

Laboratory N5

“User-interface prototype”

Subject: Basics of Software engineering

Student: Sergei Vorobev
Data: 09.05.2020

Task list

Task 1 (2 points). Draw a wireframe consistent with the main page of Facebook or www.pwr.edu.pl

Task 2 (3 points). Define a navigation map and interface prototypes (wireframes) for a tic-tac-toe game (one user players with computer). Assume, except the main window with a game, there is also a splash screen and finish screen (e.g. game over, computer won).

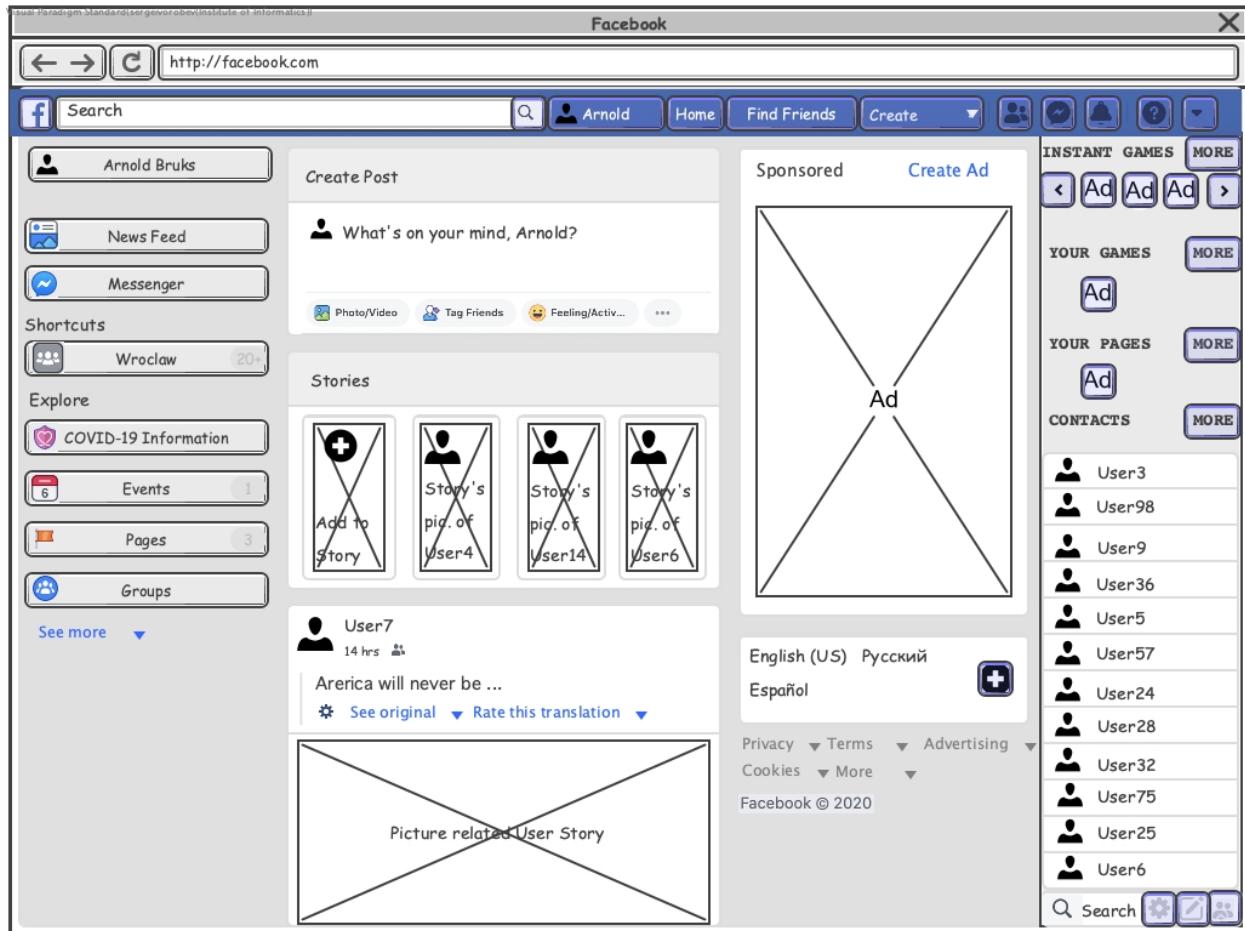
Suggested changes: more than one player, player registering, ranking.

Task 3 (5 points). Define a navigation map and interface prototypes (wireframes) for a buying tickets feature (2.6. Examples of user stories and acceptance criteria).

Solutions

Task 1.

Interface prototypes (wireframes) for home page of facebook's user



File attachment “Facebook wireframe.vpp”

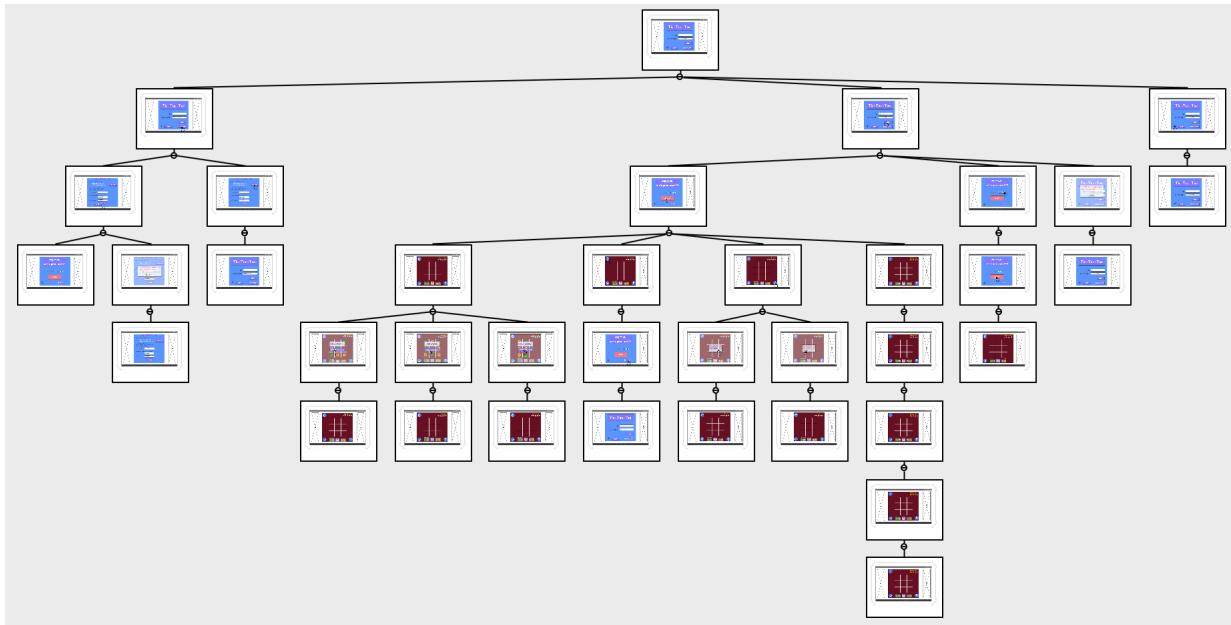
Task 2.

a.) Wireframes of Tic-Tac-Toe game.

