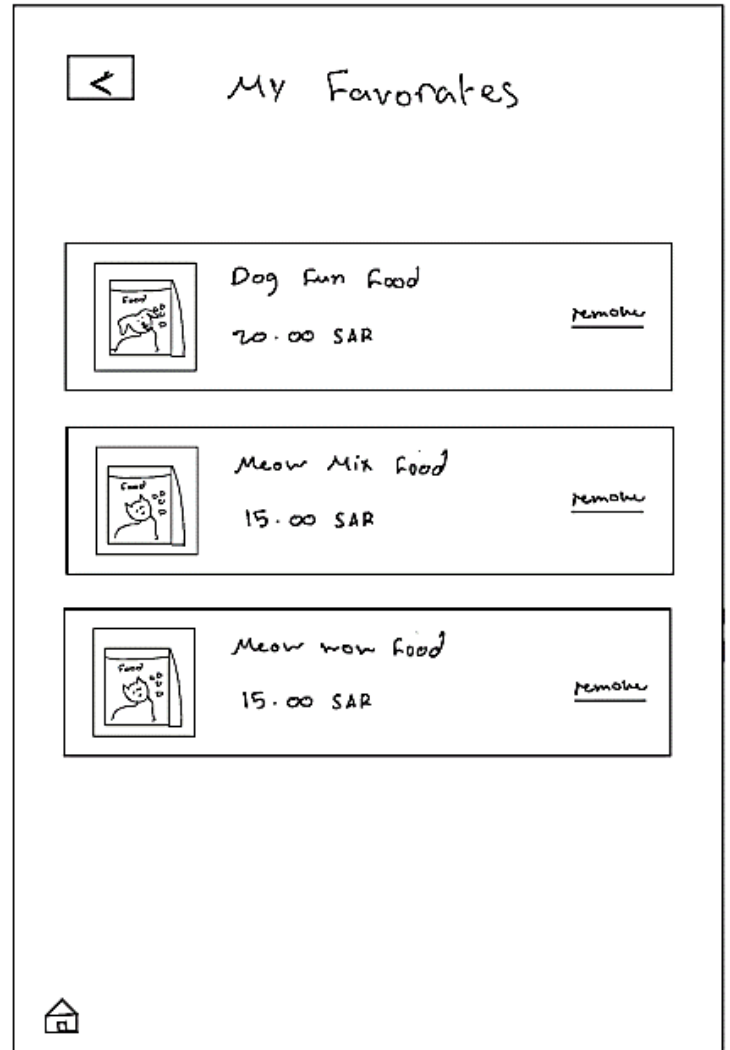
Setting Page

This page displays options for general settings such as deleting or exiting the account with a brief overview of the application.

Setting Page



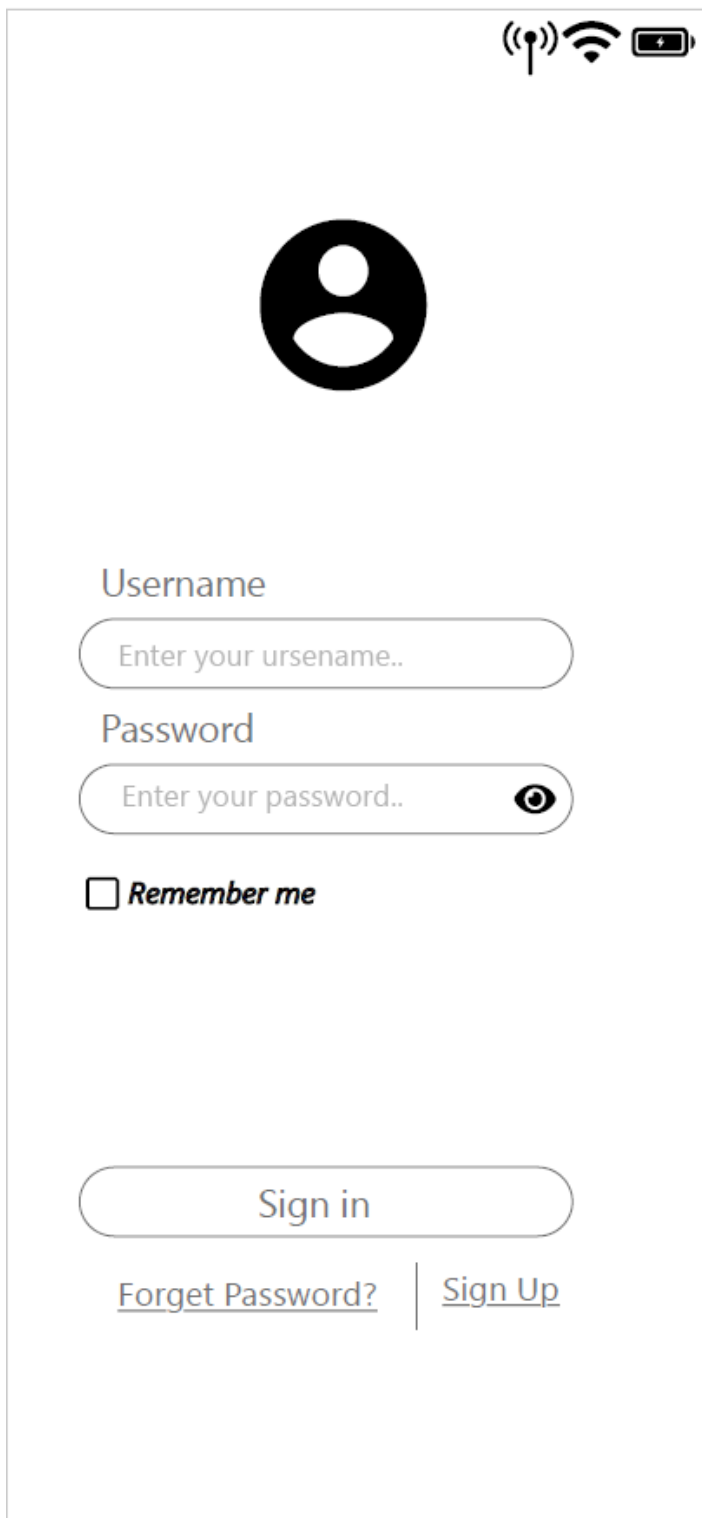
Favorate Page



Favorites Page

Favorite pet supplies could be saved by clicking on the “heart” sign on the supplies page and reviewing them on this page.

Adobe XD Wireframes Interfaces



Mobile app wireframe for login screen. The interface includes a status bar at the top with signal, Wi-Fi, and battery icons. Below the status bar is a large black circular profile icon. The main form contains three input fields: 'Username' with placeholder text 'Enter your username..', 'Password' with placeholder text 'Enter your password..' and an eye icon for toggling visibility, and a 'Remember me' checkbox. At the bottom, there is a 'Sign in' button and two links: 'Forget Password?' and 'Sign Up'.

Sign Up

Username

Enter your username..

