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| --- | --- |
| **Project Case** |  |
| COMP8129 | COMP8129001  User Experience |
| **Computer Science** | **E242-COMP8129-RA01-00** |
| ***Valid on*** *Even Semester Year 2023/2024* | **Revision 00** |

1. Kelompok tidak diperkenankan untuk:

*Members of the group are prohibited from:*

* + - Melihat sebagian atau seluruh jawaban kelompok lain,

*Seeing a part or the whole answer from other groups,*

* + - Menyadur sebagian atau seluruh jawaban dari buku, catatan, video, dan jenis referensi lainnya,

*Retell a part or the whole answer from books, notes, videos, and other references,*

* + - Menyadur sebagian atau seluruh jawaban dari internet,

*Retell a part or the whole answer from the internet,*

* + - Mengumpulkan jawaban yang tidak sesuai dengan tema soal,

*Submitting an answer with a different theme from the given case,*

* + - Melakukan tindakan yang menyebabkan jawaban dicontek oleh orang lain atau kelompok lain, baik disengaja maupun tidak disengaja,

*Doing action that could result the answer being copied by someone or other groups, intentionally or unintentionally,*

* + - Melakukan tindakan kecurangan lainnya.

*Committing other dishonest actions.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dicantumkan pada butir ke-1, maka nilai mahasiswa dan/atau kelompok yang melakukan kecurangan, baik menyontek atau dicontek, akan dinolkan sesuai dengan peraturan yang berlaku.

*If it has been proven that a group has committed dishonest actions outlined in point 1 above, the whole groups related to the incident, regardless of which one copies or has their answer copied, will be issued a score of zero according to the regulation.*

1. Jawaban yang dapat diterima dan dinilai adalah jawaban yang dikumpulkan sebelum batas waktu yang telah ditentukan.

*The answer must be submitted before the designated deadline to be accepted and graded,*

1. Jawaban akan dinilai berdasarkan teknik atau metode yang diajarkan pada kelas praktikum dengan menggunakan software yang sudah ditentukan.

*The scoring will be based on the materials taught during the practicum classes using the designated software. Using different software than requested may result in your answer not being graded.*

1. Jika Anda tidak membaca peraturan ini, maka Anda dianggap sudah membaca dan menyetujuinya.

*By taking this exam, you agree to these regulations, regardless of whether you have read it or not.*

1. Persentase penilaian untuk matakuliah ini adalah sebagai berikut:

*The score will be distributed as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| 40% | 60% | - |

1. Perangkat lunak yang digunakan pada matakuliah ini adalah sebagai berikut:

*This course uses the following software:*

|  |
| --- |
| **Software**  *Software* |
| Android SDK API 33  Android Studio Electric Eel 2022.1.1.19  Axure RP 9.0.0.3740  Web Browser (Google Chrome) |

1. Ekstensi file yang harus dikumpulkan untuk matakuliah ini adalah sebagai berikut:

*Your answers must be in the following file extensions:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| RP, Image Files | Axure Folder Project (RP, Asset Files), Android Folder Project (JAVA, CLASS, XML, Asset Files) | - |

1. File yang harus dikumpulkan adalah keseluruhan jawaban beserta dengan aset yang digunakan (gambar, audio, video, dll) dan dokumentasi proyek yang berisikan link referensi aset dan penjelasan mengenai aplikasi yang dibuat (terlampir bersama dengan soal).

*Include other files that can support your project, such as: all files in your project, other files (image, audio, video, etc.) used in your project, \*.doc file (documentation of your project) that contains all pages in your project, reference links of additional files (image, audio, video, etc.) used in your project, the description about how to use your application, etc.*

## Soal

*Case*

**RAiso**

**RAiso** is a renowned online store that specializes in selling stationery products. With its ever-growing popularity, the management of transaction data has become a challenging task. To address this issue, you have been approached to assist **RAiso** in effectively managing their database transactions. By implementing robust systems and processes, we aim to streamline the transactional data flow, ensuring smooth and efficient operations.

Here are some requirements listed below that you must follow in order to create the **prototype** using **Axure RP 9**.