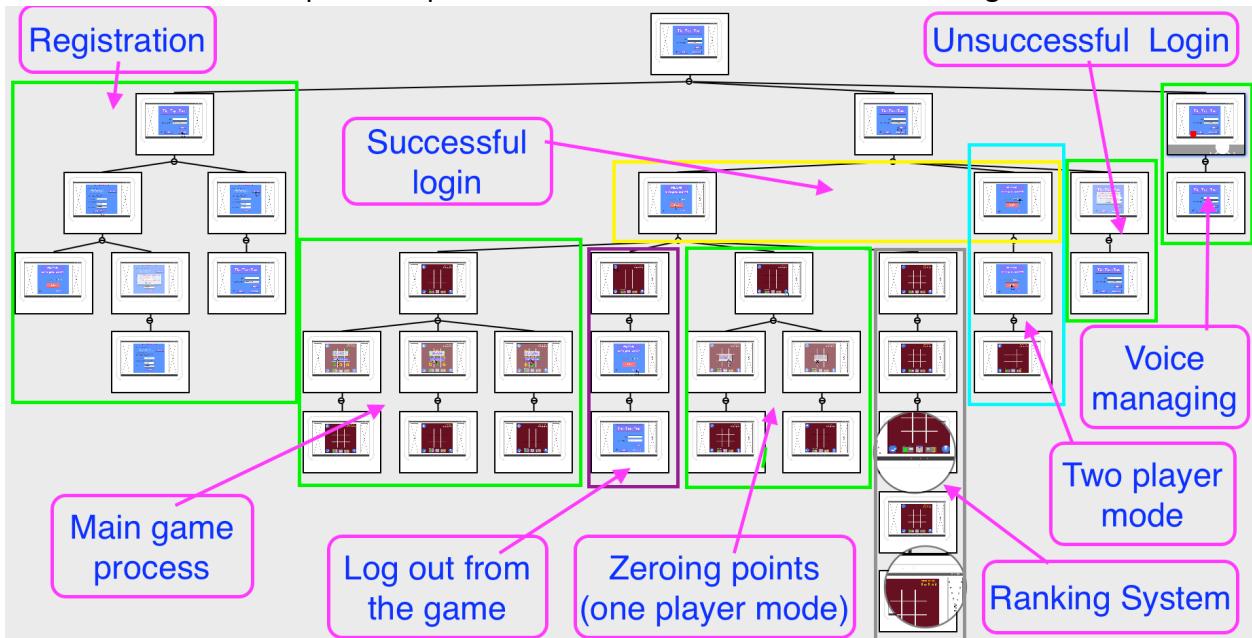
In presented below pictures all wireframes are visually detailed and include next options: login; log out, registration; one and two players mode; ranking; zeroing points in one player mode; volume managing and main game process.

Detailed project are presented in the file attachment “Tic-tac-toe.2.0.vpp” in.

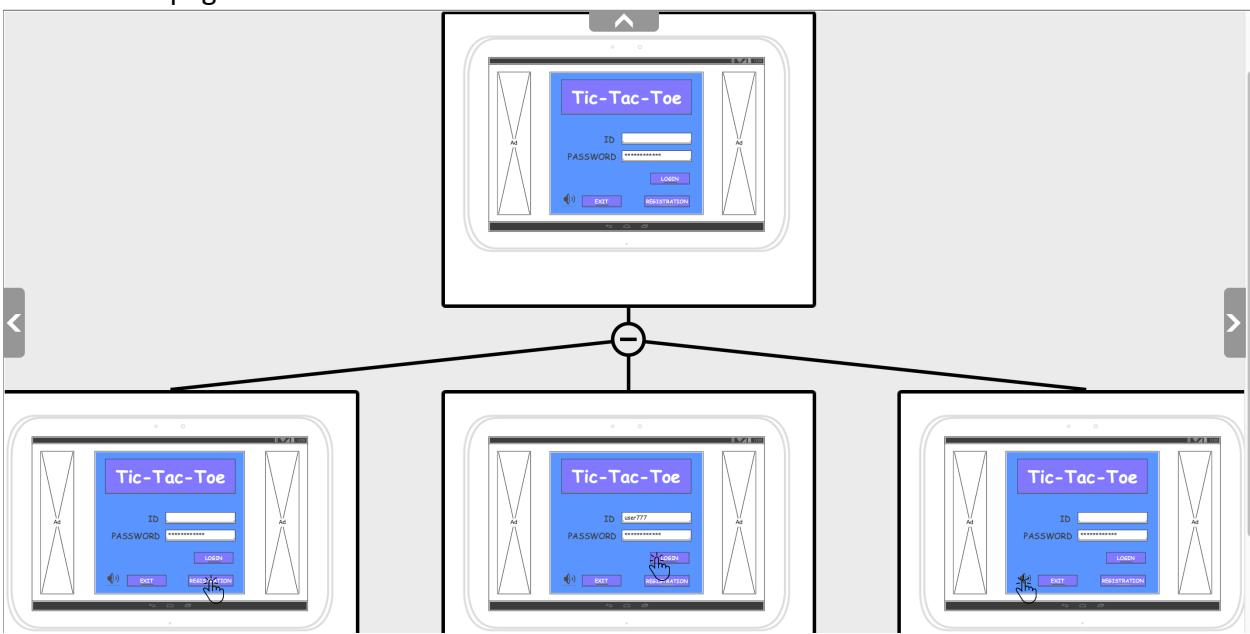
Whole wireframe schema of Tic-Tac-toe game



