Oasis Spacebar

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Part 3.1 System Prototyping

I. Project Description

The project aims to develop a mobile application called Oasis SpaceBar to streamline the reservation process for luxury resort stays. This application will support tasks such as checking room availability, comparing different room options, making secure online reservations, and managing bookings. The intended users are individuals and families planning luxury resort stays and travelers seeking a convenient and user-friendly booking experience.

II. Requirements Summary:

MINIMUM REQUIREMENTS	Processor	Single Core
	OS	Andoid/IOS/Windows
	RAM	2GB
RECOMMENDED REQUIREMENTS	Processor	QUAD Core
	OS	Andoid/IOS/Windows
	RAM	4GB

Oasis Spacebar is designed to be lightweight and efficient, requiring minimal system specifications to operate smoothly. Since the app's primary function is to facilitate reservations, it does not incorporate complex designs, heavy graphics, or intricate animations that could lead to performance issues or crashes. Focusing on a streamlined user experience ensures the app runs reliably on a wide range of devices, providing quick and easy access to reservations without demanding high processing power or memory. This makes Oasis Spacebar accessible and user-friendly for everyone, regardless of their device's capabilities.

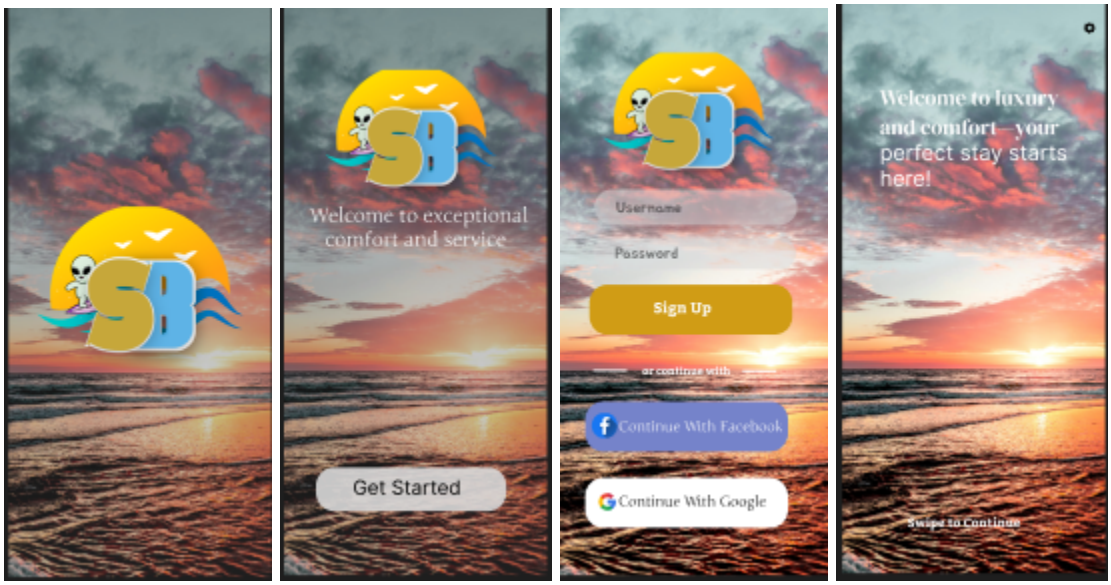
Figma Link

https://www.figma.com/proto/TiEQSy1JC2t7YmijJhBzAU/SpaceBar-App?node-id=4-9&t=vgXZEwlt25faFA3M-1&scaling=scale-down&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=93%3A99

III. Prototype Description

Scenario

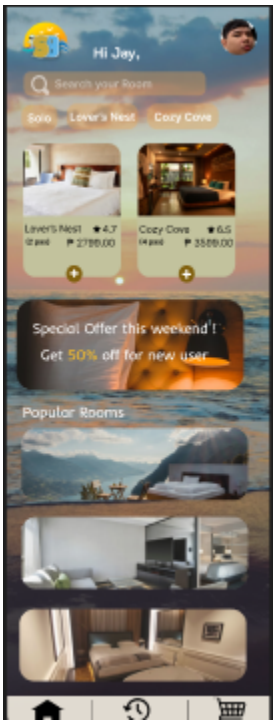
Sarah, a frequent traveler, opens the Oasis Spacebar app on her phone to book a room for an upcoming weekend getaway. She navigates to the Home screen, where she selects her preferred destination and dates. After browsing through available rooms, she finds the perfect one and proceeds to make a booking using her credit card.



