Software Engineering Group 09 Project
User Interface Specification

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1. INTRODUCTION

This document will help identify our target audience and their use cases and ensure that we keep their needs in mind as we design our system.

1.1 Purpose of this Document

This document is to outline the use cases of our system, as well as identify our typical users.

1.2 Scope

This document aims to describe the specifications of our user interface and provide a list of the main use cases of our system.

1.3 Objectives

The main objective is to provide a well refined set of specifications for the user interface.

2. BODY OF DOCUMENT

2.1 Typical Users

We have two different types of user. The first is the admin/list editor. This person will be educated in how the system works and will have access to our web application to be able to perform maintenance on the program wherever necessary.

A typical admin could be:

Rodger has collected a list of pubs in his town and wants to add them to the system. He opens up the java program and selects to add a new list, he then enters the name of his town, and then adds in the pub's details one by one, selecting their location on an interactive map and also uploading a photo of each pub, viewing it after uploading it to make sure it uploaded correctly. A week later Rodger discovers a new pub and loads up the java application to add it to his list. He selects his location from the list of locations and then selects the "Add pub" button, entering in the pubs details as he did before. Should Rodger make a mistake he will be able to select the pub from the list of pubs for his location, and edit that pubs details, correcting any mistakes he may have made.

The other user will be the customers, who will download and use the mobile app.

Dave is 19, and a student at Aberystwyth University. After a long day studying Dave may load up the application on his phone and create a custom pub crawl. Dave decides he wants to try some craft beers, so he filters the list of pubs to only pubs serving craft beer. He selects the pubs he is interested in, and the time he will get to each one. He will then follow the directions to the first venue. As the night goes on Dave may become gradually more intoxicated, finding smaller buttons difficult to press.

Another typical user for the mobile app is Karen. Karen has 2 dogs and struggles to find a pub that allows dogs and also has a jukebox. She uses the mobile app to filter pubs in her area by the two characteristics "Dog friendly" and "Jukebox", she then looks through the descriptions and pictures of all the pubs that are remaining and chooses one to spend the night at.

Finally, a group of students from Bangor snow visit Aberystwyth for a night out. However, they don't know the local area, or any of the good pubs, and decide to download and use our application as a guide, looking through a list of all the pubs in Aberystwyth, choosing pubs that interest them, and then following the directions provided until they arrive at the location.

2.2 Use cases

Use cases for the Administrator:

1. View start screen
2. Start a new pub list
3. Edit a current pub list
4. Add the name of a town for the new pub list
5. Add a pub the current list, (Needs a name, description, GPS Location, one or more photos, a list of attributes)
6. Editing the details of an existing pub
7. Deleting a pub
8. Save the edited pub list, or discard the changes

For use case 1 the user will simply need to load up the java application and they will be presented with a home screen containing a list with all of the current locations, and an additional option "Add Town"

For use case 2 the user will simply have to select "Add Town" from the list of locations on the home screen and will then be prompted to enter the towns name, after which they will be asked to enter the information of the pubs in that town.

For use case 3 the user will simply have to select the name of the location they wish to edit from the list of locations on the home screen.

For use case 4 the user will be prompted to enter the name of the town after selecting the "Add Town" (see use case 2). If this option is left blank, or contains invalid characters (0-9 and symbols such as #![etc) the user will be prompted on what needs to be changed.

For use case 5 the user will need to press the "Add Pub" button after they have selected a location to edit. They will then have to enter the pubs name, description, GPS Location, one or more photos and tick which attributes they want the pub to have. The user will automatically be given the option of adding pubs after creating a new list. When adding photos, the user will be able to view each of the photos they have currently uploaded.

For use case 6 the user will need to select the pub they wish to edit from the list of pubs displayed on a location's information page. After this they will be bought to a page similar to the add pubs page, except all of the text boxes will be populated with the selected pubs information, which the user can then modify

For use case 7 the user will press the "Delete Pub" button after selecting a pub from the list of pubs on a location's information page. A warning box will pop-up asking the user to confirm that they want to delete the pub as it is an irreversible action.