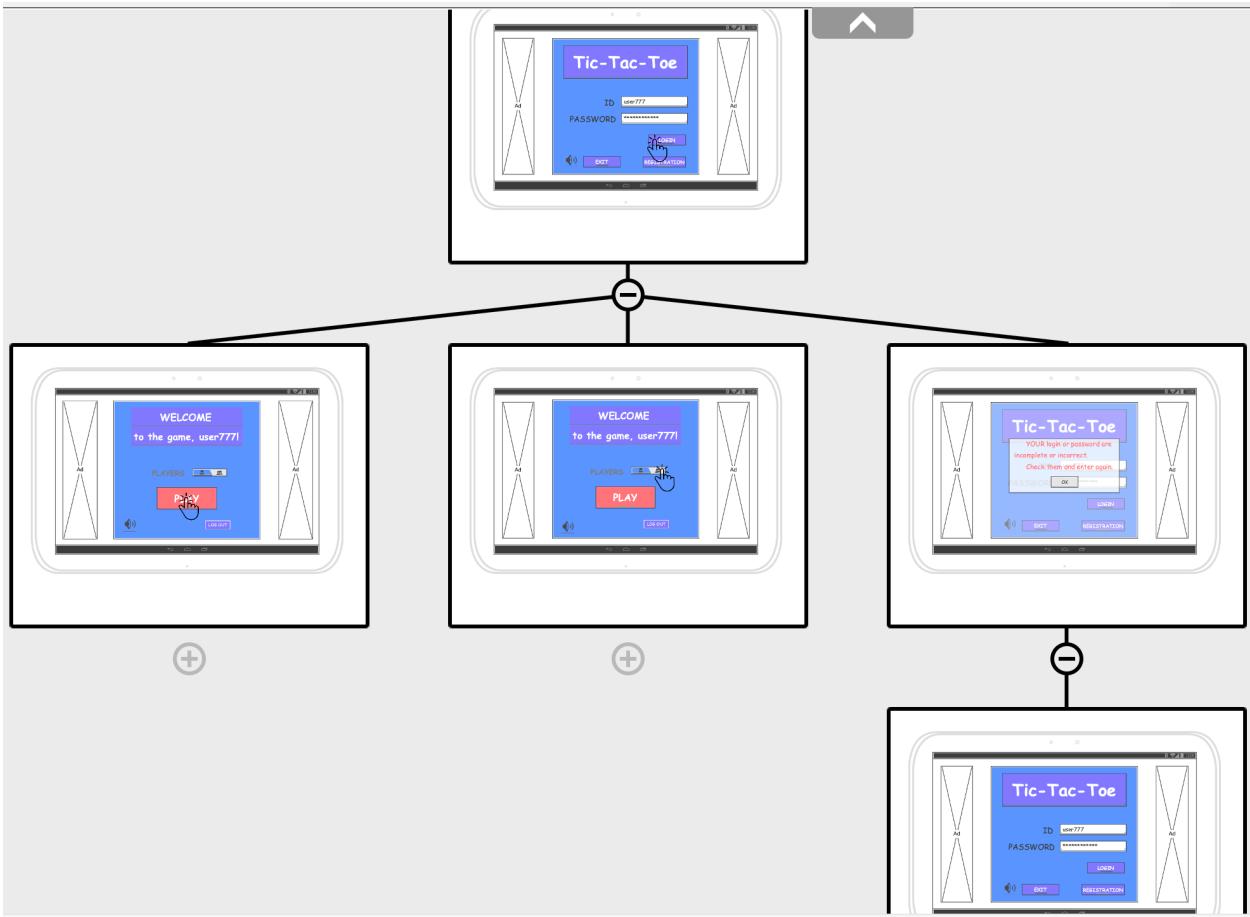
Processes and options implemented in the wireframe of Tic-Tac-toe game