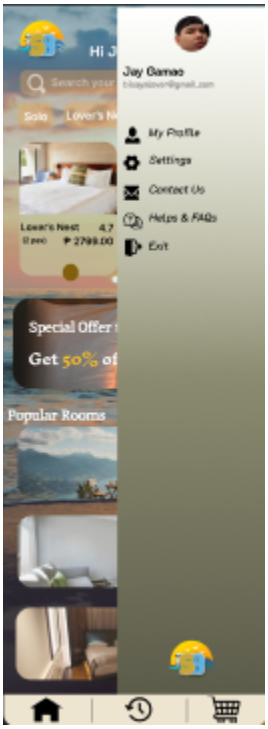
Splash Screen ***Start*** ***Sign-up*** ***Idle Screen***

This illustrates the app's startup screen, where users are required to sign in to access the features. This initial sign-in process is designed to be simple and user-friendly, ensuring quick and secure access. Users have the option to sign in with their email or conveniently use their Facebook or Google accounts for a faster login experience. Since the primary function of the app is to facilitate reservations, it does not incorporate complex designs, heavy graphics, or intricate animations that could lead to performance issues or crashes.

By focusing on a streamlined user experience, we ensure that the app runs reliably on a wide range of devices, providing quick and easy access to reservations without demanding high processing power or memory. This makes Oasis Spacebar accessible and user-friendly for everyone, regardless of their device's capabilities.

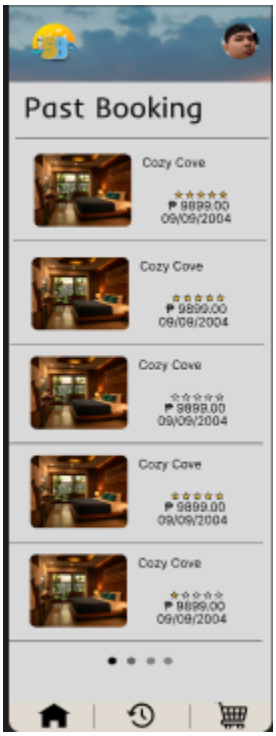


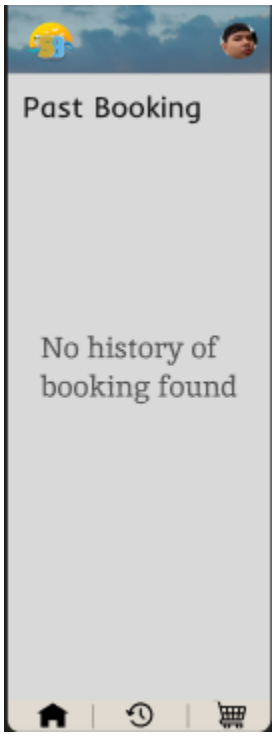
Home Screen

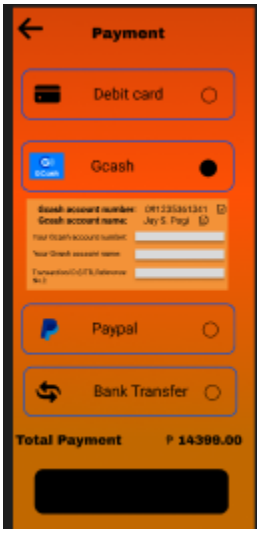


Side-Bar Home

The app features a Sidebar Home and a Home screen to enhance user navigation and accessibility. The Sidebar Home is a navigation panel on the left side that provides quick access to various sections such as Profile, Settings, Contact Us, Help, FAQs, and Exit. This allows users to efficiently navigate the app's essential functions without constantly returning to the main screen. On the other hand, the Home screen serves as the central dashboard where users land after signing in. On the Home screen, users can view details of available rooms and make bookings directly. The Sidebar Home and Home screen offer a streamlined, intuitive user experience, making it easy for users to find and access the app's features and manage their reservations.







