

Interacção Pessoa-Máquina

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Shelves

Stage n: 4



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Prototype URL

The prototype can be downloaded from the following link below:

<https://github.com/Jorge-L-F/Shelves/archive/refs/heads/master.zip>

Startup Instructions

To test the prototype it is required that you are using a computer with a graphical interface and a web browser installed. You can test the prototype in a tablet or mobile phone if you wish, but it's not recommended since the interface wasn't adjusted to mobile screens.

To start testing the prototype, download it from the url in the section above and extract the contents of the zip. Afterwards, double click the resultant folder, then the GeneralPages folder and finally the UserBrowser.html file. Once the browser loads the page, you can start testing the prototype.

Briefing

Before actually testing the prototype of the user interface, we are gonna give a small presentation of what *Shelves* is, it's functionalities and purpose.

"Shelves is more than a book database, it's a non-direct interpersonal book library that aims for its users to mainly be able to lend, borrow and trade books with other books aficionados. The app also allows users to create and participate in online or presencial events of any kind (reading, discussions, classes, etc).

Every user has a User Main Page from which it's possible and intuitive to execute all of its main Tasks."

This excerpt is meant to explain the basics of our application without revealing to the user our UI workflow. We think the briefings should go straight to the point and also to reveal the least possible - this way the user can be impartial when he's testing the app.

Scenarios

- Lent/Borrow

"Ana Likes scary stuff and wants to borrow the book It by Stephen King but she doesn't know who owns it. She wants to borrow the book for 2 weeks, which is the amount of time she believes is necessary to read the entire book."

- Trade

"Simon has finished reading Norwegian Wood - Haruki Murakami and wants to read O Sonho - Nicholas Sparks which he doesn't have. He wants to trade his book with Megan in exchange for the book he wants."

- Create Event

"Megan wishes to create a reading event about The Da Vinci Code by Dan Brown. She believes that an online event would be better in case of someone that lives very far away. The event should take place on the 18th of December at 14 o'clock. Megan would also wish to invite Ana and Simon to the event. To avoid chaos there should be an attendance limit and a few rules of when to talk or listen and how to ask for permission to talk."

Project URL

The project can be seen in the link below:

<https://github.com/Jorge-L-F/Shelves>

Prototype Problems

We were planning to have a login page and a notification system working on this prototype but, due to lack of time, we could not implement them. Some of the pages might have bugs and the prototype most likely won't work well on mobile devices (this wasn't tested).