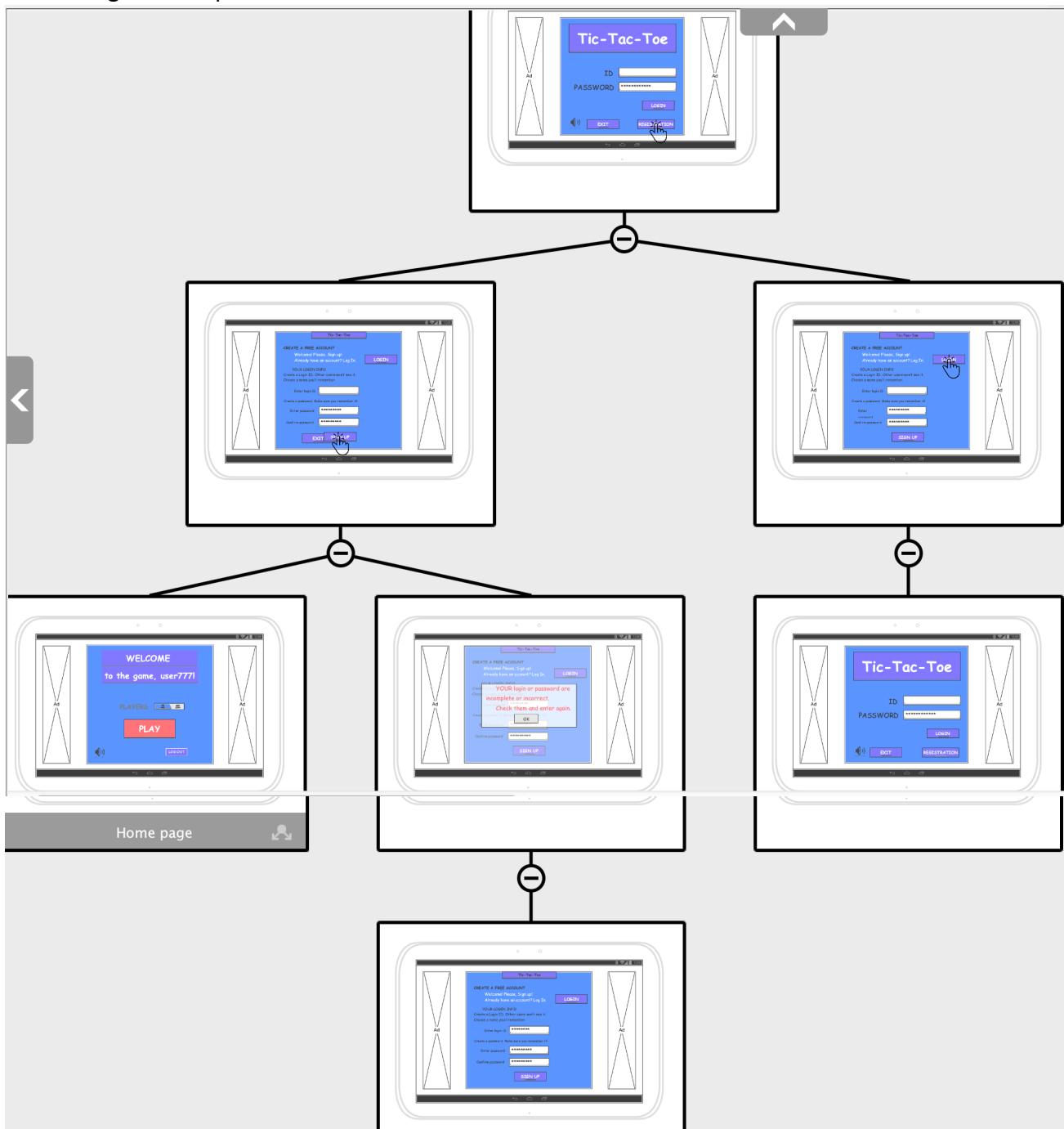
Main page



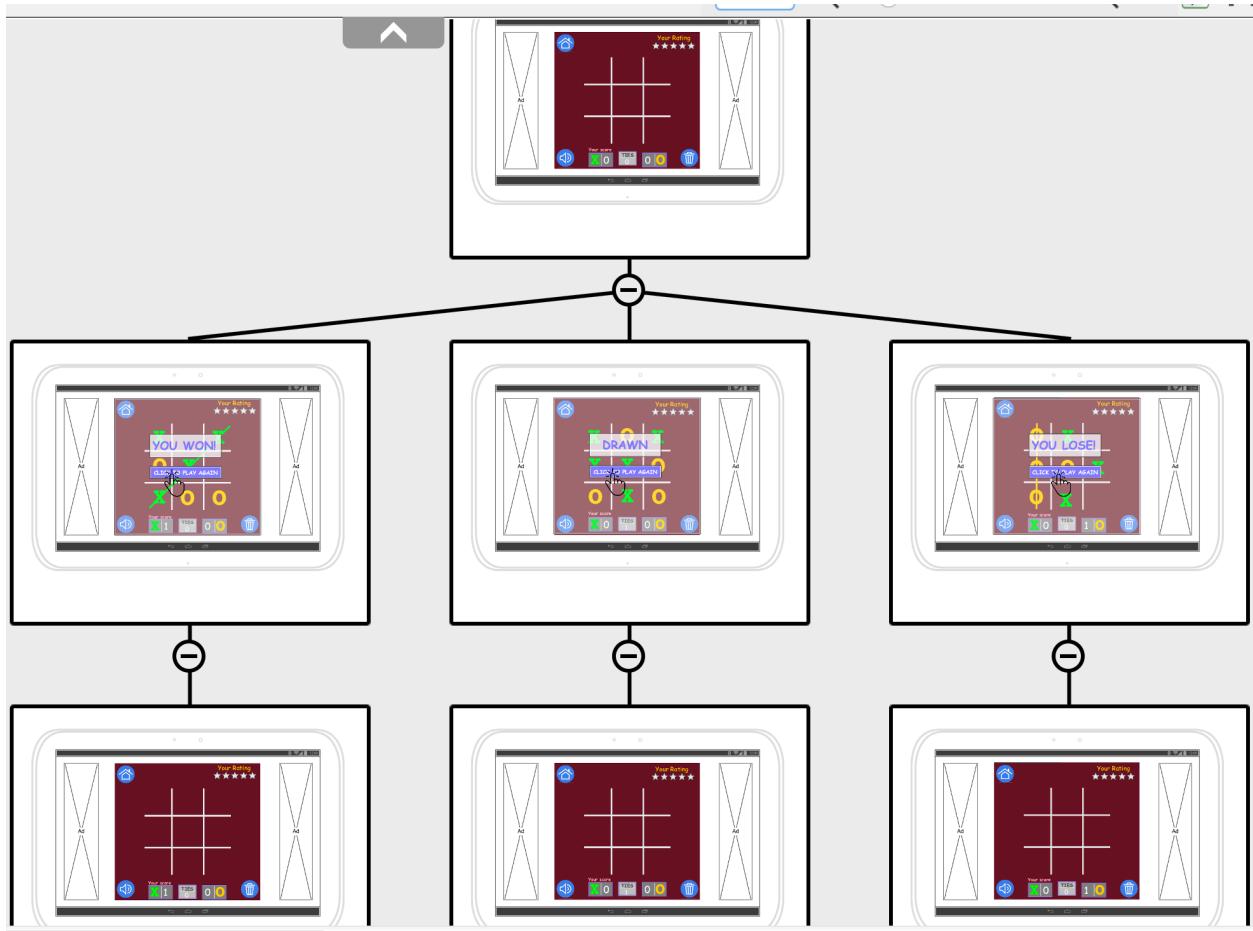
Log in process



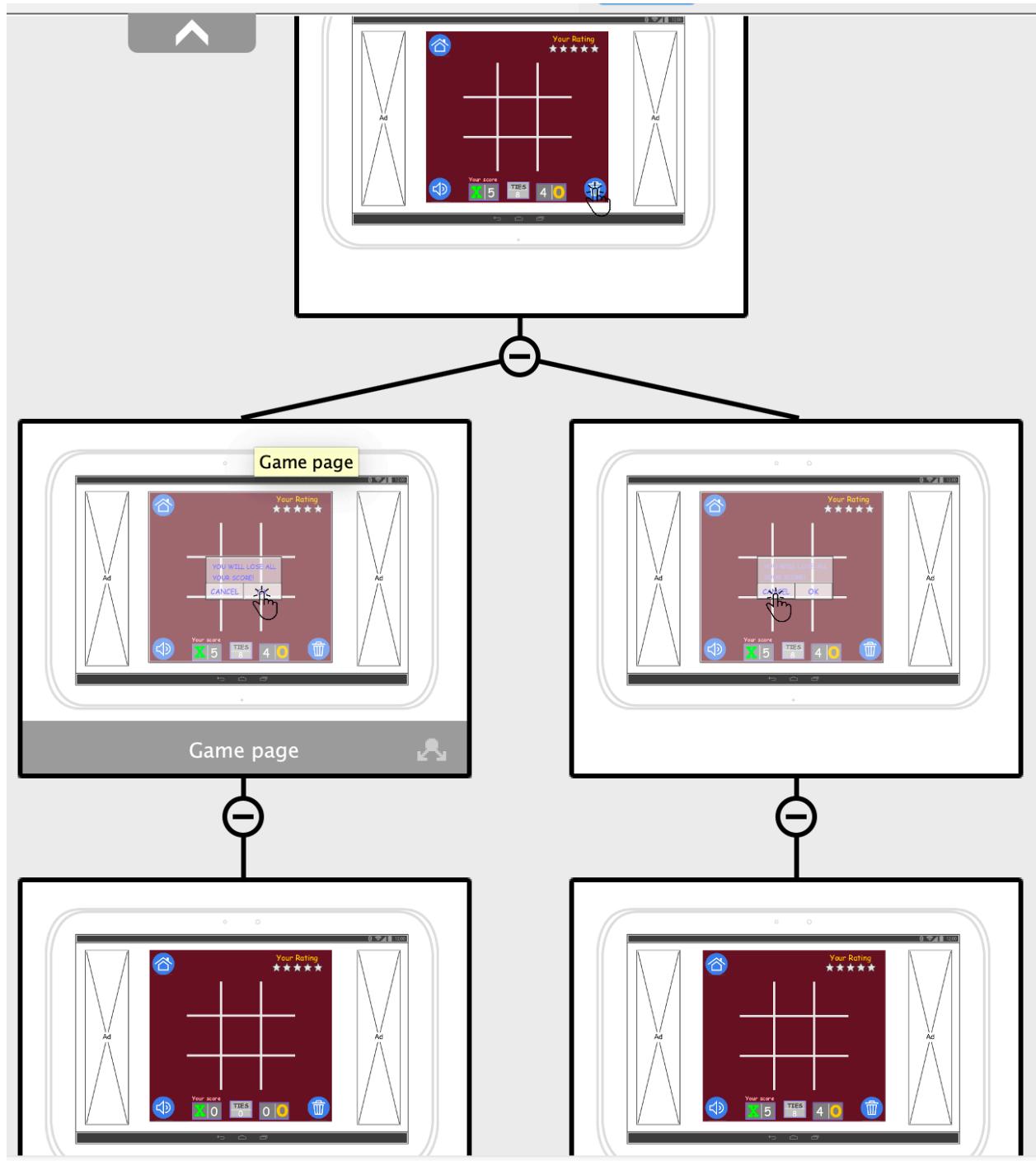