History ***Empty History*** ***Payment Methods*** ***Payment***

The app includes a "History" section and supports multiple payment methods for user convenience. The "History" feature allows users to view their past bookings, providing a record of their previous reservations within the app. If no booking history is available, the app displays a message indicating "No history of bookings found," ensuring transparency for users about their reservation records.

Regarding payment methods, the app supports several options to accommodate different preferences. Users can choose to pay using GCash, credit card, or cash on delivery (COD). Additionally, for online transactions, PayPal integration is available, offering users flexibility and

security when making payments. These diverse payment methods cater to various user preferences and ensure a seamless booking and payment process within the app.

Rationale:

We use Figma to structure our app because it offers several key advantages. First, Figma allows our team to collaborate in real time, making it easy for everyone to stay on the same page. Since it's cloud-based, we can access our designs from anywhere, which is great for our remote work. The prototyping feature helps us create interactive mockups without coding, making it simple to visualize user flows. We also benefit from reusable design components, which keep our app's look consistent. Figma's developer handoff tools ensure our designs are implemented correctly. Plus, we can integrate Figma with other tools, making our workflow smoother.

Changes to requirements:

While the system requirements have remained intact, the usability criteria for the prototype have undergone notable changes. These new criteria are designed to measure the user-friendliness of the prototype. Drawing from the 5-10 Usability Heuristics, the focus areas include Streamlined Design, Ease of Recognition, Adaptability, User Autonomy, and Consistency. Additionally, due to time constraints, the prototype will not feature any online capabilities, excluding any related usability criteria.

During the development of the prototype, we made some necessary font changes, which have significantly improved the overall aesthetic. The structure remained intact, ensuring familiarity. We have also added features that are designed to enhance the user experience, enriching the services provided by the app. These additions are a testament to our continuous efforts to make the app more user-friendly and engaging.

IV. Initial Evaluation Plan

Objective: The objective of this initial evaluation is to assess the usability of the Oasis Spacebar Figma UI prototype using the 5Es framework and heuristic evaluation methods, and to identify areas for improvement.

Usability Criteria and Requirements: The Figma UI prototype aims to address the following usability criteria based on the 5Es framework:

1. **Effectiveness:** Users should be able to achieve their goals effectively, such as searching for rooms, making reservations, and managing bookings.
2. **Efficiency:** The prototype should allow users to perform tasks quickly and with minimal effort, optimizing their interaction time.
3. **Engagement:** The interface should be engaging, maintaining user interest through visual appeal and intuitive design elements.
4. **Error Tolerance:** Effective error prevention and recovery mechanisms should be in place to minimize user errors and frustrations.
5. **Ease of Learning:** New users should be able to learn how to use the prototype quickly and efficiently.

Methods to Address Usability: To address these criteria, the following methods will be implemented:

1. **Heuristic Evaluation:**
    - Usability experts and students familiar with UI/UX principles will conduct a heuristic evaluation of the Figma UI prototype.
    - They will assess the prototype against established usability heuristics (e.g., Nielsen's 10 Heuristics) to identify usability issues and areas for improvement.
    - Findings will be documented with severity ratings and recommendations for enhancements.
2. **Google Forms Survey:**
    - Participants from the target user group will be recruited to interact with the Figma UI prototype.
    - After exploring the prototype, participants will complete a Google Forms survey to gather qualitative and quantitative feedback.
    - Survey questions will cover aspects such as ease of navigation, clarity of information, satisfaction with visual design, and overall usability.
    - Open-ended questions will allow participants to provide detailed comments and suggestions for improvement based on their experience.

Measurement of Interface Effectiveness: The effectiveness of the Figma UI prototype will be measured through:

- **Heuristic Evaluation Findings:** Identification of usability issues and heuristic violations, categorized by severity and frequency.
- **Google Forms Survey Analysis:** Analysis of survey responses to gauge user satisfaction, ease of learning, engagement, and overall usability.