Scenarios For The HEIS

**Abstract Components Keys**

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| **Key Symbols** | **Explanation** | **Example** |
|  | Actions: allows executions of actions/operations. | Buttons, go to next page. |
|  | Container: contains and presents information. | Message box, pop-up box, previously purchased meals. |
|  | Combination of the actions and container symbol, to form an actionable container. | Input boxes, resizable images, confirmation boxes. |
| ! | Notification: To make the user aware of their action. | Confirmation dialogue box, error message dialogue box. |
|  | Toggle options. | Radio buttons, check boxes. |
|  | Collection: a collection of items or list in a container. | Drop down menu, list of items. |
|  | Element: a single element containing information about the topic. | A summary of ingredients in a meal. |
|  | Start an action. | Begin processing of the items for purchase, load previously saved data. |
|  | Input of information. | A text field to insert information, enter the quantity of items. |
|  | Collection of items which are selectable. | Meals to purchase, recipes to print, and ingredients to add to the calorie counter. |

**Scenario 1**

**User**: A university student on a diet wanting to lose weight by decreasing his current calorie goal of 1100 to 900.

I have been on a diet for some time now which is why I want to use the system to purchase a meal that is below my current calorie goal so that I could get the most out of my diet.

**Goal**: To purchase a meal that is within the calorie limit of 900.

**Content**: 12:45PM in the OneZone at UWE.

**User Intentions:**

* Locate the kiosk in the OneZone.
* Login into the system by swiping the student card on the card reader.
* Click on the button to take me to the settings page to change my calorie limit.
* Edit the current calorie limit which I have, and set the new one to 900.
* Go to the homepage.
* Click on the button to search for meals.
* Look through the list of meals that are displayed, and which are within the calorie limit I had set.
* Select a meal.
* View the view the calorie contained within the limit.
* Click on the ‘Add To Basket’ button.
* View the total price of the meal I have purchased.
* Click the purchase button.
* Log out of the system.

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| **User Intentions** | **System Responsibility** | **Abstract Component** |
| Locate the kiosk in the OneZone. |  |  |
|  | The screen of the system will present a splash screen to the user, indicating to them that it is available for use. | Splash screen to notify the user that the system is ready for use. |
| Login to the system by swiping the student card on the card reader. |  |  |
|  | Prompt the user to login before using the system. Display a spinner icon when processing the login. | Message telling the user to swipe their cards to login.  Spinner icon giving feedback to the user that their login attempt is being processed.  ! |
| Click on the button to take me to the settings page to change my calorie limit. |  |  |
|  | The user is presented with a menu of buttons, one of which will allow them to enter the settings page. | List of buttons for the user to click on. |
| Edit the current calorie limit which I have, and set the new one to 900. |  |  |
|  | The user is presented with the current calorie limit that they have set. A button is also presented to allow them to edit that limit. | Button to allow the user to the calorie limit |
| Go to the homepage |  |  |
|  | A home button should be made available to the user at all times to allow them to go to the homepage. | The Home button to take the user to the main menu. |
| Click on the button to search for meals |  |  |
|  | Display a button to allow the user to take them to the menu to search for meals to purchase. | Button to take the user to a page which lists the meals to purchase |
| Look through the list of meals that are displayed, and which are within the calorie limit I had set. |  |  |
|  | Offer the user a list of meals. Notify the user that the all the meals displayed are within their set calories limit. | A message to tell the user that the all the meals displayed are within their set calories limit. |
| Select a meal. |  |  |
|  | The user is able to click on the meal that they have chosen. | The user is able to click on the meal displayed. |
| View the ingredients and price of the meal. |  |  |
|  | The system displays an overlay screen containing detailed information about the meal that the user has selected. The information includes: ingredient, price, and add to favourites, and allergenic ingredients. | A screen showing detailed information about the selected meal by the user. |
| Click on the ‘Add To Basket’ button. |  |  |
|  | The user is able to click on the ‘Add to basket’ button from the current screen to add the selected meal to their basket. | ‘Add to basket button’. |
| View the total price of the meal I have purchased and the total calories of the meals combined. |  |  |
|  | The user is able to click on the checkout button from the screen that displayed the list of meals. | ‘Checkout’ button. |
|  | The user is directed to a screen that shows all the meals that they have in the basket. It also shows each individual meal’s costs, and the total cost of all the meals in the basket. | List of meals that the user has purchased, and the information about their costs, and the total cost of the meals. |
| Click the purchase button. |  |  |
|  | The system displays the purchase button for the user to click on the purchase the selected meals. | The ‘Purchase’ button. |
|  | A screen will pop-up to get the final confirmation from the user of purchasing the item. | Confirmation screen for the user to make their purchase final.  ! |
| Acquire token to be given to the cafeteria in exchange for the specific cooked meal. |  |  |
|  | The system displays a message indicating to the user to retrieve a token dispensed underneath the screen. | Message to tell the user to retrieve the token dispensed at the underneath the screen.  ! |
| Log out of the system. |  |  |
|  | The user presses the log off button located on the top navigation bar. | The ‘Logoff’ button. |