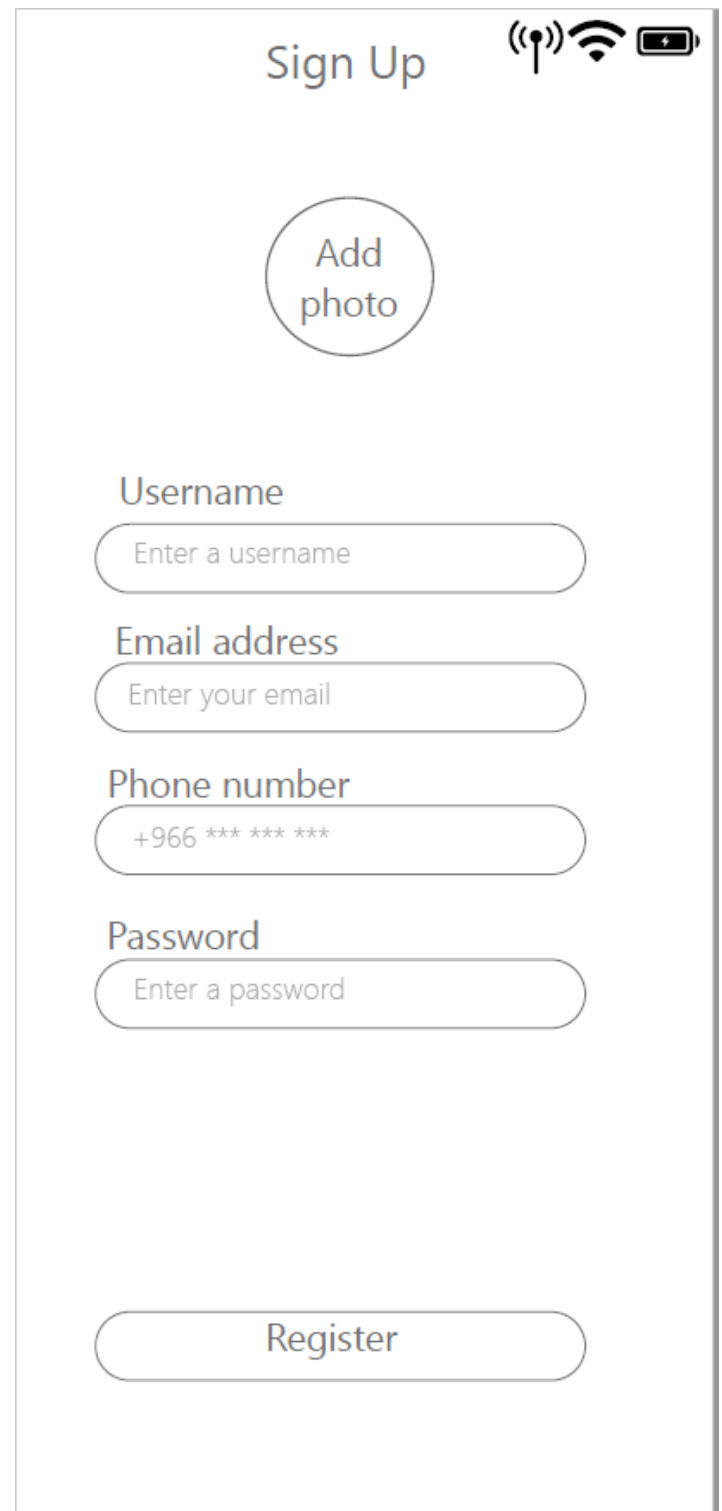
Password

Enter your password..

☐ Remember me

Sign in

[Forget Password?](#) | [Sign Up](#)



Mobile app wireframe for sign up screen. The interface includes a status bar at the top with signal, Wi-Fi, and battery icons. Below the status bar is a circular button labeled 'Add photo'. The main form contains four input fields: 'Username' with placeholder text 'Enter a username', 'Email address' with placeholder text 'Enter your email', 'Phone number' with placeholder text '+966 *** **', and 'Password' with placeholder text 'Enter a password'. At the bottom, there is a 'Register' button.

Sign Up

Add photo

Username

Enter a username

Email address

Enter your email

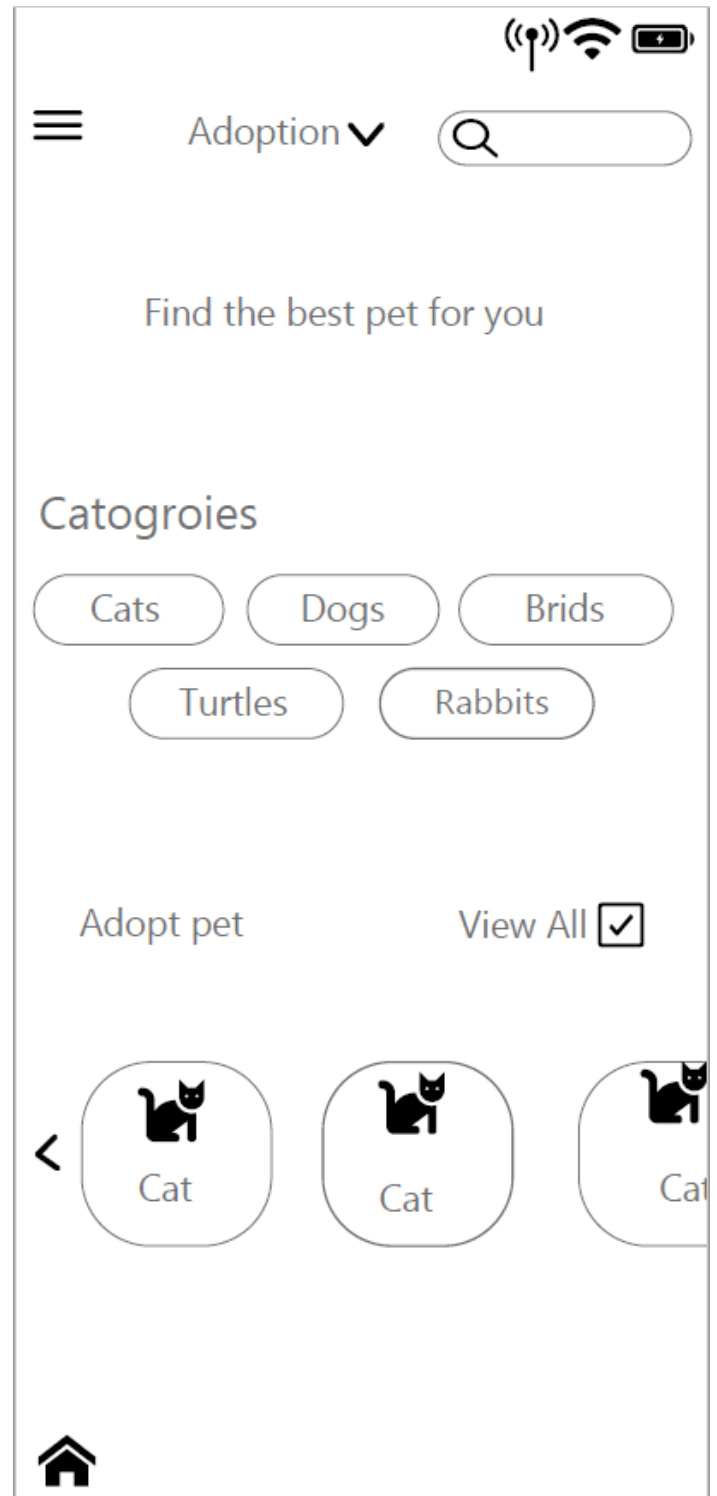
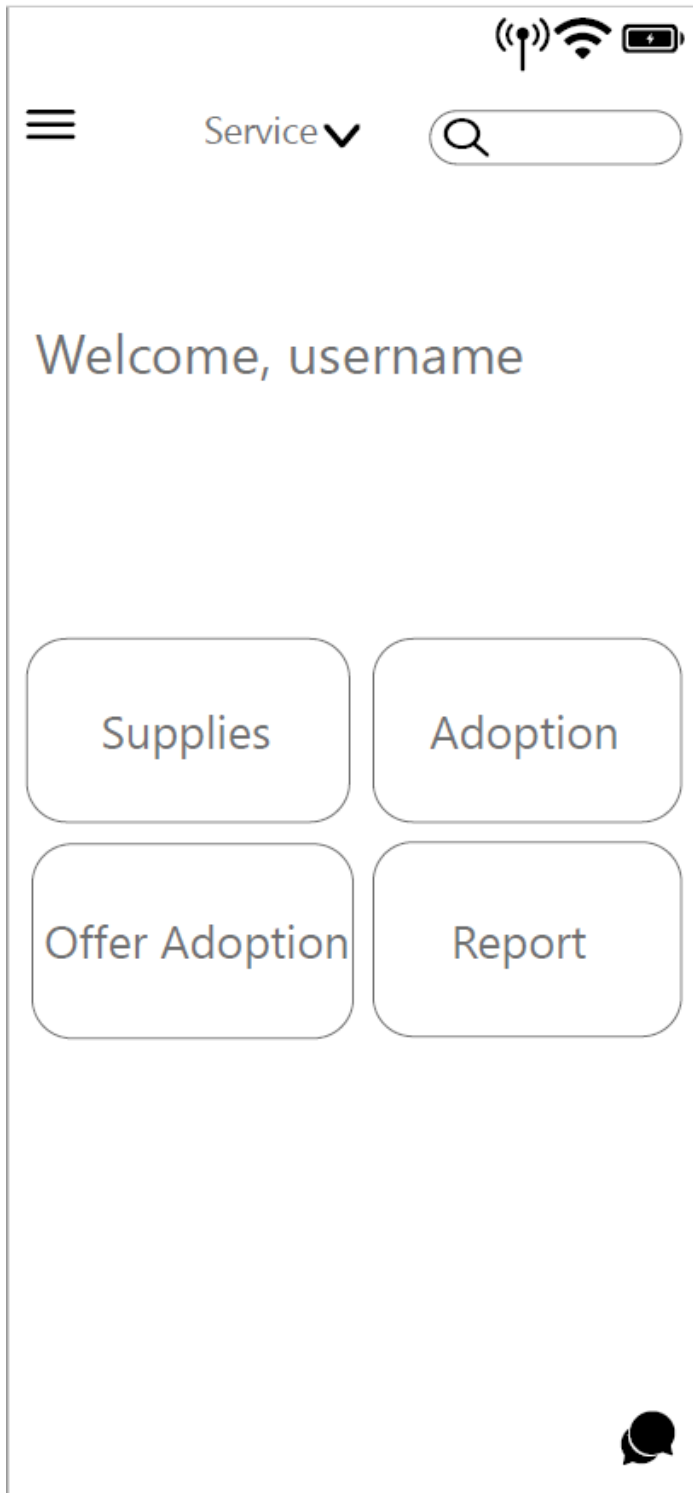
Phone number

