CPSC 3770 – Human Computer Interaction

Spring 2018 – Group Project – Nora White & Jordan Pickett

# Purpose

To design a simple to use inventory tracking app that utilizes usability and UX principles and satisfies cognitive interaction requirements. The design will use a vibrant colour palette, easy to understand interface elements, and comfortable transitions to give the user a pleasant experience while completing an otherwise menial task.

# Usability requirements

### Efficiency

The system will support a user by allowing them to quickly carry out changes in inventory stock quickly and easily. Being able to have an inventory system on a cell phone instead of on a large inventory gun will allow for easier physical mobility, and a more user-friendly experience. If a user is already carrying around their cell phone while at work, the entire process of tracking inventory is more streamlined by then not having to go looking for the inventory gun.

The steps for updating inventory will be simple:

1. Open app.
2. Scan the QR code and confirm that the correct product was found.
3. Choose whether you’re taking stock or adding stock.
4. Type in the amount that you’re changing the stock by.
5. Confirm action.

### Utility

The system will focus on menial inventory management that would be performed by either a stock room employee, customer service employee, or anyone that would access inventory stock. The primary function of the system is to scan a QR code using the phone camera, find the corresponding product in the database, and allow the user to edit information and stock of the given product. Secondary functionality consists of viewing a list of products that exist (in the case that a QR code is lost or ruined), creating new products, removing products, and editing product information. Additional functionality that would be nice to have are:

* Sorting and searching through items
* Viewing items by category

*Note:* *Ideally, the functions of creating new products, removing products, and editing product information would be denoted by an access level that would be granted through a user database. Due to time constraints, the implementation of user functionality and access levels will not be completed. As such, creating, removing, and editing products will be implemented for “any” user to perform.*

# User experience requirements

### Satisfying

The familiarity of using a mobile application versus an inventory gun will inherently provide a more satisfying experience due to its physical compactness and

### Motivating

# Cognitive Processes

### Attention

### Perception