**Scenario 2**

**User**: A university student who is in a rush to purchase a meal which will sustain them through to the evening. They liked the meal which they purchased last time; however they do not remember the name of the meal.

I am in a rush to get to a group meeting, however before I go I would like to purchase a meal that I had the last time I used the system. I am also unable to remember the name of it.

**Goal**: Find out which meal the user purchased the last time they used the system, and purchase that meal.

**Context**: The OneZone refectory at 12:30PM in UWE.

**User Intentions:**

* Locate the kiosk which houses the HEIS.
* Login into the system by swiping the student card against a card reader.
* Click a button from the homepage to view your past purchases.
* Find the relevant pass purchase and click on it.
* View the meal information and then click on the meal.
* Click on the Add To Basket button to add the meal which is displayed to my basket.
* View the basket and its content.
* Purchase the meal.
* Acquire token to be given to the cafeteria in exchange for the specific cooked meal.
* Log out of the system.

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| **User Intentions** | **System Responsibilities** |  |
| Locate the kiosk which houses the HEIS. |  |  |
|  | The screen of the system will present a splash screen to the user, indicating to them that it is available for use. | Splash screen to notify the user that the system is ready for use. |
| Login into the system by swiping the student card against a card reader. |  |  |
|  | Prompt the user to login before using the system. Display a spinner icon when processing the login. | Message telling the user to swipe their cards to login.  !  Spinner icon giving feedback to the user that their login attempt is being processed. |
| Click a button from the homepage to view your past purchases. |  |  |
|  | The user is presented with a selection of buttons to enable them to carry out the different tasks with system. | List of buttons for the user to click on. |
| Find the relevant pass purchase and click on it |  |  |
|  | The user is presented with a list of past purchases that they have made. | The past purchase buttons. |
| View the meal information and then click on the meal. |  |  |
|  | The system displays to the user the meal information of the past purchase that they have made | The meal information of the past purchase the user has made. |
| Click on the Add To Basket button to add the meal which is displayed to my basket. |  |  |
|  | A button is presented which allows the user to add the meal to their basket. | Button to enable the user to add the meal to their basket. |
| View the basket and its content. |  |  |
|  | The user is directed to a screen that shows all the meals that they have in the basket. It also shows each individual meal’s costs, and the total cost of all the meals in the basket. | List of meals that the user has purchased, and the information about their costs, and the total cost of the meals. |
| Purchase the meal. |  |  |
|  | The system displays the purchase button for the user to click on the purchase the meal in the basket. | The ‘Purchase’ button. |
|  | A screen will pop-up to get the final confirmation from the user of purchasing the item. | Confirmation screen for the user to make their purchase final.  ! |
| Acquire token to be given to the cafeteria in exchange for the specific cooked meal. |  |  |
|  | The system displays a message indicating to the user to retrieve a token dispensed underneath the screen. | Message to tell the user to retrieve the token dispensed at the underneath the screen.  ! |
| Log out of the system. |  |  |
|  | The user presses the log off button located on the top navigation bar. | The ‘Logoff’ button. |

**Scenario 3**

**User**: A university student who would like to purchase a meal. However they only have £1 in their account, and the meal costs £3.40.

