SafeAssign Originality Report

SOFTWARE DESIGN · Creating a Prototype User Interface and Usability Testing (20%)

Total Score: High risk 64 % WONG JOE SHEN -Submission UUID: c3ae9e36-0413-f664-e756-a0498167311f Total Number of Reports Highest Match Average Match Submitted on Average Word Count 2 100 % 64 % 11/18/22 659 08:24 PM GMT+8 Assignment Cover Page.docx Highest: Task 4.docx Attachment 1 100 %

Institutional database (1) 100%

Top so	urces (1)			
1	My paper			

Excluded sources (0)

My paper

INTI Interna	tional College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with
Coventry Univers	ity, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK
Coursework cove	er sheet
Section A - To be	completed by the student
Full Name: 1	Wong Joe Shen
CU Student ID Nเ	umber: 13459640
Semester: 1	
Session: August 2	2022
Lecturer: 1 Na	adhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)
Module Code and	d Title: 4067CEM Software Design
Assignment No. /	Title: 1 Continuous Assessment % of Module Mark: 50
1 Hand out D	ate: 6th September 2022 Due Date: Task 1: 1 30 September 2022, by 11.59pm. Task 2: 1 18 November 2022, by 11.59pm
Task 3: 1 4 No	ovember 2022, by 11.59pm. Task 4: ① 4 November 2022, by 11.59pm. Task 5: ① 4 November 2022, by 11.59pm.
Penalties: 1 N	lo late work will be accepted. If you are unable to submit coursework on time due
to extenuating ci	rcumstances, you may be eligible for an extension. Please consult the lecturer.
_	I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty ies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism
Signature(s):	
1 Section B - 1	To be completed by the module leader
Intended learning	g outcomes assessed by this work: 1. ① Understand and apply appropriate concepts, tools and techniques to each stage of the software
2. 1 Understa	nd and apply design patterns to software components in developing new software

Originality Report

3. 1 Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production

5. 1 Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical

standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation.

Marking scheme Max Mark

- 1. 1 User Story Mapping 20
- 2. 1 Setting up a GitHub

Repository 10

3. 1 Creating a Class diagram and

design pattern selection 30

4. 1 Creating a Prototype User

Interface and Usability Testing 20

5. 1 Discuss the ethical issue

related to the software 20

Total 100

Source Matches (22)

My paper	100
Student paper	Original source
INTI International College Penang School of Engineering and Technology 3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet Section A - To be completed by the student	INTI International College Penang School of Engineering and Technology 3+0 Bachelo of Science (Hons) in Computer Science, in collaboration with Coventry University, UK 3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK Coursework cover sheet Section A - To be completed by the student
Му рарег	100
Student paper	Original source
Wong Joe Shen CU Student ID Number:	Wong Joe Shen CU Student ID Number
① My paper	100
Student paper	Original source
Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title: 4067CEM Software Design	Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my) Module Code and Title 4067CEM Software Design
My paper	100
Student paper	Original source
Continuous Assessment % of Module Mark:	Continuous Assessment % of Module Mark
① My paper	100
Student paper	Original source
Hand out Date: 6th September 2022 Due Date:	Hand out Date 6th September 2022 Due Date
① My paper	100
Student paper	Original source
30 September 2022, by 11.59pm.	30 September 2022, by 11.59pm

(1) My paper	10
Student paper	Original source
18 November 2022, by 11.59pm	18 November 2022, by 11.59pm
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Student paper	Original source
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Student paper	Original source
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① My paper	10
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Student paper 4 November 2022, by 11.59pm.	Original source 4 November 2022, by 11.59pm
My paper	10
Student paper	Original source
No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.	No late work will be accepted If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension Please consult the lecturer
① My paper	10
Student paper	Original source
I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.	I/we the undersigned confirm that I/we have read and agree to abide by the Univers regulations on plagiarism and cheating and Faculty coursework policies and procedures I/we confirm that this piece of work is my/our own I/we consent to appropriate storage of our work for plagiarism checking
① My paper	10
Student paper	Original source
Section B - To be completed by the module leader Intended learning outcomes assessed by this work:	Section B - To be completed by the module leader Intended learning outcomes assessed by this work
① My paper	10
Student paper	Original source
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Understand and apply appropriate concepts, tools and techniques to each stage of the software development	software development
Understand and apply appropriate concepts, tools and techniques to each stage of the software development	
Understand and apply appropriate concepts, tools and techniques to each stage of the software development	Software development 10 Original source

My paper	1009
Student paper	Original source
Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production	Demonstrate an understanding of project planning and working to agreed deadlines, along with professional, interpersonal skills and effective communication required for software production
My paper	1009
Student paper	Original source
Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation. Marking scheme Max Mark	Demonstrate an awareness of, and ability to apply, social, professional, legal and ethical standards as documented in relevant laws and professional codes of conduct such as that of the Malaysian National Computer Confederation Marking scheme Max Mark
① My paper	1009
Student paper	Original source
User Story Mapping 20	User Story Mapping 20
① My paper	100°
Student paper	Original source
Setting up a GitHub	Setting up a GitHub
My paper	1009
Student paper	Original source
Creating a Class diagram and design pattern selection 30	Creating a Class diagram and design pattern selection 30
My paper	1009
Student paper	Original source
Creating a Prototype User Interface and Usability Testing 20	Creating a Prototype User Interface and Usability Testing 20
My paper	1009
Student paper	Original source
Discuss the ethical issue related to the software 20	Discuss the ethical issue related to the software 20