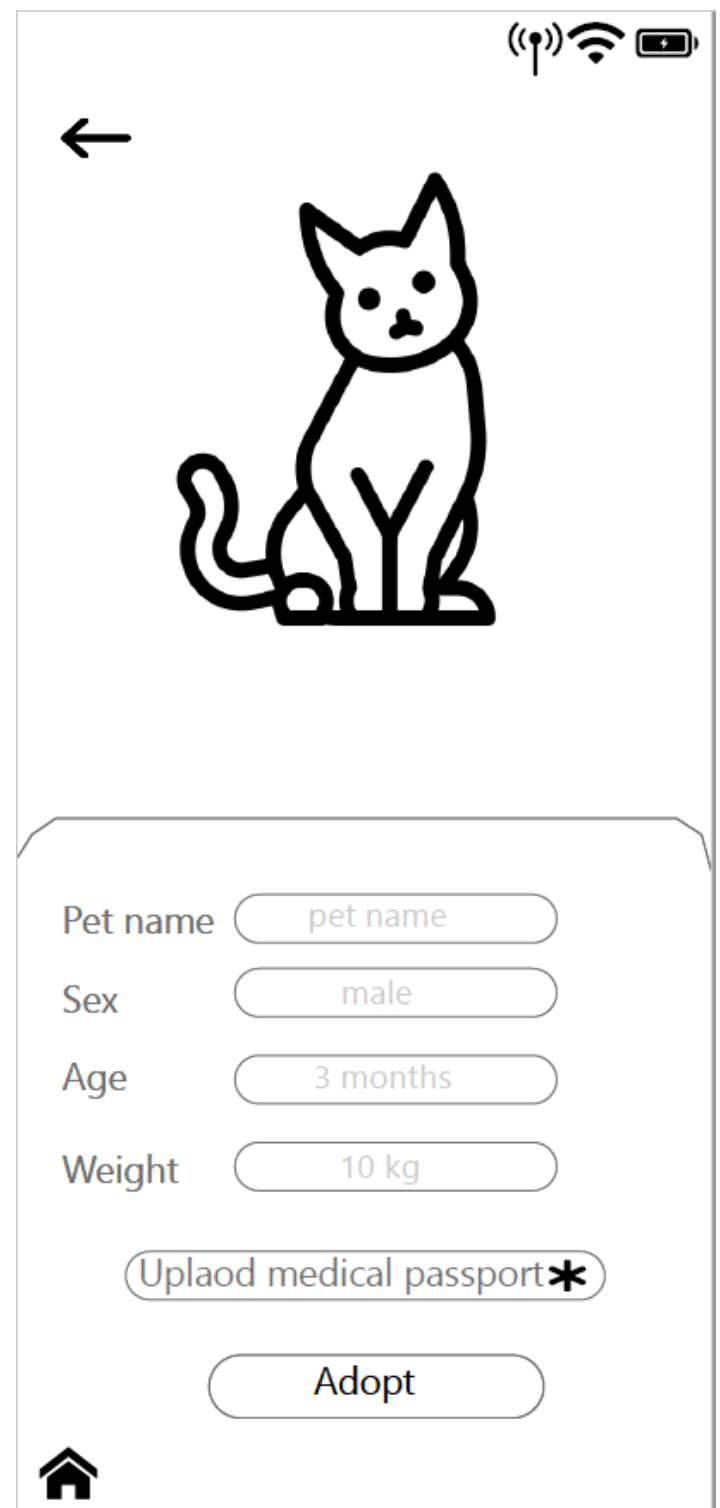
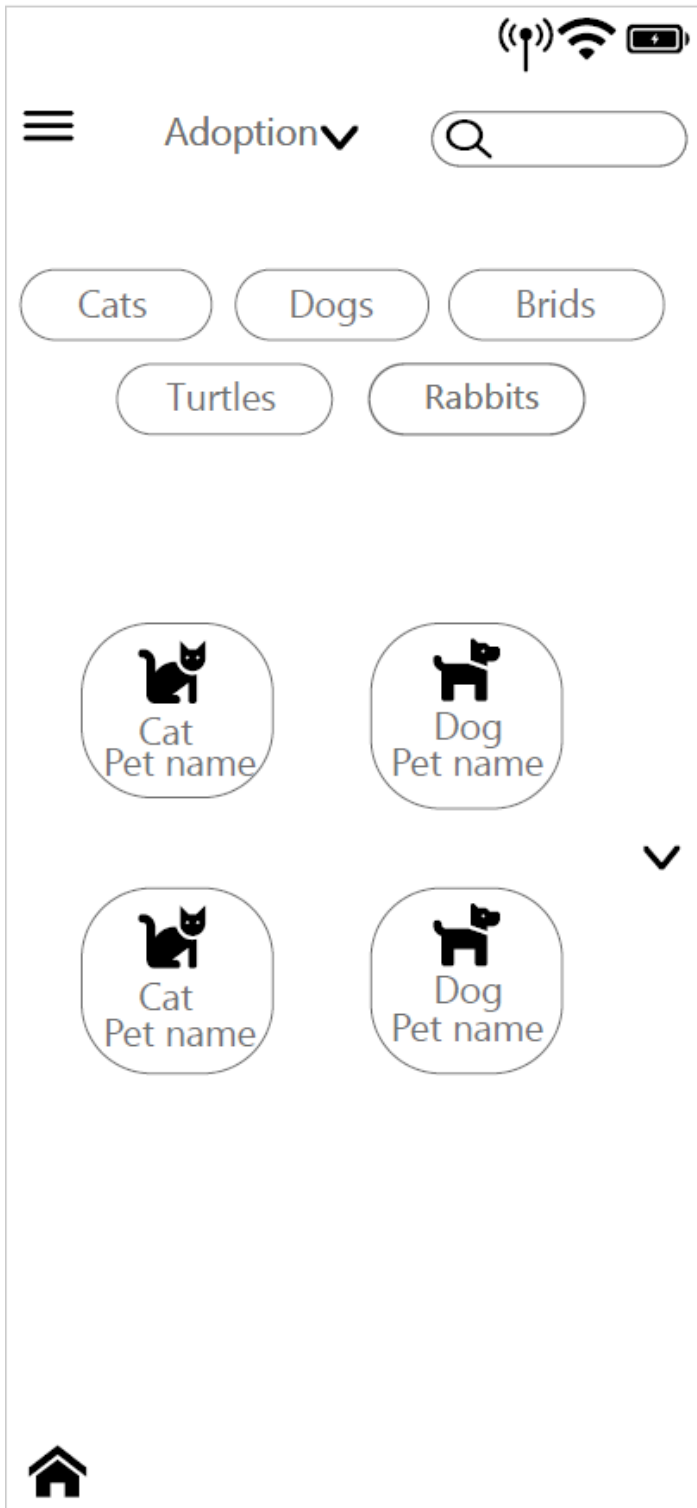
+966 *** **