Registration process



Gaming process

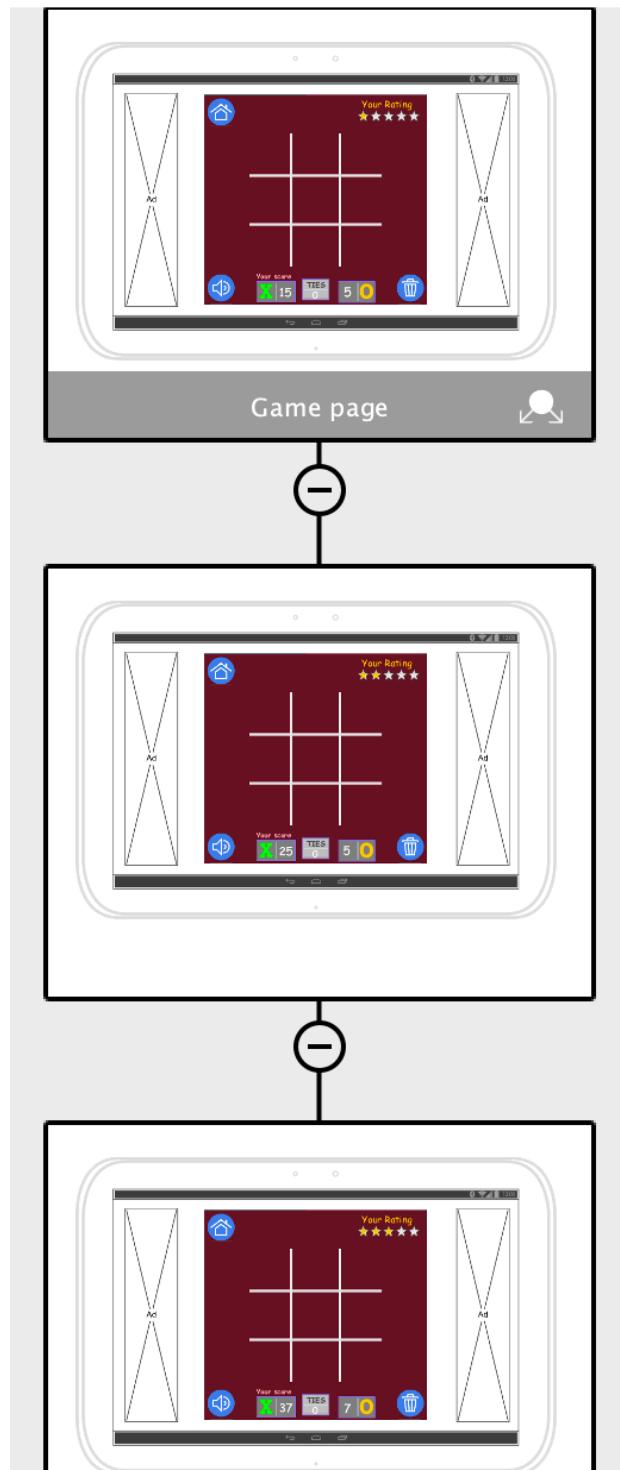


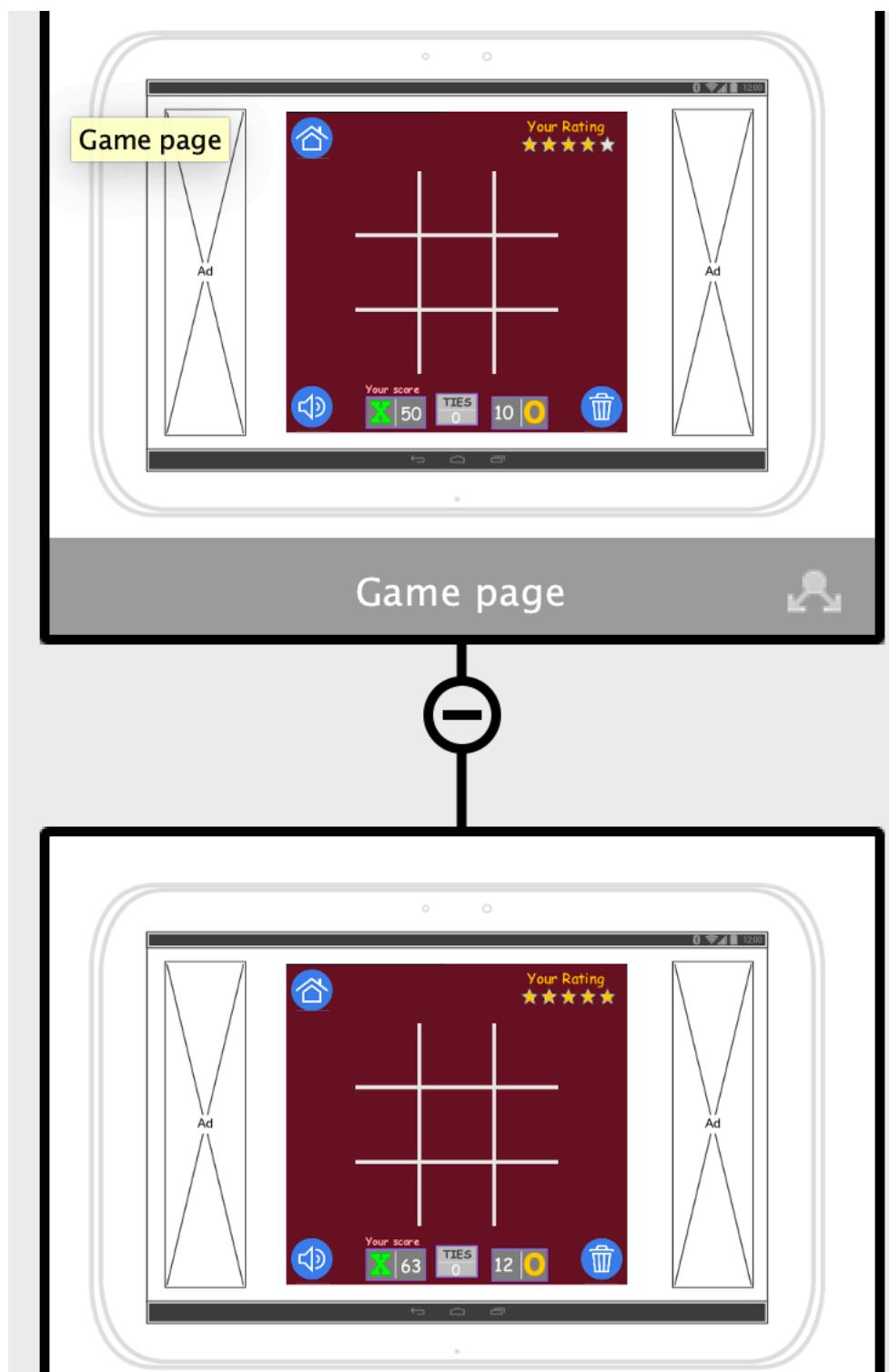
Zeroing points (one player mode)



