Post prototype refinement of design

To ensure that moving from prototype to final program was successful as possible I decided that getting third party feedback of peers would be effective. I would then document and analyse these results accepting and rejecting specific comments depending on what I thought was a good idea.

Tabulated results

| Feedback | Explanation |
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| Good points | |
| Booking system looks appealing | The locker system was easily understandable yet maintained an attractive quality. |
| Images | The inclusion of images was successful and provided colour to the system. |
| Colours | Varying the colour of buttons will keep the user interested and fulfil the quote “A picture speaks a thousand words”. |
| Bad points | |
| Add / remove lockers | If a locker broke for whatever reason, then the user would still be able to book it out. This means that an admin should be able to keep the locker unusable ensuring that users don’t use a broken locker. |
| Button system | The button system was run entirely on colours, if a user suffered from colour-blindness then they may struggle to understand the system. |
| All buttons were of the same size. Depending on importance buttons should vary in size. |
| The system is designed for a touchscreen so the small buttons are not a good idea. |
| Automatic returning | Once the user books a locker they are automatically returned to the previous page without an explanation. The user should be given an explanation or not returned automatically. |
| Images | Some of the images included were not attractive they were nice to see however they could be improved. |
| Tabs | As the tabs were not usable it is pointless to keep them visible at the top of the screen. |
| Security | As there was no validation if someone stole a QR code then they would have full access to the users part of the system, extra validation is needed. |
| Points of improvement | |
| Buttons | For the login button and turn off and turn on system, only one would do something at one specific time. This means that they could mixed together and change depending on the situation. |
| Multiple students to a locker | A locker could potentially be shared by students for people who are working on projects together. |
| Student management | An admin should be able to add remove students from the locker system, including a search feature. |
| Track usage | Logs could be made to track when and who accesses specific lockers and systems |
| Map a QR code | A user should have the option to generate their own QR code for temporary usage for friends or colleagues |

Amendments that are going to be included.

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| Area of system | Add / Redesign | Evaluation |
| Adding / removing lockers | Add | This feature would be a critical feature and provide an important piece of code so I decided it should be included. |
| Locker buttons | Redesign | To cater for users who are colour-blind I will include text on each button explaining if it is in use or not. |
| Images | Redesign | I will ensure that each button isn’t stretched and is well located about the screen. |
| Automatic return | Redesign | On the locker page I will make it so the user doesn’t automatically get sent back to whatever page they were on instead they will be left on the locker page with a return button |
| Tabs | Redesign | I will research into Java swing in order to find out how one would get rid of the tabs buttons but keeping the idea of tabs on a screen. |
| Security | Add | I will include a pin code which links to each user and this will be an extra step of validation they need to access the system. |
| Buttons | Redesign | I will mix the buttons together that can be mixed together for instance turning on and off the system. |
| Redesign |  |
| Track usage | Add | I will add a logging system that will output to a file when someone logs in and what they did whilst they were logged in to the system. |
| Student management | Add | In the final system admins will be given the option to add and remove specific users from the locker system. |

Feedback to be discounted

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| Area of system | Comments | Justification |
| Tabs | Highlight the tabs that are active. | Since I am planning to remove the tabs entirely I will not be able to colour them. |
| Removing a locker | Give the ability to remove an entire locker. | I do not want to include this as it will be impractical to remove an entire locker from the system. |

Redesign

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| Home page |
| Prototype Screen – |
| New Design- |
| Justification-  The only change I will make is that I want to mix the login buttons so that both admins and users log in from the same button, making the page easier to navigate. |

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| User main page |
| Prototype Screen- |
| New design – |
| Justification –  To make the screen more user friendly I’ve decided to split this page into more pages to give the user less to look at, at one time. I will also make the buttons easier to use on a touch screen, making them larger. From the feedback, I was told that the majority of back buttons are in the top left corner of the screen; I have decided to put the logout screen in the top left and move the clock to the right. |

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| Admin main page |
| Prototype Screen- |
| New design- |
| Justification- Again I plan to rearrange icons to move the logout to the top left of the screen and keep it like that throughout the program. I will also mix together the turn on and off buttons. The unlocking the locker has stayed the same. I plan on making to more functions for the system deactivating broken lockers and changing the current system name. |

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| Locker button page |
| Prototype screen- |
| New design- |
| Justification-  I have decided to split apart the locker button array and the return buttons to make the system look more attractive. I will also attempt to have a clock on this screen as I intend on having users on this page longer than before. |

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| Map page |
| Prototype screen- |
| New design- |
| Justification-  I aim to make the map page show the status’ more clearly and keep the location of the logout and clock in the same positions as the other screens. There are no functionality or major changes on this page |

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| Keypad |
| New design- |
| Justification-  To add an extra layer of validation I will assign each user a pin code to enter these I will use a pop up keypad and I want the keys to be large and clear what the other buttons will do. |