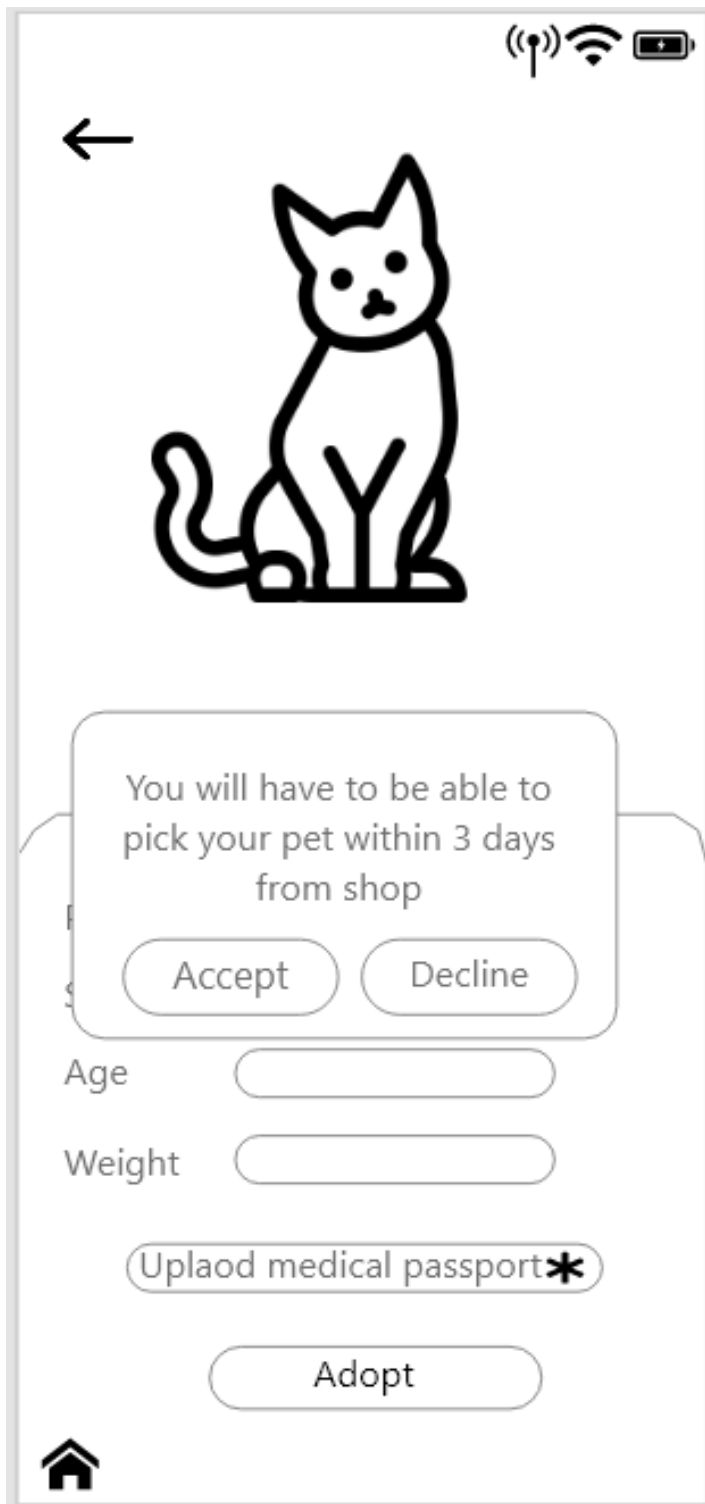
Password

Enter a password

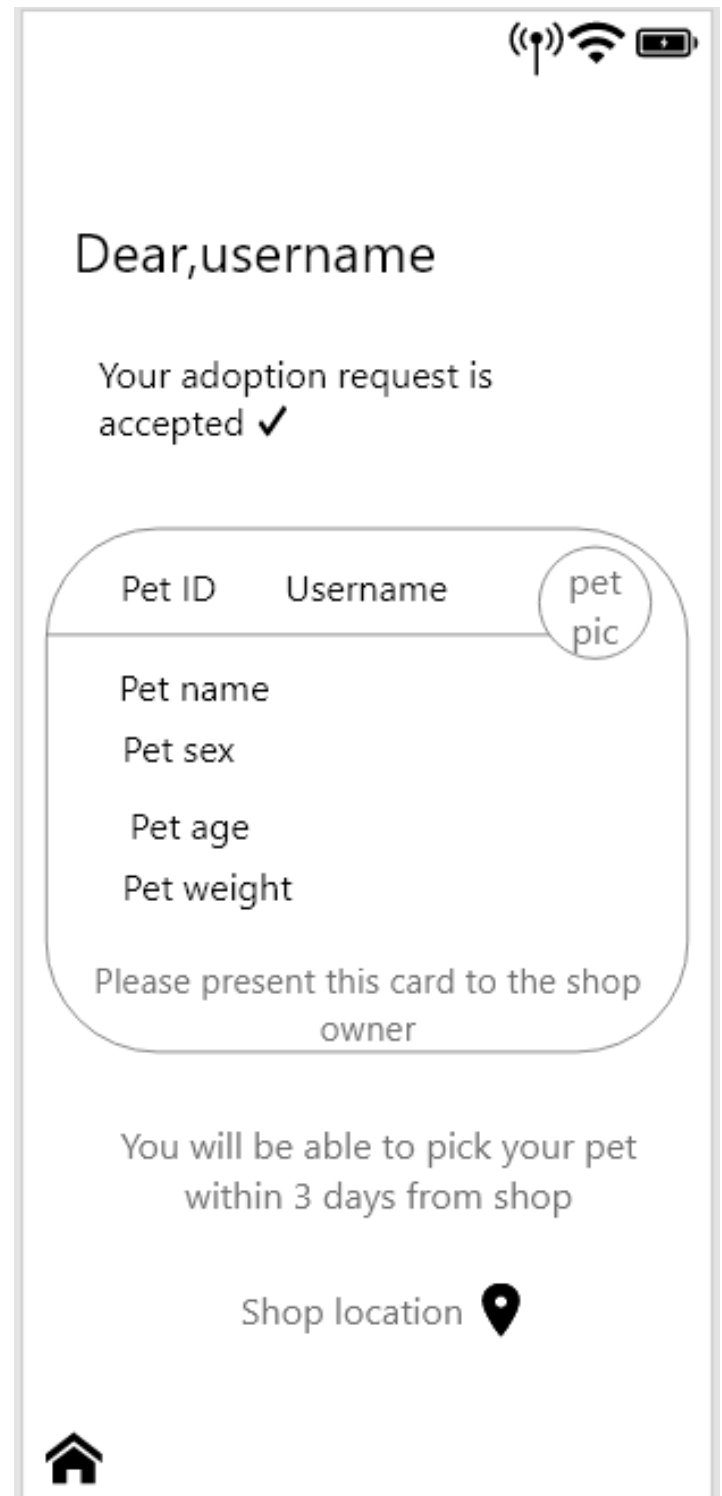
Register





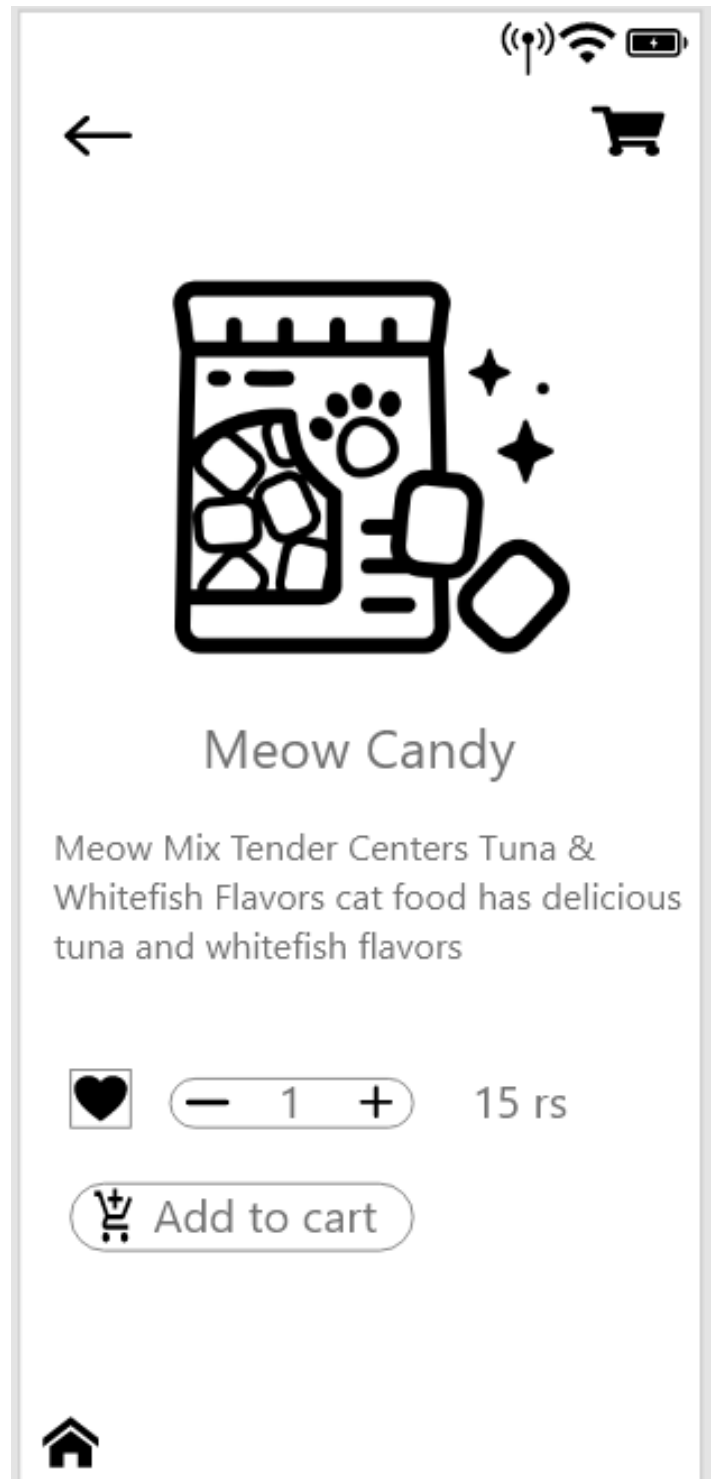
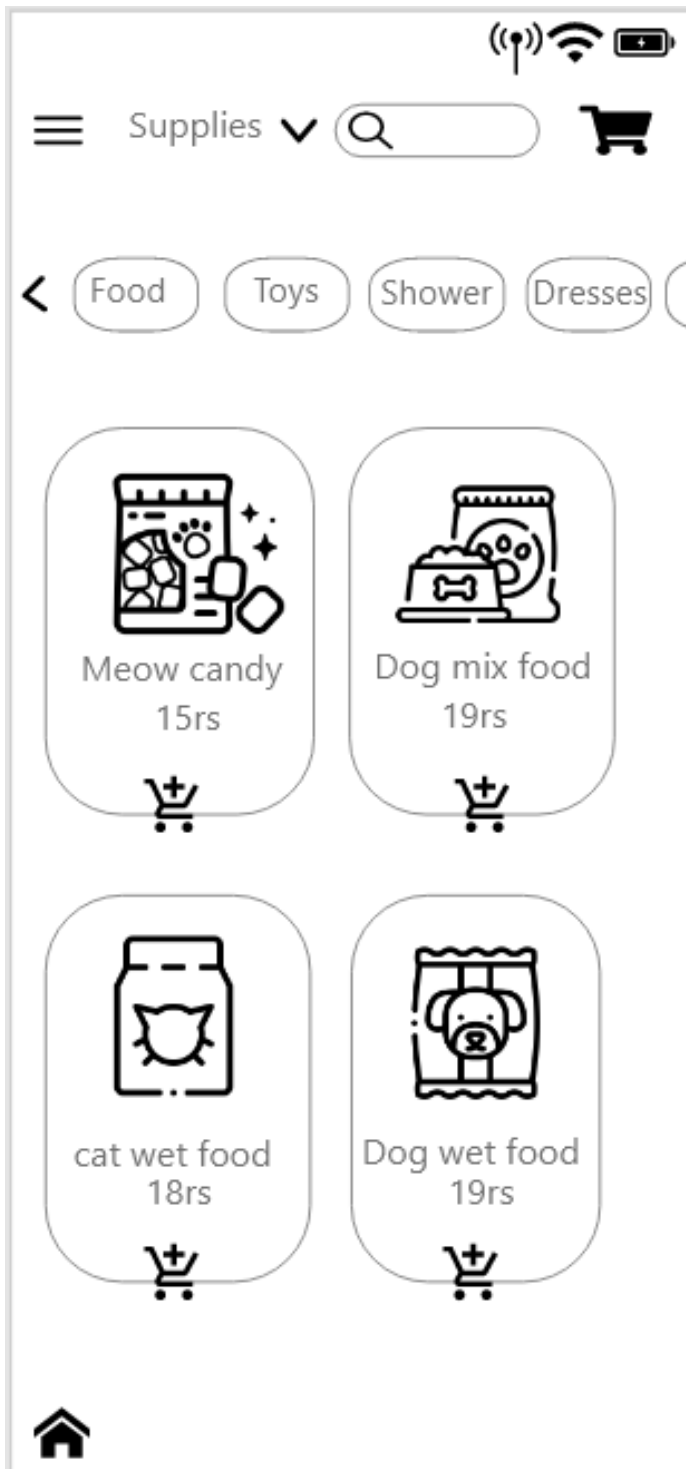





Mobile app interface for pet adoption. The screen shows a back arrow, a cat illustration, and a notification box stating: "You will have to be able to pick your pet within 3 days from shop". Below this are "Accept" and "Decline" buttons. Further down are input fields for "Age", "Weight", and "Upload medical passport*", followed by an "Adopt" button. A home icon is at the bottom left.




Mobile app interface for pet adoption confirmation. The screen shows a greeting "Dear,username", a confirmation message "Your adoption request is accepted ✓", and a rounded rectangle containing a table with pet details. The table has columns "Pet ID", "Username", and "pet pic". The details listed are "Pet name", "Pet sex", "Pet age", and "Pet weight". Below the table is the instruction "Please present this card to the shop owner". At the bottom, it says "You will be able to pick your pet within 3 days from shop" and "Shop location" with a location pin icon. A home icon is at the bottom left.

