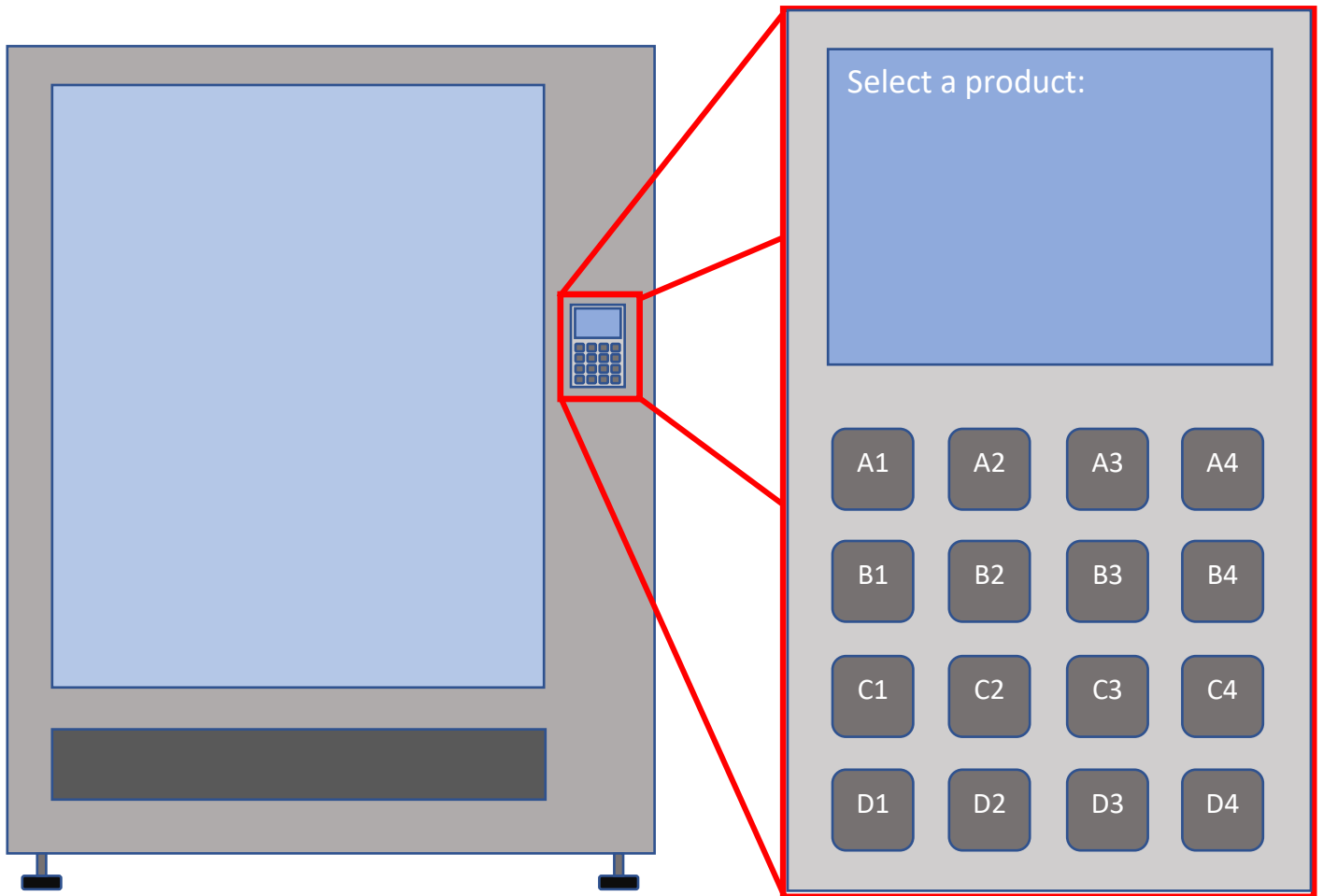Name: Gary Davis, This is my work for CST-135.

This is a typical vending machine that would dispense some sort of goods, such as soda, snacks or ice cream. There will be an interface that the customer can access to select the desired product. The customer would typically see a whole vending machine for a product selection (see image below). However, I'll only be showing the user interface for this storyboard (zoomed image of UI).

Select a product:

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

Step 1: The customer will select the button associated to the product location of their choice. This example the customer selected B2.

Select a product:

A1	A2	A3	A4
B1	**B2**	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

Step 2: The UI will be updated with the product name, price and money added.

Product: Sprite

Price: $1.50

$ Entered: 0

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

Step 3: The customer will add the money and the interface will update.

Product: Sprite

Price: $1.50

$ Entered: 1.50

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

Step 4: Once the correct dollar value is reached, the product will be dispensed. If the customer didn't have exact change, the UI would display the return change.

Dispensing Sprite

Change: $0.50

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

Step 5: The UI will reset to the original interface.

Select a product:

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4