Attachment 2	28 %			Word Count: 944 Task 4.docx
Global database (2)				23 %
3 Student paper		2 Student paper		
Institutional database (1)				5 %
1 Student paper				
Top sources (3)				
3 Student paper		2 Student paper	① Student paper	
Excluded sources (0)				

Task 4: Creating a Prototype User Interface & Usability Testing

Prototype User Interface

Login Page & Registration Page

Profile Setup & 2-Step Verification

When the user successfully logs into the college buddy system for the first time, a pop-up window will appear to let users sign the agreement of the terms and conditions apply to use the college buddy system. After that, the users will be brought to the profile setup page to let them setup their profile properly. The users could pick an image as the user's profile picture, type out a bio to give a brief introduction about the user, select their date of birth by clicking the calendar icon and type out the user's hobbies so that other users could find someone with some common ground to begin with. After that, the user can link existing accounts from other platforms in case the user wants to share their social media to other users. After setting up the user's profile, a verification window will pop up to notify the user about enforcing the account's security. The users can setup these extra security measures at another time but it is not recommended. But if the user chooses to setup at this instance, the system will require the user to verify both the user's email address and phone number. The user can also setup a security question to further enforce their account, the system will only ask the security question if the user logs in from a new device. Some users might want to take their security to a whole new level and that's where the 2-factor authentication comes into play. If the user decides to enable this feature, the system will request the user to enter a 6-digit code every time they log into the system. The users can access the 6-digit code through any authenticator app from the Play Store or the App Store. Homepage

Moving on, the user will arrive at this designated homepage of the college buddy system. Starting from the top of the screen, the user can click on the bell icon to check if the user has received any notifications, the icon next to it is the profile icon where the user can edit their profile as the user sees fit. Then, there is a cog icon which is the settings of the college buddy system, the settings page will be displayed on the next page. There is a menu bar below the 3 icon which brings the user to each of their respective page when clicked, the home button in the menu bar will refresh the homepage when click. Then, there is the "Active Buddies" section where the users can view which of their buddies are online at the moment. Last but not least, there is a catalogue which will notify the user of updates made by the user's buddies. If the user encountered a bug or a problem with the college buddy system, the user could contact support from administrators for assistance

Settings

Search Section & Viewing Other User's Profile

Chat Section & Upload Section

For the grand finale, these 2 pages will be used the most by the users in order to communicate with the users' buddies which is the chat section and the upload section of the college buddy system. Starting with the chat section, the users can directly interact with the buddies the users made along the way by sending them messages or even share videos and images. This feature was the most requested feature based on the data collected from the users' responses. Along side the chat section, we have the upload section where the users can write the user's thoughts or post something to share with their buddies. The user can decide to share the post towards the public which means that all users of the college buddy system will be able to see in the user's feed or just share among the user's respective buddies. The 4 icons at the icon are the gallery icon, gif icon, poll icon and the share location icon.

Usability Testing Questions

This usability testing strives to collect responses from the users after that the users have taken their time to observe and interact with the college buddy system for a period of time. It is also crucial to know how the users feel about the college buddy system and how well does this system implement into the user's college social life.

For each of the questions below, the users will respond by circling the number that could best describe how the users feel about the college buddy system.

1 - Strongly Disagree 2 - Disagree 3 - Neutral 4 - Agree 5 - Strongly Agree

2 Strongly Disagree Disagree Neutral Agree Strongly Agree 1. I am satisfied with the app at its current state. 3 1 2 3 4 5 2. The app runs smoothly on my phone. \bigcirc 1 2 3 4 5 3. I encountered no bugs or technical issues while using the app. 3 1 2 3 4 5 4. This app has assisted me in improving my college social life. \bigcirc 1 2 3 4 5 5. I would recommend this app to a friend. 3 1 2 3 4 5 6. This app is user-friendly and easy to familiarise with. \bigcirc 1 2 3 4 5 7. Do you think this app has managed to fulfil its purpose? 3 1 2 3 4 5 8. Is the user interface well designed? \bigcirc 1 2 3 4 5 9. Are the settings available to the user sufficient? \bigcirc 1 2 3 4 5 10. Does this app needs more features to reach the expectations of a good app?

3 12345

1 Student paper		80
Student paper	Original source	
1 - Strongly Disagree 2 - Disagree 3 - Neutral 4 - Agree 5 - Strongly Agree	Sales Strongly Disagree Disagree Neutral Agree Strongly Agree 2 0 5 8 1	
Student paper		100
Student paper	Original source	
Strongly Disagree Disagree Neutral Agree Strongly Agree	· Strongly disagree · Disagree · Neutral · Agree · Strongly agree	
3 Student paper		100
Student paper	Original source	
12345	[1] [2] [3] [4] [5]	
3 Student paper		100
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12345	[1] [2] [3] [4] [5]	
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