Pet ID	Username	pet pic
Pet name	Pet sex	
Pet age	Pet weight	







Cart


2 items



Dog mix food


19rs

1x 



cat wet food


18rs




1x 


Total:

37rs

Checkout





Payment

Billing address

City:

Street:

Building number:

Zip code:

Phone number:

Using your shipping address

Dog mix food

19rs

Cat wet food

18rs

Total:


37rs

Name on card


Card number

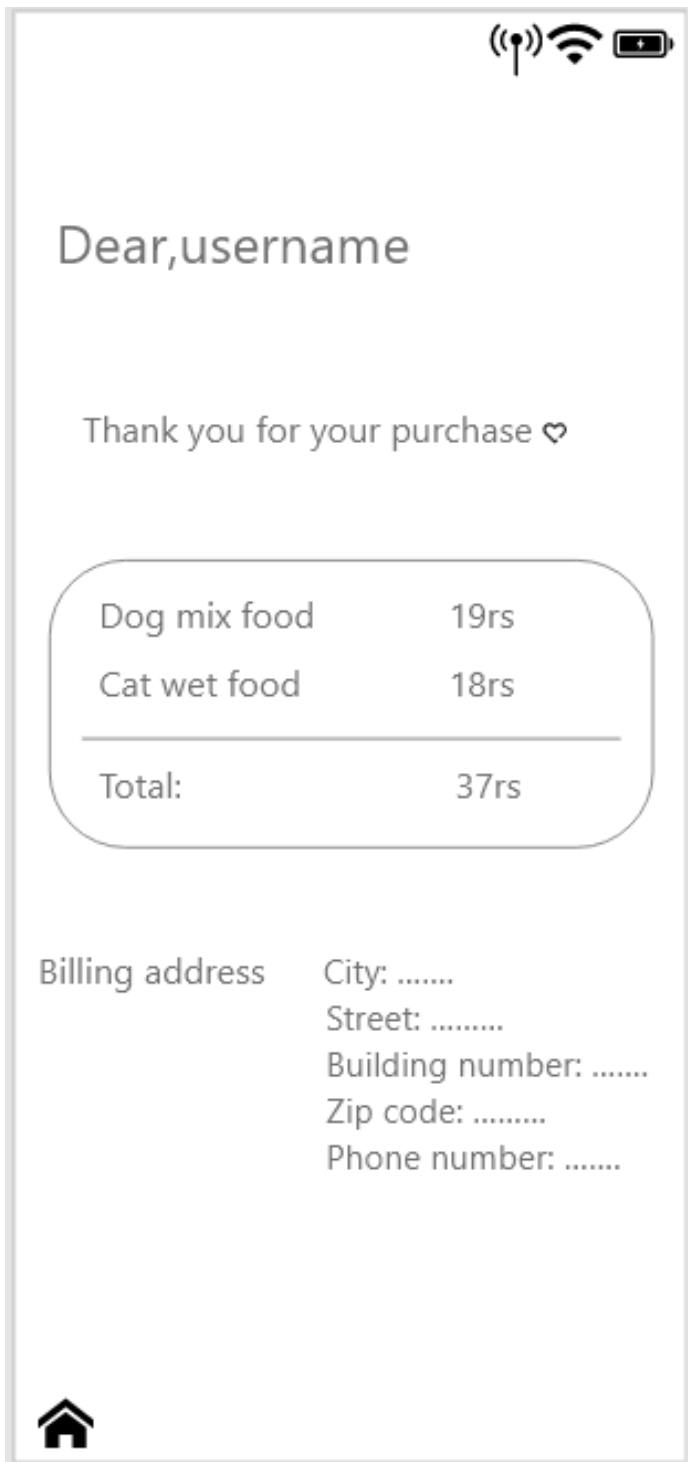
Expiration

CVV

Place Order 

cancel





Mobile app interface for a pet store receipt. The screen shows a greeting 'Dear, username', a thank you message 'Thank you for your purchase', and a receipt table with items: Dog mix food (19rs), Cat wet food (18rs), and a total of 37rs. Below the receipt is a billing address form with fields for City, Street, Building number, Zip code, and Phone number. A home icon is at the bottom left.

Dear, username

Thank you for your purchase ♥

Dog mix food	19rs
Cat wet food	18rs
<hr/>	
Total:	37rs

Billing address

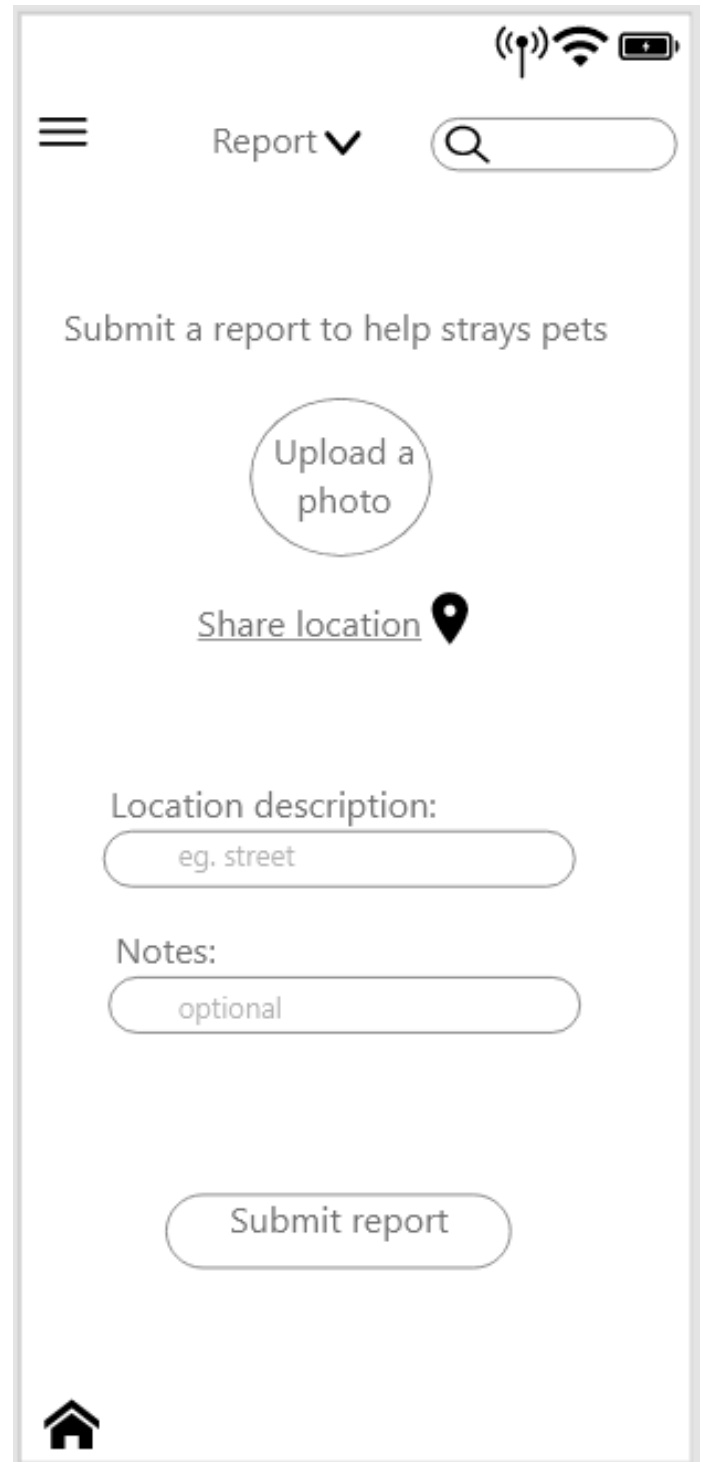
City:

Street:

Building number:

Zip code:

Phone number:



Mobile app interface for submitting a report. The screen shows a hamburger menu, a 'Report' dropdown, and a search bar. The main heading is 'Submit a report to help strays pets'. There are two circular buttons: 'Upload a photo' and 'Share location' (with a location pin icon). Below these are text input fields for 'Location description' (with placeholder 'eg. street') and 'Notes' (with placeholder 'optional'). A 'Submit report' button is at the bottom. A home icon is at the bottom left.

Report ▼

Submit a report to help strays pets

Upload a photo

Share location

Location description:

eg. street

Notes:

optional

Submit report

Report

Dear,username

Thank you for your kindness ♥

We will send our help as soon as possible..

