Software Engineering Group Project

User Interface Specification

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| Author: | Ben Weatherley |
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Department of Computer Science

Aberystwyth University

Aberystwyth

Ceredigion

SY23 3DB

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# Introduction

Clear, consistently followed, document standards are essential in software engineering.

# Purpose of this Document

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

## Scope

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

## Objectives

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

# BODY OF DOCUMENT

## 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 access our web application to perform maintenance on the program.

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.

## Use cases

Use cases for the Administrator:

* Potentially Logging In (depending on how much security we feel is needed) or a start screen
* Start a new pub list
* Edit a current pub list
* Add the name of a town for the new pub list
* Add a pub the current list, (Needs a name, description, GPS Location, one or more photos, a list of attributes)
* Editing the details of an existing pub
* Deleting a pub
* Save the edited pub list, or discard the changes

Use cases for Mobile App users:

* Creating a specific pub crawl using nearby pubs and set times against each one
* Creating a specific pub crawl using a filtered list of pubs and set times against each one
* Creating a pub crawl randomly using nearby pubs
* Creating a pub crawl randomly from a filtered list of nearby pubs
* Checking a tick box to confirm they have visited a pub
* View the congratulatory screen at the end of the pub crawl
* 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

REFERENCES

DOCUMENT HISTORY

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