Course Project: Farmer Market Vendor App
Step 4

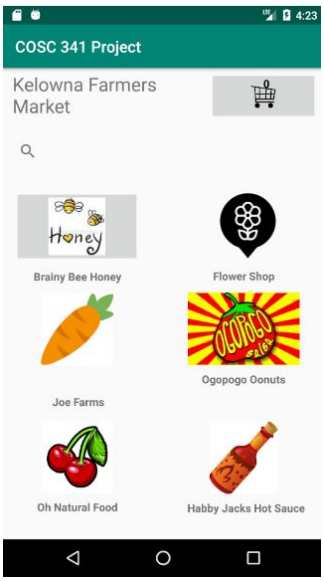
COSC 341- Human Computer Interaction
Professor: Dr. Mohammad Khalad Hasan
November, 2018

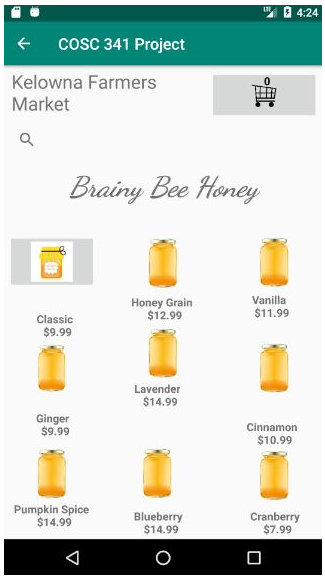
Ali-Meysam Mohebbi
Emmanuel Werimegbe
Jeena Khaira
Rohan Chauhan

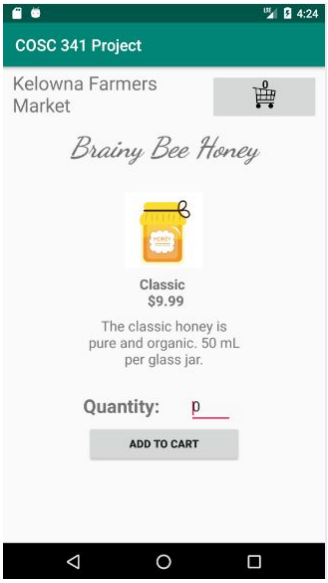
Description

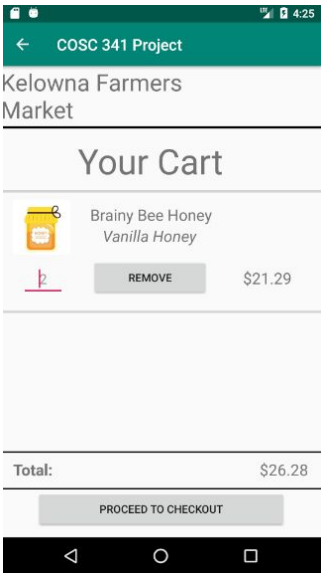
The three major components of our system include that a user is able to browse by category, add multiple items to their cart and be able to place an order successfully. In addition, two bonus components of our system include being able to select a payment method and being able to select a shipping method for each order. There are a few justifications for the tasks from the final paper prototype. We are not including the search by product option as we believe that the browse by category option is more efficient for a Farmers Market Vendor App.