Offer adoption

Upload a photo

Pet name:
enter your pet name

Age:
eg. 2

Type:
eg. dog

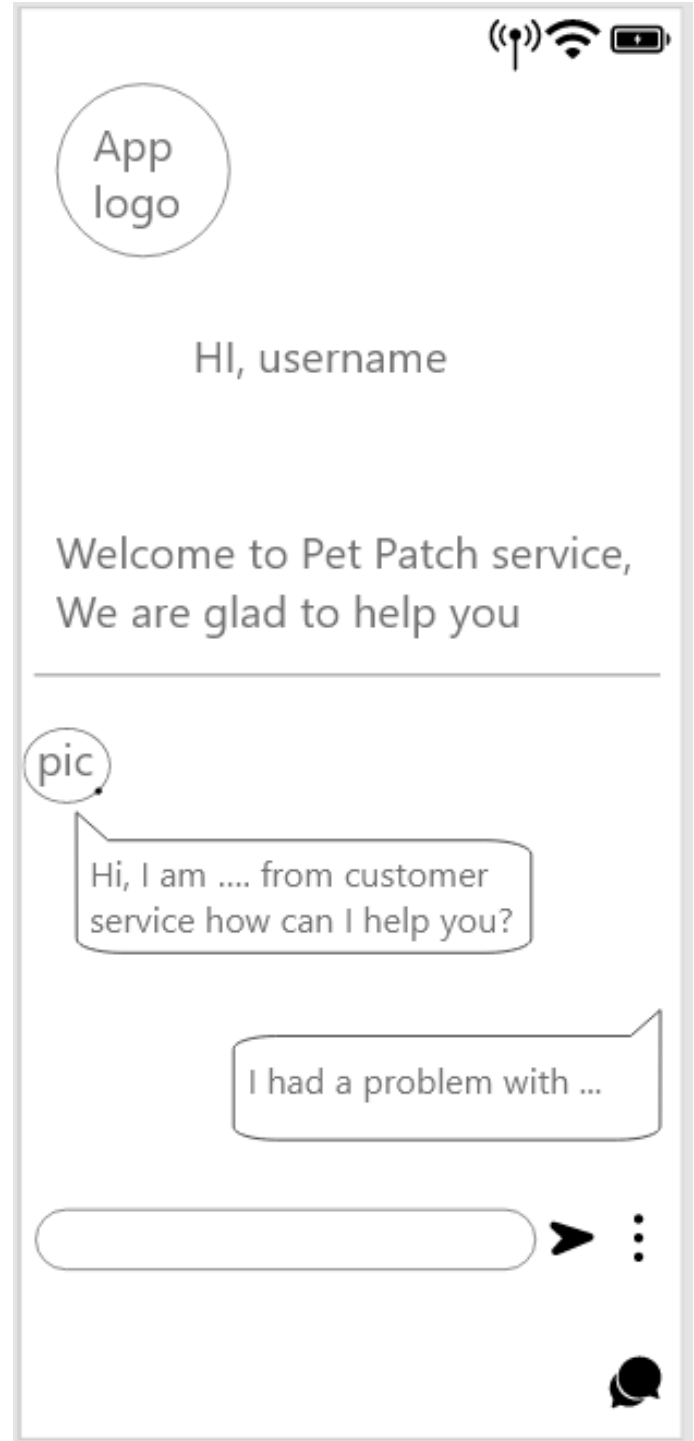
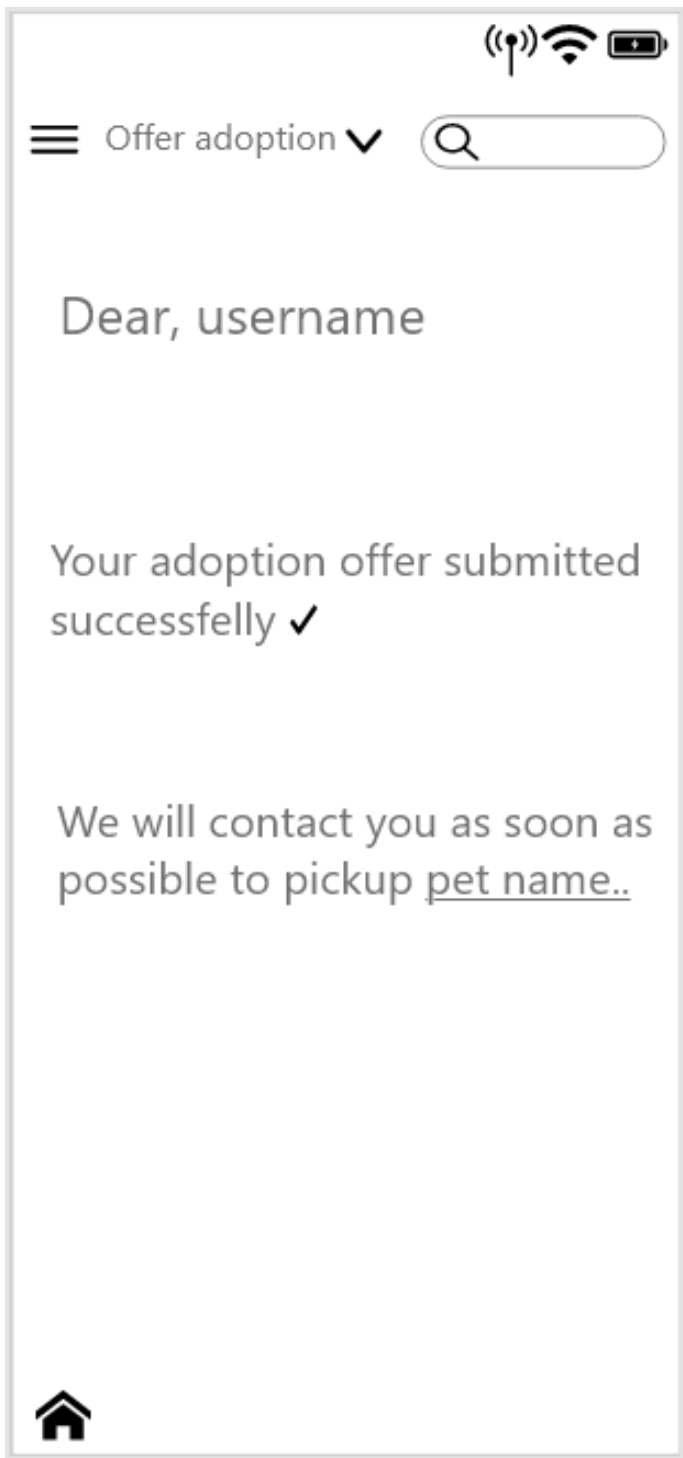
Upload medical passport *