1. **Login Page**

This module will be used by users to log in into the apps. The form consist of **email** and **password** **text** **fields** with **validations** oneachfield. The components and requirements used in this module are:

* + **Image** used to display the **app**’**s** **logo**.
  + **Text Field** used to input the **email**. Provide a **hint** (**placeholder**) for this widget.
  + **Text Field** used to input the **password**. Provide a **hint** (**placeholder**) for this widget.
  + **Button** used to process the **login** feature. Provide **MouseDown** **interaction** that will:
    - **Change** the widget’s **background** **color**.
    - Validate the **username** and **password text field**:
      * **Email** must be **filled**. If it’s empty, then display the error message.
      * **Password** must be **filled**. If it’s empty, then display the error message.
      * **Email** must **contains** ‘.’. If it doesn’t contain ‘.’, then display the error message.
      * If the validation is **success**:
        + Store the **email** to the **global** **variable** that later will be used.
        + Redirect to **home** **page**.

1. **Home Page**

This module will be accessed automatically when user has already logged in. The components and requirements used in this module are:

* + **Navigation bar** used to show a list of menus that user can access. It consist of:
    - **Home** used to link to the **home page**.
    - **Items** used to link to the **item** **page**.
    - **About** usedtolinktothe **about page**.
    - **Log Out** used to link to the **login** **page**.
  + **Greeting messages**, display “**Welcome to RAiso** [**Email**]” message. Retrieve the **global variable** to use it as the **email**.

1. **Item Page**

This module will display the **Stationeries** available along withits **property**. The components & requirements used in this module are:

* + **Navigation bar** used to show a list of menus that user can access. It consist of:
    - **Home** used to link to the **home page**.
    - **Items** used to link to the **item** **page**.
    - **About** usedtolinktothe **about page**.
    - **Log Out** used to link to the **login** **page**.
  + **Tab Control** used to divide the following material into 2 sections:
    - **Hot Seller Stationery** **Tab**
      * **Image Carousel** used as a showcase of images. Here is the requirements for the carousel:
        + Has an **animation** for every changed image.
        + Provide **next and previous button** to control the carousel. Be sure to **apply** **interactive** **prototype** into the **button**.
        + **Automatically** **changes** image for every **2 seconds**.
      * Display a **Repeater** that displays **5 stationeries**. If an item is **clicked** from the repeater, display the **stationery details page**.
    - **All Stationery Tab**
      * Display a **Repeater** that displays **all the stationeries available**. If an item is **clicked** from the repeater, display the **stationery details page**.
      * Provide at least **5 amount** of data.

1. **Album Detail Page**

This module is shown after the user clicked an item from the **stationeries Repeater** that is available on the **items page**. This module consists of **stationery image**, **stationery name, stationery price**, and **buy button**. Here are some details:

* + **Back button** to direct back to the **item page**.
  + **Stationery image** from the **assets** that is given.
  + **Stationery name** and **price** for the selected stationery.
  + **Text field** to input **quantity** provided with a **hint** (placeholder).
  + **Button** used process the **submit** feature. Provide **MouseDown** **interaction** that will:
    - **Change** the widget’s **background color**.
    - Validatethe **quantity text field**:
      * **Quantity** must be **filled, numeric,** and **more than 0**. If the validation returns false, then display an error message.
      * If the validation is **success**:
        + **Notify** the user that the **transaction is succeed**.
        + Redirectto **item page**.

1. **About Page**

This module shows all the **information about the app** that includes:

* + **Navigation bar** used to show a list of menus that user can access. It consists of:
    - **Home** used to link to the **home page**.
    - **Items** used to link to the **item** **page**.
    - **About** usedtolinktothe **about page**.
    - **Log Out** used to link to the **login** **page**.
  + **Small app logo** in **PNG** format.
  + **App name**.
  + **Company Address**.
  + **Company Phone.**
  + **App version**, for example: V2.1

After you finish the **mockup**, then you are required to create the application using **Android Studio** based on the **mockup** that has been made and must be the same. Every single page must be **consistent** and have a **good color combination**. Follow the **eight golden rules** to create an **interactive UI design** for the users. Ensure to include **external documentation** of your project that consists of an explanation of every module and screenshot of every page along with its references.