**Part 3.1: System Prototype Report**

**Group Name M1 Works**

**Prototype Name:** SASHA (Student Assisted Studying and Homework Application)

**1. System Prototype Description**

Our prototype, **KITA KO**, was created using **Figma**, a collaborative UI/UX design tool. It simulates an interactive front-end experience representing our app’s core functionalities — such as product tracking, restocking, and income monitoring — without backend integration.

The prototype starts with a **splash screen** featuring the app logo, followed by a **login screen** where users input their credentials. After logging in, users are directed to the **dashboard**, which displays key modules of the app.

**Core Features** include:

* **Product Management**
  + Add new products with name, quantity, price, and category
  + Edit or delete existing products
  + View product details and current stock levels
* **Restock and Sales Tracking**
  + Add restock quantities with date and supplier details
  + Track daily sales and subtract sold items from inventory
  + Auto-update remaining stock and notify when stock is low
* **View History and Transactions**
  + View a log of product additions, restocks, and sales
  + Search by product or date range
  + Export or screenshot records for reporting
* **Income Monitoring**
  + Dashboard view of total sales, restock expenses, and net income
  + Filter by date or category

The prototype is fully clickable and supports both mobile and desktop layouts, ensuring accessibility for business owners on any device.

**2. Implementation Challenges**

While using Figma to build the KITA KO prototype, we encountered the following limitations:

* **No backend functionality**: Data like sales or stock changes aren’t stored dynamically
* **Static fields**: Quantity or price inputs are not editable during testing
* **Simulated updates**: Actions like restocking or deleting products only show preset results
* **Non-functional analytics**: Income totals and stock alerts are visually designed but not calculated in real-time

Despite these constraints, the prototype effectively communicates the app’s intended features and flow.

**3. Justification of the Prototype Design**

KITA KO was designed with small business owners in mind — especially those managing sari-sari stores — who often struggle with manual inventory tracking, income loss, and inconsistent stock control.

User research led us to focus on these priorities:

* **Easy product entry** with minimal fields
* **Fast restocking and sales logging** to save time during daily operations
* **Clear visual dashboard** for financial tracking

Compared to general POS apps, KITA KO offers a **simplified, mobile-first** experience. Users don’t need technical knowledge or complicated setup. The clean interface and streamlined actions were based on feedback from sari-sari store owners and student entrepreneurs.

**UI Considerations:**

* Bold icons and high-contrast visuals for quick recognition
* Simple navigation bar for core features (Dashboard, Inventory, History, Income)
* Limited typing for faster mobile use

**4. Usability Specifications**

We established usability goals to measure the prototype’s effectiveness:

**4.1 Effectiveness**

* Users should be able to complete key actions (e.g., add product, log sale) within 2–3 minutes
* Target 90% success rate for task completion

**4.2 Efficiency**

* All main features should be discoverable within 2 minutes
* Fewer than 3 clicks to access key modules (e.g., add sale or view history)

**4.3 Learnability**

* First-time users can complete tasks with minimal guidance
* Icons and labels should be self-explanatory

**4.4 Memorability**

* **Returning users should remember how to:**
  + Add or restock a product
  + Record a sale
  + View income summary

**4.5 Satisfaction**

* **Users will rate:**
  + Ease of navigation
  + Clarity of product list and income view
  + Usefulness of each module  
    Using a Likert scale (1–5)

**4.6 Accessibility**

* Avoid color-dependent icons
* Large tap targets, readable fonts, and clean layout

**4.7 Aesthetic and Minimal Design**

* Consistent use of colors, buttons, and spacing
* Limited on-screen items to reduce visual clutter

**4.6 Accessibility**

* Interface avoids reliance on color alone.
* Uses large icons, readable fonts, and intuitive placement for navigation elements.

**4.7 Aesthetic and Minimal Design**

* A clean, consistent look is used throughout.
* Screens are designed to minimize distraction and cognitive load.

**5. Initial Evaluation Plan**

**5.1 Evaluation Methods**

Remote usability testing via Microsoft Teams or Discord, using the Figma prototype on personal devices.

**5.2 Test Scenarios and Tasks**

**Participants will be asked to:**

1. Log in using sample credentials
2. Add a new product
3. Record a restock entry
4. Log a sale and update stock
5. View transaction history
6. Check income summary

**5.3 Participant Description**

**We plan to test with 10 users:**

* 5 sari-sari store owners or small business operators
* 5 student entrepreneurs  
  All with basic familiarity with digital tools or POS apps.

**5.4 Roles and Responsibilities**

**Daryll Dave R. Masapa – Researcher & Designer**

* Led the user research phase, including survey creation, user interviews, and analyzing pain points of small business owners
* Translated user insights into interface and feature designs
* Designed core UI screens in Figma, ensuring they are intuitive, mobile-friendly, and aligned with user needs