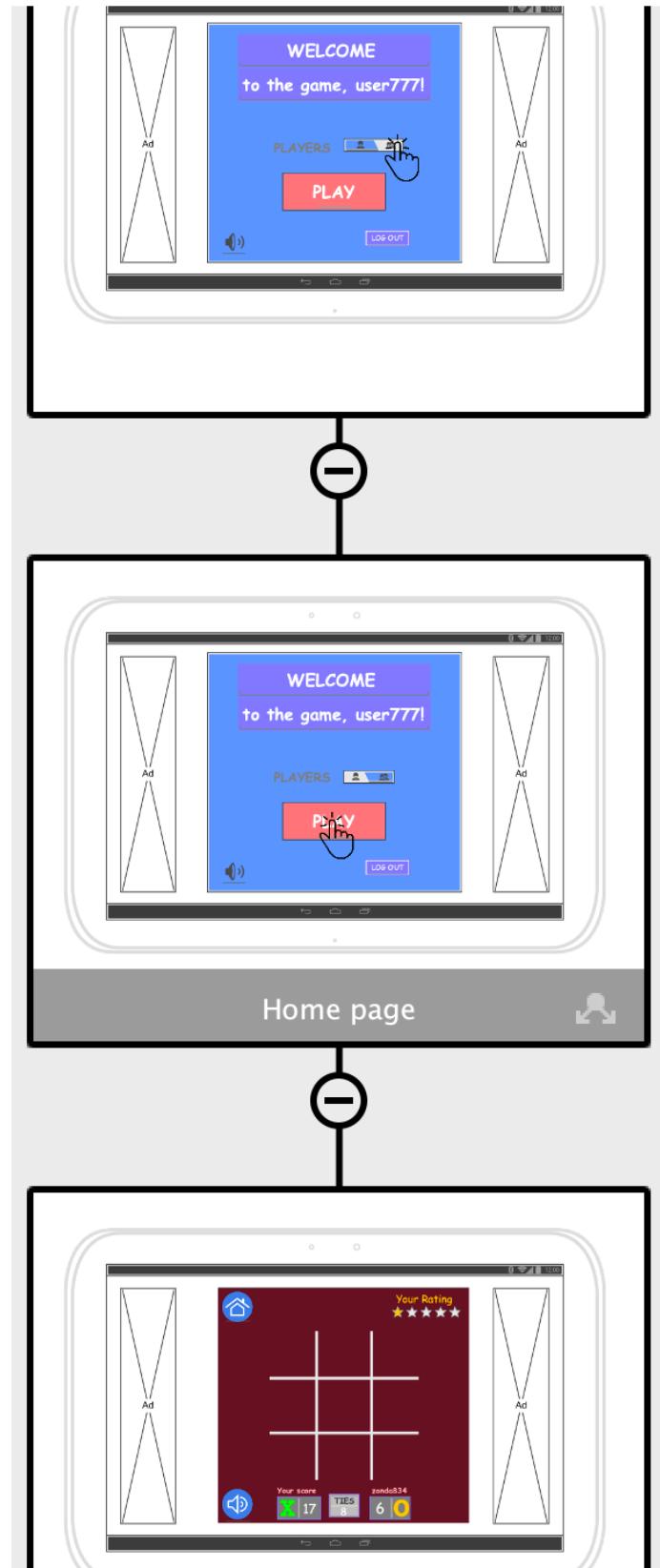
Ranking process

We can see that player are getting one more ★ -Star to Ranking, when he has at least 10 points advantage. Two Stars – for at least 20 points, and so on. I assume that player can lose his head star in the same way.

