COMSATS University Islamabad, Abbottabad Campus

Department of Computer Science

Assignment 1
Topic: Design Principles

Submitted By:

Abdullah Khan (SP20-BSE-042)

Syed Muhammad Saqib (SP20-BSE-050)

Shameer Mukhtar (SP20-BSE-076)

Introduction

In today's busy world, companies want to make life easier for their employees. One way is to create a simple and user-friendly interface for ordering lunch. This saves time and helps people focus on work. Our report will examine a Lunch Ordering Interface for a company with many different types of users. We'll use five design principles to make the interface easy to use for everyone. These principles are: visibility, feedback, constraints, consistency, and affordance.

Visibility means making sure users can see and understand their options. Our interface has a clear navigation bar, and the order form and history are easy to find.

Feedback means the system responds to user actions. We have clear error messages and confirmation messages to let users know their orders were successful.

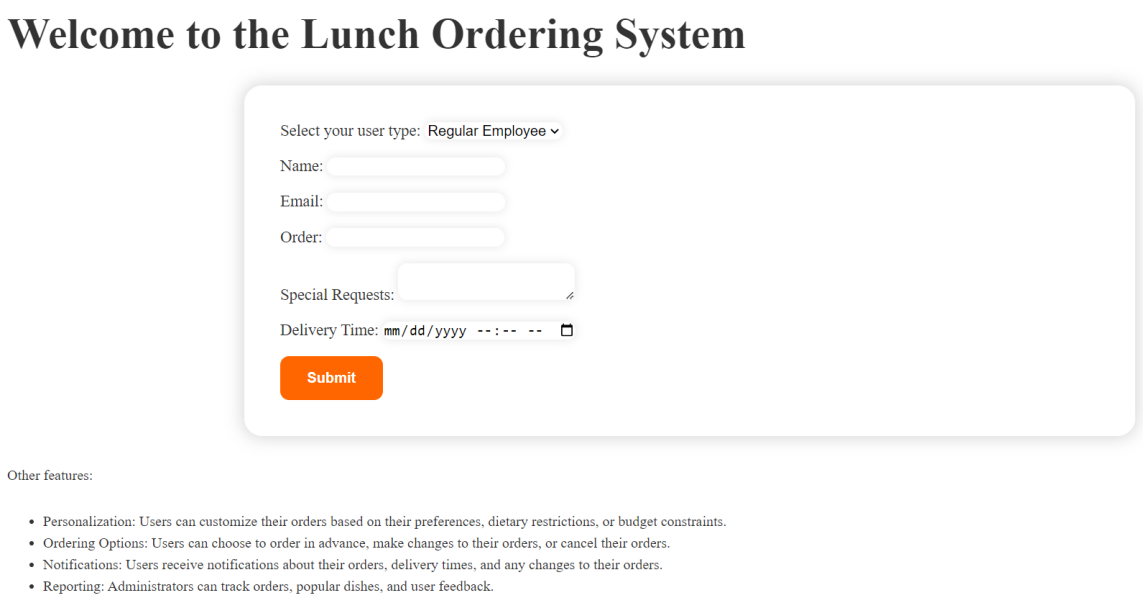
Constraints means setting rules to prevent user errors. Our interface has limits on inputs and requires all fields to be filled out in the order form.

Consistency means using the same design elements throughout the interface. We use the same font and color scheme and present the order history in a consistent format.

Affordance means using visual cues to suggest how things can be used. Our buttons and form fields look clickable, and the table format of the order history suggests that users can click on individual rows to see more details.

By following these principles, we've created an intuitive and effective Lunch Ordering Interface for everyone.

ScreenShot



The code above is following the specified design principles in the following ways:

1. **Visibility:** The form elements are clearly visible and labeled, and the user is informed about the types of users that can access the system. The use of colors and font sizes also enhances the visibility of the form elements and improves the overall readability of the interface.
2. **Feedback:** The interface provides feedback to the user in several ways, such as displaying error messages when the user enters invalid data, sending notifications about order status, and displaying a confirmation message when the user successfully submits an order.
3. **Constraints:** The interface imposes constraints on the user to ensure that the data entered is valid and that the user does not exceed any limits such as budget constraints or ordering deadlines. For example, the interface limits the user to a specific date and time for delivery, and it may limit the number of items that the user can order based on budget constraints.
4. **Consistency:** The interface maintains consistency in terms of design, layout, and functionality across all user types. For example, the labels and input fields are consistent in terms of style and position, and the order submission process is consistent for all users.
5. **Affordance:** The interface provides clear affordances that indicate the possible actions that the user can take, such as the submit button, the dropdown menu for selecting the user type, and the text boxes for entering order details. These affordances help the user understand how to interact with the interface and what actions are possible.

GitHub Link

https://github.com/SP20BSE050/HCI_Assign_1.git