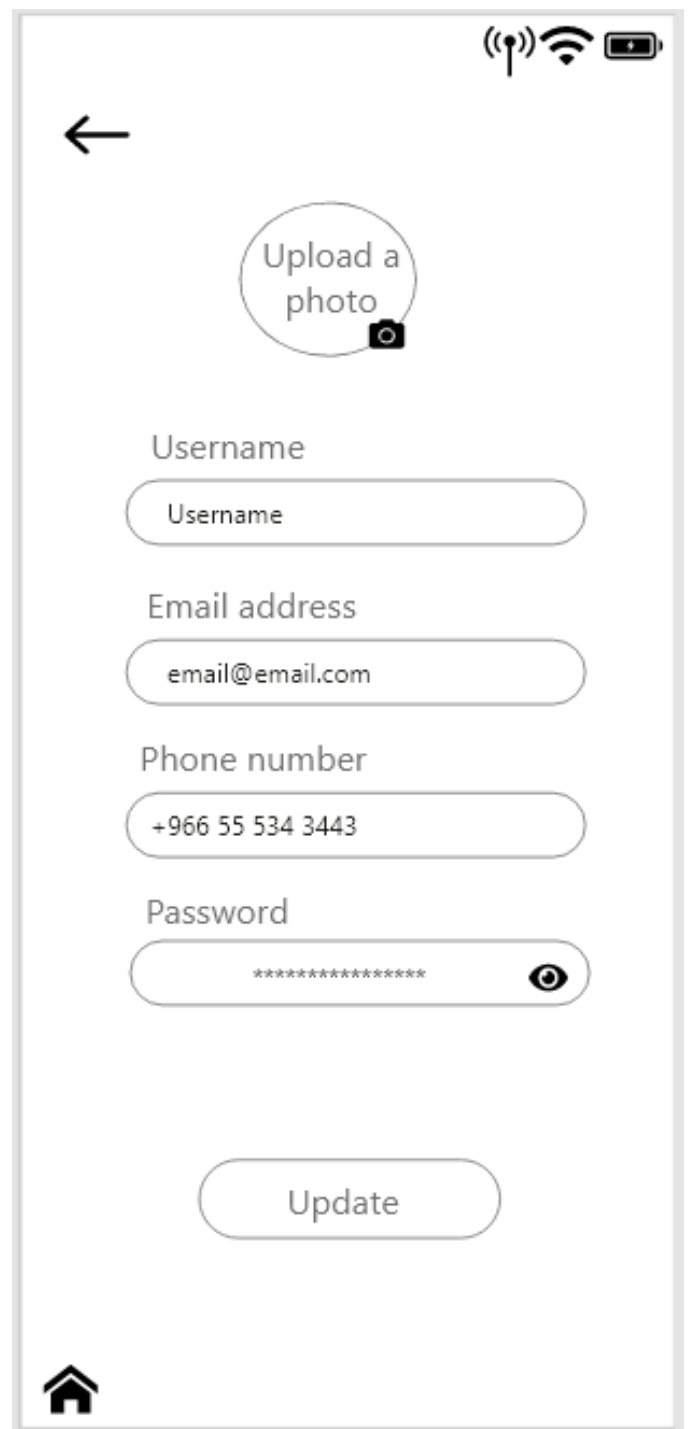
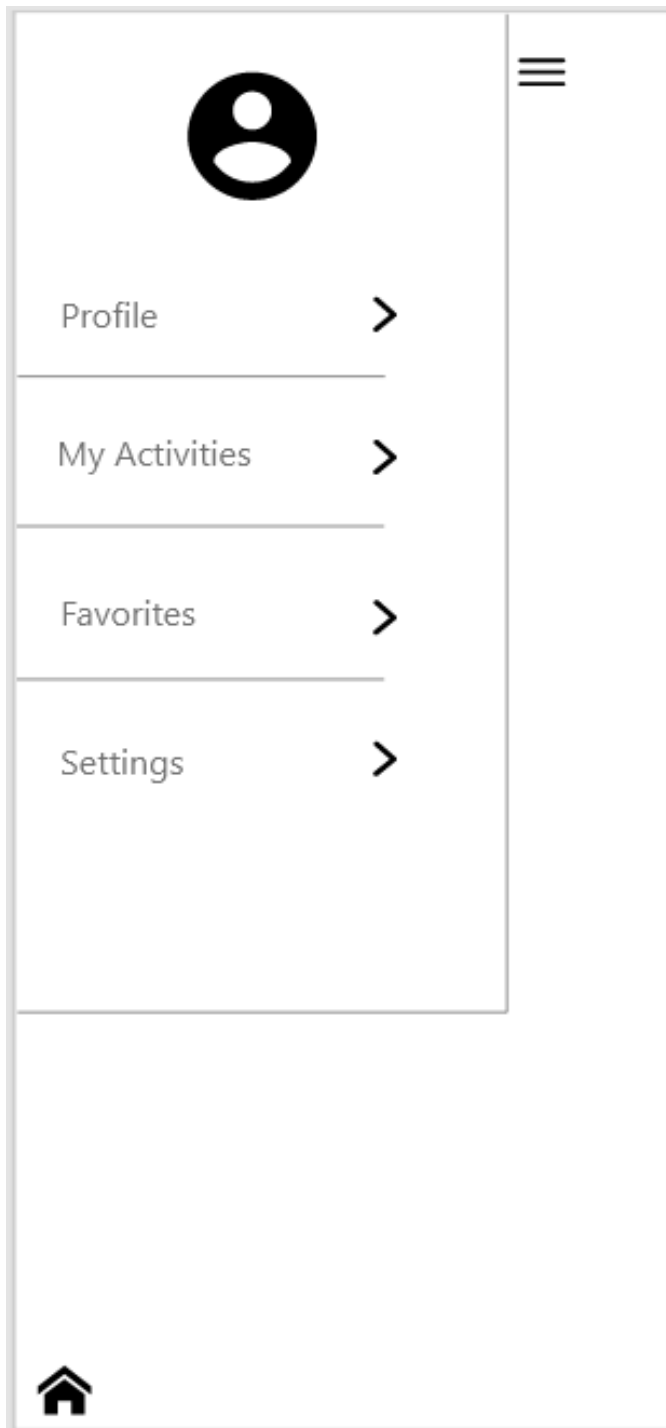
Contact information




Phone number
+966 *** ** *


Email
example@example.com

Submit









My Activities



Purchases

item name price

item name price



Adoption

Pet name information



Reports




Date location


Date location


Adoption offers


Pet name information






My Favorites



Dog mix food

19rs


[remove](#)

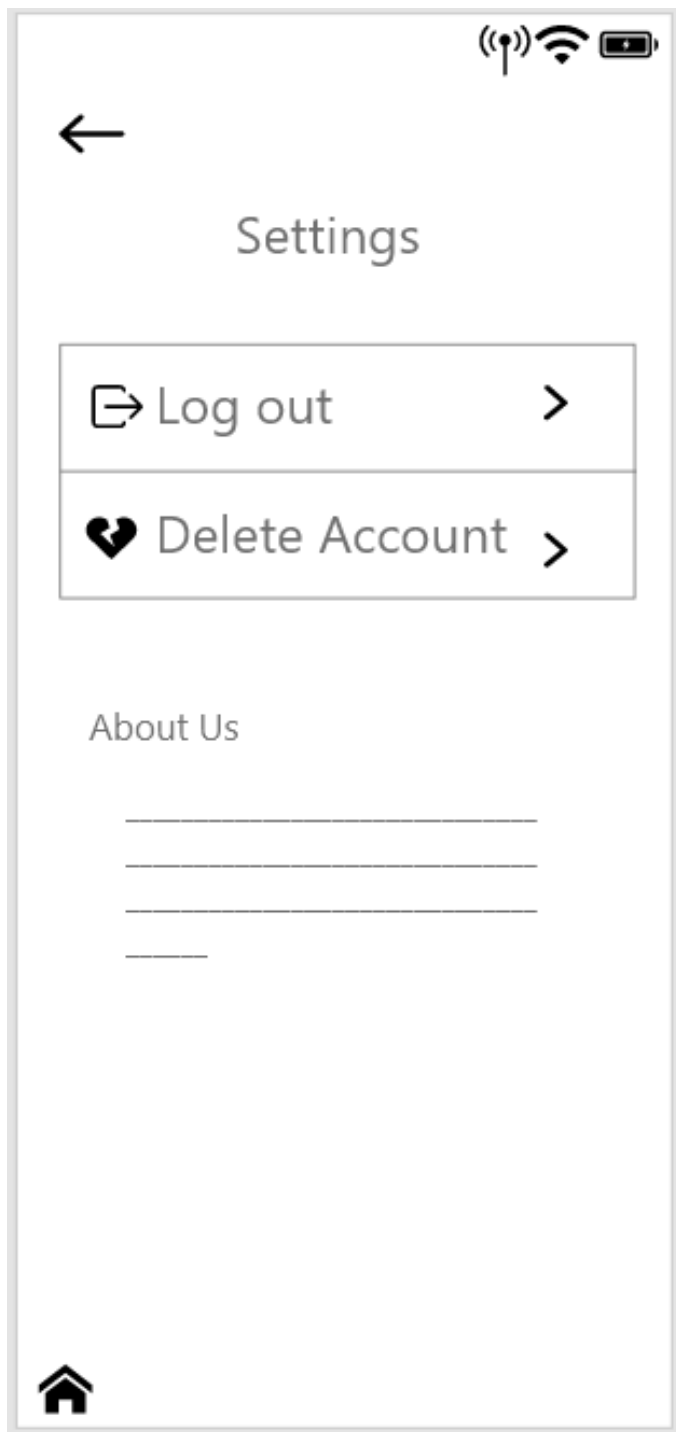


cat wet food

18rs

[remove](#)





Conclusion

As a conclusion, the application gathered all the necessary features that facilitate tasks related to pet owners, and while helping as many animals is the main goal, we provided the opportunity to offer pets for adoption, enable the user to provide assistance to homeless pets by reporting their location beside additional features of monetary donation and selling supplies.



“Pets are humanizing. They remind us we have an obligation and responsibility to preserve and nurture and care for all life.” **James Cromwell, American Actor**