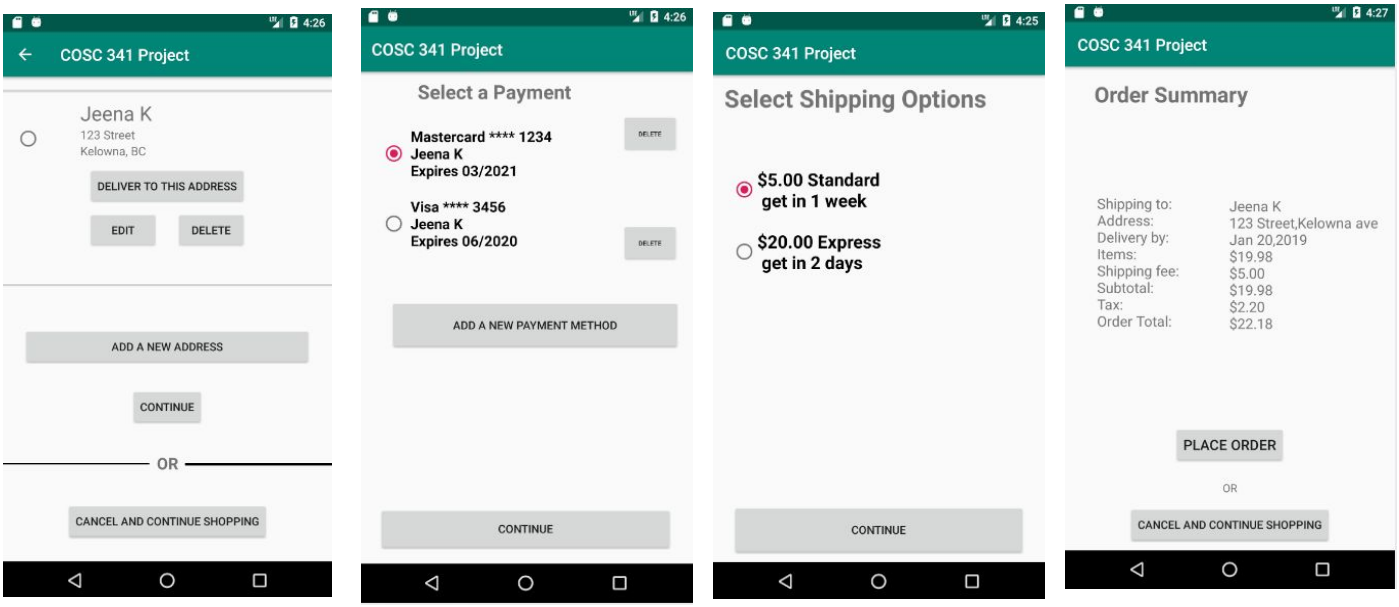
The Farmers Market Vendor Application that we created follows the design principles needed. For visibility, our prototype keeps users informed about what is going on in reasonable time with popups. For feedback, our prototype gives feedback when buttons are pressed. The screenshots below go forward to the next as buttons are pressed. For constraints, the screenshots show the quantity (number only) constraints as well as for the radio buttons. For consistency, out prototype is consistent in design, wording, situations and actions. For affordances, the screenshots show how the different buttons (radio or regular) match and are user friendly. For simplicity, our overall prototype is simple and easy to learn. For matching, out protype speaks the users language, and follow real-world conventions.











Video Link:

https://www.youtube.com/watch?v=-zP6Q8SxGYw&feature=youtu.be

Heuristic Evaluations on separate page.

Summary

The 3 users came up with 4 issues for from the heuristic evaluations they performed on the digital prototype. The heuristics violated include user control and freedom, aesthetic and minimalist design, and flexibility and efficiency of use. All of the issues were either minor or cosmetic since the severity of these issues were rated to be either a 1 or 2.

The issues identified by the first user were that one was unable to undo after add to cart had been pressed and that there are more buttons then

needed. The second user suggested that the shopping process had been removed after choosing cancel and continue shopping. The third user noted that the quantity of the cart does not update correctly.

The users made recommendations to fix the issues. The first user suggested to create a pop-up that allows one to undo actions like adding an item to the cart. They also recommended to get rid of “deliver to this address” button. The second user suggested to allow cart items to be preserved upon selecting cancel and continue shopping. The third user recommended to update the cart’s value upon adding or removing items from the cart.

Report

Since the severity of the issues are all minor/cosmetic, the report is sorted in terms of each heuristic. Also, we would like to take into consideration each user’s recommendation and this presentation will best represent it.

1. User Control and Freedom

The issues reported for this heuristic were that one was unable to undo after they click “add to cart” had been pressed. This had a minor severity. The user recommended to fix this by creating a pop-up that allows one to unto the action.

In another iteration, once a user has clicked “add to cart” we would add a pop-up says says “Do you want to add this to your cart?” with buttons that say “Yes, add to cart” or “Cancel”. Since a user may click this button by mistake, this pop up will allow the user to easily reverse there action without having to go to the cart to take the items out the cart. This will also confirm that the item has been placed into the cart.

2. Aesthetic and minimalist design

The issue reported for this heuristic is that there are more buttons than needed. This has a cosmetic severity. The user recommended to fix this by getting rid of deliver to this address button.

In another iteration, we should only have a minimal amount of buttons. Only have the buttons that are needed and are actually being used by the user. This should be tested and improved upon to have optimal functionality for each button.

Another issue reported for this heuristic was the that quantity at the top of the cart does not update correctly. This one has a minor severity. The recommendation from the user was to update the cart's value upon adding or removing the items from the cart.

In another iteration, this would be fixed by debugging the code. The cart should update and not reset until either a purchase has been made or the app is reopened. While a customer is shopping and their items are being added to the cart, the top cart icon should be updated to the number of items in the cart. This will be in the apart of the code where something is added to the cart and as well as when something(s) are removed.

3. Flexibility and efficiency of use

The issue reported for this heuristic states that the shopping progress is removed upon choosing cancel and continue shopping. The severity of this issue is minor. The user recommend to allow cart items to be preserved upon selecting cancel and continue shopping.

This is a coding error and for another iteration should be fixed. This bug causes the "cancel and continue shopping" button to "finish" and start the shopping all over again rather then going one step back to continue shopping. This should have been tested and fixed.

Video 2 Link: Post Evaluation Video (Bonus):

https://youtu.be/7MY6pjBUeZg