

Browser based locale planning system

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Advisor: Peter Sestoft

Kristian Klarskov Marquardsen kkma@itu.dk 220387-1611
Frederik A. Wordenskjold Noerregaard fawn@itu.dk 140987-1727

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Chapter 1

Background

1.1 Problem definition

In this project, we want to create a locale planning system, which supports the user in the manual task of booking one or more rooms at one or more time-spans. The main problem, is the difficulty in presenting the data for the user, without knowing exactly what problem the user wants to solve, as there is many ways to book rooms.

The system should be accessible through a browser, thus use a central threaded server to handle multiple requests. The server will be implemented in the multi paradigm and statically typed language Scala, and ported to a web-server using the Lift framework. The client side will be created with the Lift library for Scala, which natively supports javascript (to limit the number of languages used). The graphical user interface will be built using a combination of web widgets and Adobe Photoshop.

We will use usability studies, including domain analysis and usability tests, to analyze requirements and determine the optimal graphical solution for such a system.

The final product will be a working prototype containing the following:

- An interface, supporting the task of booking one or more rooms.
- An administration panel from where the users can manage their bookings.
- An underlying database to store information.

The system will be created specifically for ITU. We also exclude the following features, which should be present in a fully functional version:

- Creation, deletion and editing of rooms. The schema of rooms will be static.
- An admin-panel for super-users, allowing them to edit booking made by others.
- The support of multiple buildings.
- Support of multiple browsers - we develop the application for Webkit, and do not test the GUI of other browsers than Google Chrome.

Additionally, we will discuss several relevant topics such as:

- Choice of implementation tools and available alternatives.
- Competing solutions.

1.2 Current situation

TODO:How are things done currently?

1.3 Scope

TODO:Limitations/inclusions of our project work goes here

Chapter 2

Analysis

2.1 Design decisions

TODO:How to implement, discussion of for and against our choices of platform, language, etc etc. Possibly split this in to several sections

2.1.1 Concurrent room selection

When user x and y tries to book rooms concurrently:

Possible solutions:

- Make all rooms that fits x, unavaliable for y while x is deciding on the proper room the use. Cons: All rooms fits x, NO rooms avaiable for y. Pros: Easy to implement, no dead ends. (Extremely unlikely).

- The screen, which shows avaiable rooms, of user y should update(update rate should increase strongly) when user x makes a booking, to make sure y doesnt hit a dead end.

Cons: Increased number of requests to the server, dead ends possible. (Tradeoff between probability of dead ends vs. refresh-rate)

Pros: High usability, and responsiveness. More flexible; allows several users to have many choices at once.

How to handle dead ends?

Chapter 3

User interface

TODO:general introduction to this section, and why it warrents a whole chapter

3.1 Challenges

TODO:What challenges must our user interface overcome?

3.2 Use cases

The booking of a room have four parameters; the week of the year, the day of the week, the time of day and of course, the room. With these four in mind, the searching, browsing and organising of rooms pose some relevant questions.

To assist us in the process of deciding which parameters in a search or overview should determine the presentation, we postulate the following use cases based on number of 'locked' parameters.

Legend	
W	Week
D	Day
T	Time
R	Room
Main case	High occurance
Edge case	Rare occurance

With one parameter locked

Main cases:

W - "I need a room sometime next week"

Edge cases:

D - "I need a room on a wednesday sometime"

T - "I need a room at 12 o'clock sometime"

R - "I need Aud. 4 at some point"

With two parameters locked

Main cases:

WD - "I need a room at thursday next week"

WT - "I need a room at 9 o'clock next week"

WR - "I need Aud. 1 in 2 weeks"

DT - "I need a room mondays at 8 o'clock" (*W* free, so meaning a span of weeks needed here)

Edge cases:

TR - "When is Aud. 4 available at 9 o'clock?"

With three parameters locked

Main cases:

WDT - "I need a room at 12 o'clock on friday next week" (Expecting this to be the most used search of them all)

WDR - "I need room 4a14 this friday"

Edge cases:

WTR - "I need Aud. 3 at 9 o'clock next week sometime"

DTR - "I need room 2a09 on thurdays 11 o'clock" (Probably to be used along with a semi-locked *W* (span))

3.3 Mockups

TODO:Add all/some of the pictures from our mockups. Currently located on github. Explain the iterations.

3.4 Usability

TODO: Usability discussion and documentation for findings from our tests

3.4.1 Test af mockup1

Tasks to perform

- 1 - simple: "Book a room today"
- 2 - simple: "Book a room tomorrow"
- 3 - special case: room not available current day: "Book room x for use as soon as possible"
- ...

Questions to ask

- "cancel" or "back" ? : "what do you think this button does?"
- Calendar - is it obvious?

Lead-in

1. You and your group have met, and need to find a room to conduct group-work.
2. Your group has finished work today, and decided to reconvene tomorrow. You have been assigned to arrange for a place to work tomorrow.
3. Your group will be having it's exam in auditorium 3, and you wish to prepare for it in the same setting as the actual exam.

11 - 11.20: Jakob 27 DMD 2. semester

1. Find a room

Trykker på Find me a Room siger trykker vel her. Vælger tid fra og til.

2. Rum i morgen

Trykker på find me a specific room. Finder hurtigt ud af at han nok skulle have valgt vha. kalenderen.

3. Eksamen i auditorie3 en anden dag.

Trykker på auditorie3 på kortet. Trykker på another day.

4. Find rum næste fredag.

Find me a specific room. Vælger "projektor", og er nice. Spørger om man skal vælge tid her.

5. Find et lokale til mere end 50 mennesker på en onsdag.

Find me a room, cancel, find me a specific room. Task failure. Går tilbage til kortet. Trykke på et af auditorierne. Siger at han nok i stedet ville trykke på kalenderen.

6. Komsammen for førsteårsstuderende.

Trykker på aud1 på kortet. Bruger kalenderen til at vælge datoer, for at se ledigheden.

Jon, 23, SWU 6. semester

1. Find me a room, OK.

2. Bruger kalendervælgeren til at finde datoen find me a room, OK.

3. Vælger dato gennem kalenderen, find me a specific room, OK.

4. Som 3.

5. Find me a room. Cancel. Trykker på w på kalenderen. Task failure, specific room. Vælger "auditorie" og ikke capacity. OK.

6. Trykker på aud1 på kortet. Trykker på datoen, trykker på start-tid og slut-tid. Trykker på book.

3.5 Proposed design

TODO: Explain and illustrate the proposed design

Chapter 4

Implementation

4.1 Datastructures

TODO:Introduction to this section

4.1.1 Datamodel

TODO:Explain our database design and datamodel

4.1.2 Algorithms

TODO:Outline the important algorithms in our program, and why they are awesome

4.2 Server-Client relationship

TODO:Explain the design; what we do, and what lift handles for us.

4.3 Lift

TODO:This section probably doesn't belong here, but it needs to be somewhere.

4.4 Graphical design

TODO: Explain how the graphical design was done, and how it helps support our usability. Tell why it is one of the very vital functions of a program like this.

Chapter 5

Conclusion

5.1 Reflection

TODO: Reflect on the process.. hurp derp

5.2 Perspective

TODO: Take a step back and look at our work as a part to a whole. Tabulex, FM/Study admin etc.

5.3 Possible improvements

TODO: If this was a commercial product, what would we change/add/fix etc.

5.4 Expansions

TODO: Consider if this section is needed. Perhaps it could fit into the above. If not, we could talk about ridding the need for tabulex, centralizing everything in our system and so forth.

5.5 Conclusion

TODO: *drumroll* Round off the paper in an elegant, humble, and yet awesomely awesome way.