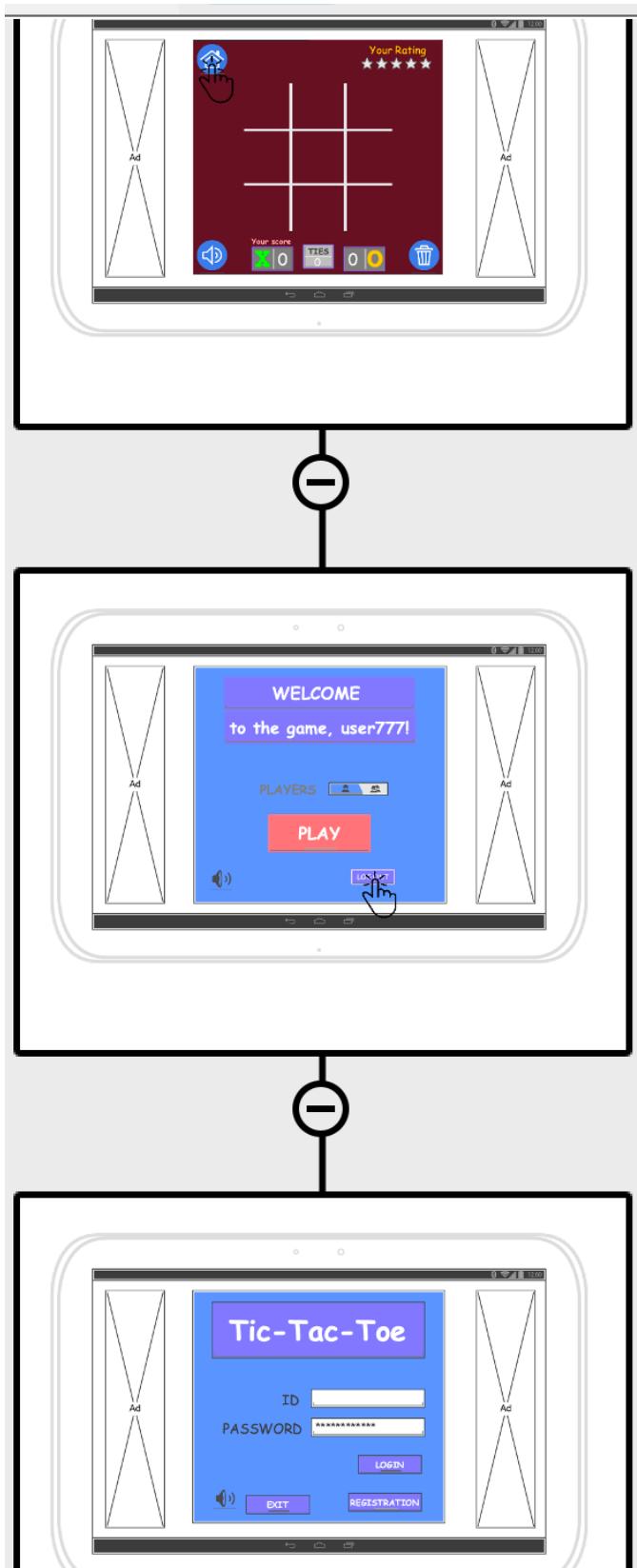




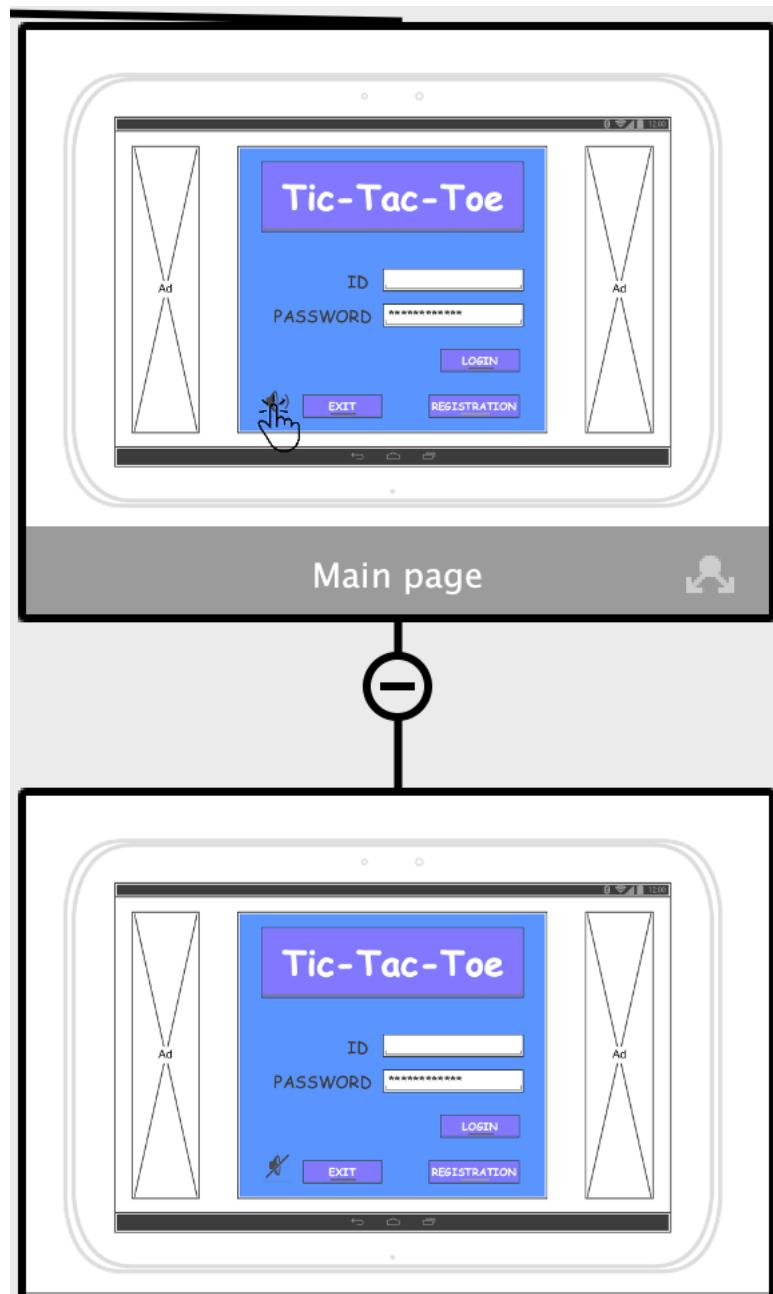
Two player mode



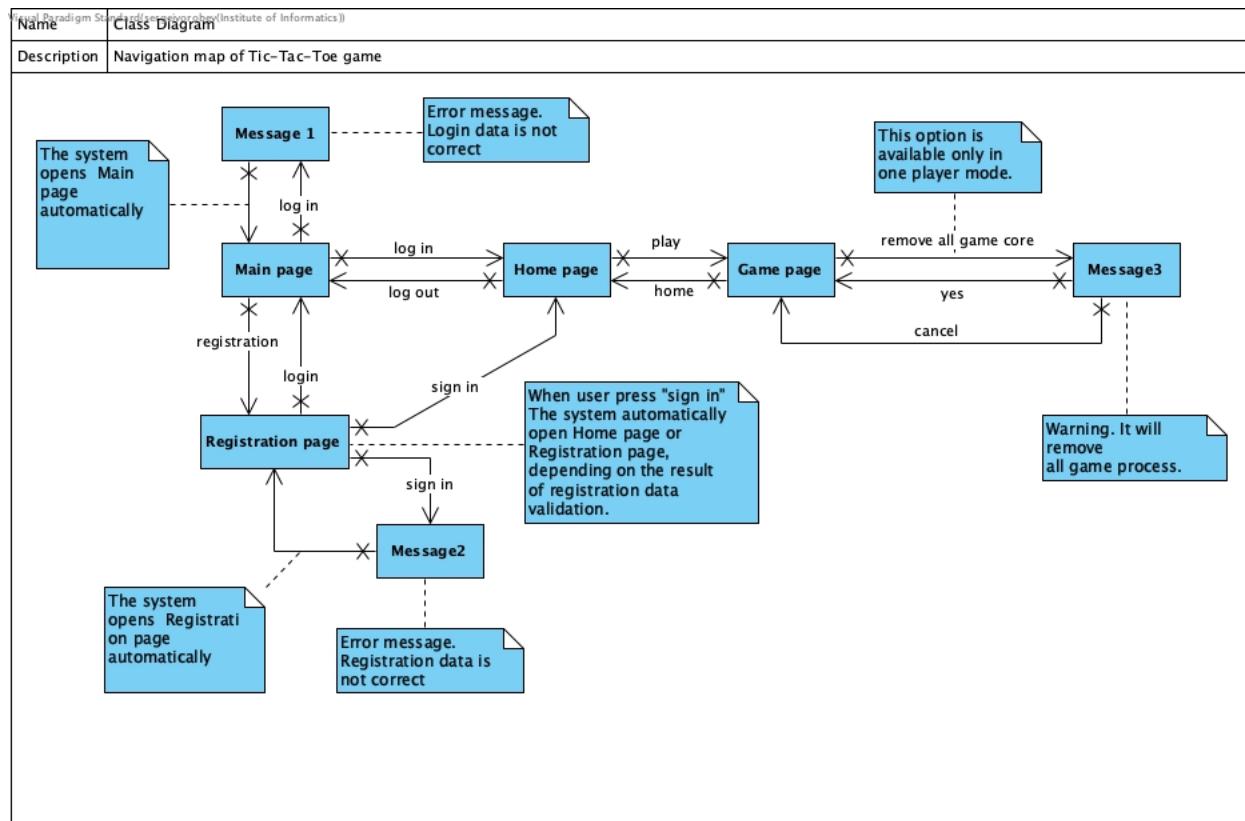
Log out from the game



Volume managing