For use case 8 the user must select the "Save changes" button after editing a pubs details (see use case 6) for any changes to be kept and may choose to exit with the "Back to menu" button to discard the changes they have made.

Use cases for Mobile App users:

1. Creating a specific pub crawl list that can be filtered or unfiltered using nearby pubs and set times against each one.
2. Create a randomised pub crawl list that can be filtered or unfiltered using nearby pubs and set times against each one.
3. Checking a tick box to confirm they have visited a pub
4. View the congratulatory screen at the end of the pub crawl
5. Selecting a pub to view it in detail, viewing its pictures, a review, and a location on the local map, as well as all other information

For use case 1, the user will need to load the app and choose the town that they are in, they will then be taken to a page where they can decide to make a random pub tour list or their own pub tour list, from this they select make their own list. This moves them onto the characteristics page, this page allows the user to decide whether they want to filter the list of pubs to have specific characteristics that are to their liking or just skip this entirely and move on to just making a pub list. Once they have decided what to do on this screen they will be taken to a new screen where either unfiltered or filtered list of all the pubs nearby from which they can select what pubs they want to go to. Once they've selected their list of pubs, they can choose a specific time frame of how long they spend at each pub and when they have to arrive at the next pub. This use case came from looking at a pub-crawling app which has been reference here [1].

For use case 2, the user will load up the pub tour app and choose the town that they are in, this will then take them to a new page where they can decide whether they want to have a randomised list made for them or to create their own pub tour list. From this page the user chooses the randomised list which then takes them to a characteristics page which allows them to choose specific filters so that the randomised list is based around what they like when going to a pub. Once selecting said characteristics the users is then taken straight to pub tour page which has the randomly chosen list which they follow.

For use case 3, the user will change to the list of pubs that was created and scroll to the pub that they have been to and press the tick box next to the pubs name. This will confirm that the user has visited the pub on the list which will cause the app to transition to the next pub on the list and give directions. This use case came from the looking at a pub-crawling app [1]

For use case 4, the user will press the tick box on the last pub that they have been to. Once this has happened the app will have a pop up appear as the congratulatory screen saying that the user has finished the pub crawl.

For use case 5, the user will go to the pub list screen and tap a specific pub from the list. This will take you to a pub description screen for said pub and will give the user information on the pub, such as the description of it and the characteristics that the pub may have. This use case came from looking at the Wetherspoons app [3]

2.3 Error conditions

Our system needs to consider many forms of errors. For example, if a user tries to add a new pub without entering the name of the pub a prompt will need to be displayed alerting the user that a pub must have a name. I have tried to address a number of these issues in the notes of our UI design document.

A good method of reducing the number of errors that we should consider is preventing certain inputs from being accepted, for example the user should not be able to upload text files when choosing a photo, and we could even disable certain buttons on the UI if the function they provide is not appropriate, for example creating a pub crawl if one has already been created.

It is also important to let the user know why what they have attempted to do did not work, as otherwise they could face the frustration of pressing a button and wondering why nothing is happening.

REFERENCES

SE.QA.04 - User Interface Standards – Aberystwyth Blackboard

Microsoft Office template – Aberystwyth Blackboard

Barathon App - https://play.google.com/store/apps/details?id=com.bzilaji.barathon&hl=en_GB

Beer Crawler App - https://play.google.com/store/apps/details?id=com.barkside.beercrawler

Wetherspoons App - https://play.google.com/store/apps/details?id=com.wetherspoon.orderandpay&hl=en_GB

DOCUMENT HISTORY

Version	CCF No.	Date	Changes made to document	Changed by
1.0	N/A	24/02/2019	N/A - original version	BEW46
1.1		26/02/2019	Added a new reference to the document also changed a couple sentences to be little more grammatically correct.	BEJ31
1.2	N/A	05/03/2019	Added extra typical users and a lot more detail for all of the administrator use cases.	BEW46
1.3	N/A	06/05/2019	Added extra use case detail for the mobile system.	BEJ31