I was in a rush the last time I used the system, which is why I forgot to add more money into my account. I would now like to purchase a meal for my lunch.

**Goal**: To add money into the user’s account and to purchase a meal.

**Context**: The OneZone refectory at 12:30PM.

**User** **Intentions:**

* Locate the kiosk which houses the HEIS.
* Login into the system by swiping the student card against a card reader.
* Click a button on the homepage to top-up their credits.
* Insert money into the system via a coin feeder.
* Go to homepage.
* Select a meal from the list presented.
* View the price of the meal.
* Add the meal to the basket.
* View the total price of all the meals selected.
* Purchase the meal selected.
* Logout of the system.

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| **User Intentions** | **System Responsibilities** |  |
| Locate the kiosk which houses the HEIS. |  |  |
|  | The screen of the system will present a splash screen to the user, indicating to them that it is available for use. | Splash screen to notify the user that the system is ready for use. |
| Login into the system by swiping the student card against a card reader. |  |  |
|  | Prompt the user to login before using the system. Display a spinner icon when processing the login. | Message telling the user to swipe their cards to login.  !  Spinner icon giving feedback to the user that their login attempt is being processed. |
| Click a button on the homepage to top-up their credits. |  |  |
|  | The system displays the homepage from which the user is able to click on the ‘Top-up’ button. | ‘Top-up’ button. |
| Insert money into the system via a coin feeder. |  |  |
|  | The user is prompted to insert money into the coin feeder. | Message to prompt the user to inseret coins into the machine. |
| Go to homepage. |  |  |
|  | The user is presented with a button which will take them back to the homepage. | The button to take the user back to the homepage. |
| Click on the button to go to the screen to purchase meals. |  |  |
|  | The user is able to click on one of the buttons presented from the homepage to go to a screen to purchase a meal. | Button to take the user to the screen to purchase meals. |
| View the list of meals available for the user, and the prices for those meals. |  |  |
|  | The system presents a list of meals to the user which displays the name of the meal and an image of the prepared dish. The price of the meal is also displayed underneath the meal’s image. | The list of meals for the user to select. |
| Select a meal from the list presented. |  |  |
|  | The system allows the user to click on the meals displayed to select that meal. | List of meals for the user to click on. |
| View the cost used of the meal. |  |  |
|  | The system displays an overlay screen containing the cost of the meal that the user has selected. The information includes: ingredient, price, recommended by, and add to favourites. | A screen showing detailed information about the selected meal by the user. |
| Add the meal to the basket. |  |  |
|  | The user is able to click on the ‘Add to basket’ button from the current screen to add the selected meal to their basket. | ‘Add to basket button’. |
| View the total price of all the meals selected. |  |  |
|  | The user is able to click on the checkout button from the screen that displayed the list of meals. | ‘Checkout’ button. |
|  | The user is directed to a screen which shows all the meals that they have selected, each of their costs, and the total cost of all the meals in the basket. | List of meals that the user has purchased, and the information about their costs, and the total cost of the meals. |
| Purchase all the meal selected. |  |  |
|  | The system displays the purchase button for the user to click on the purchase the selected meals. | The ‘Purchase’ button. |
|  | A screen will pop-up to get the final confirmation from the user of purchasing the item. | Confirmation screen for the user to make their purchase final.  ! |
| Logout of the system. |  |  |
|  | The user presses the log off button located on the top navigation bar. | ‘Logoff’ button. |