b.) Navigation map of Tic-Tac_Toe game

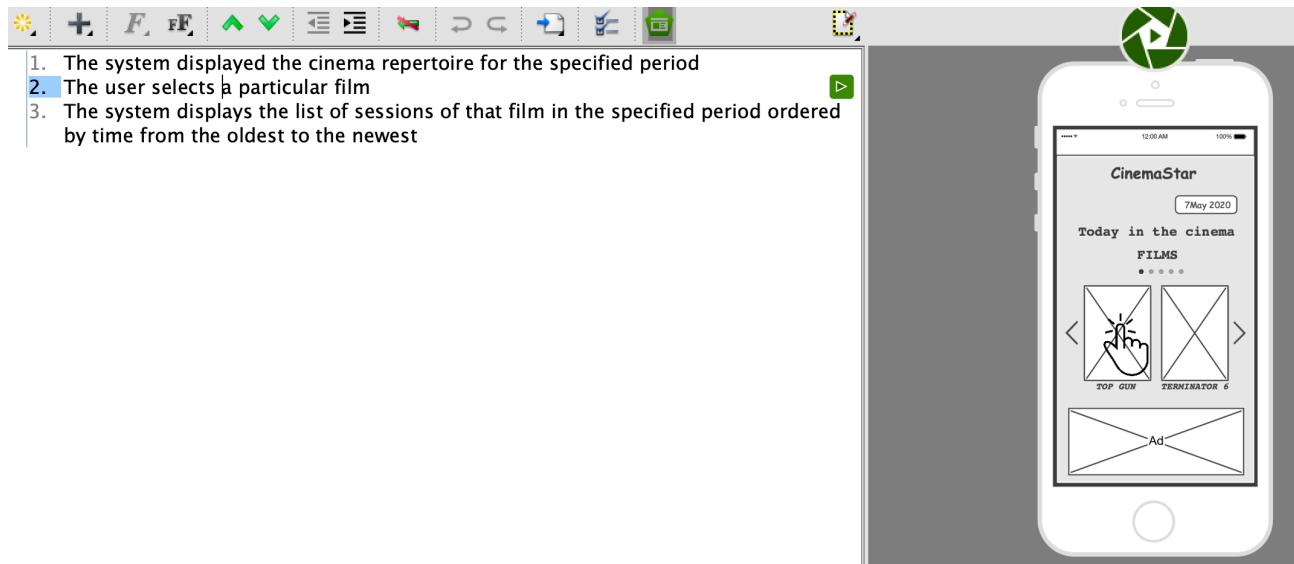
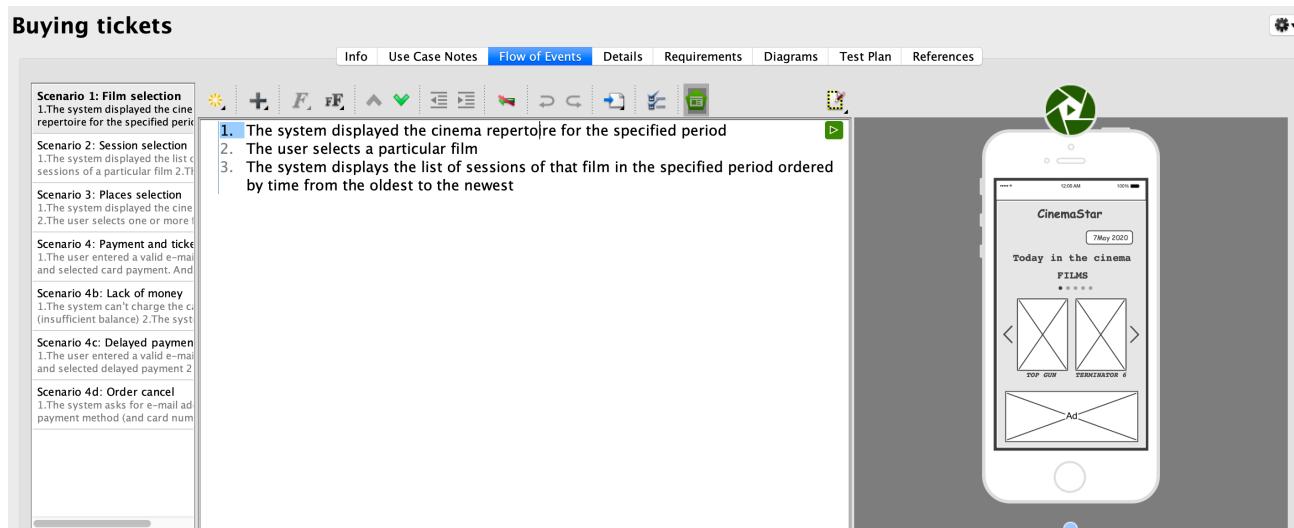


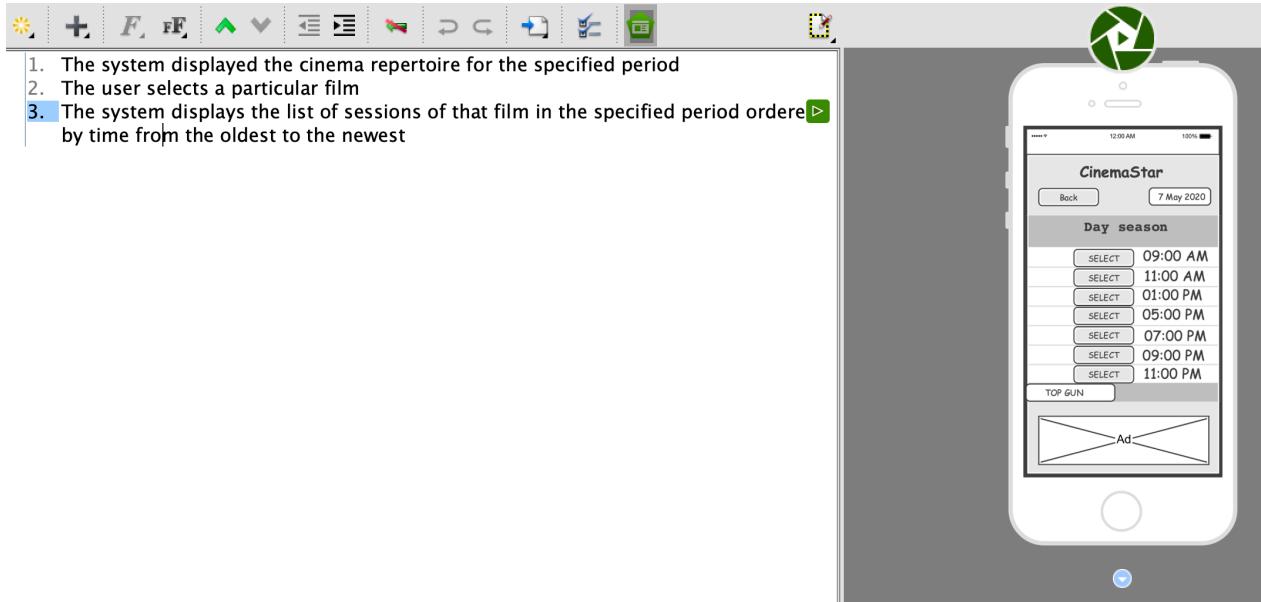
Task 3.

a.) Wireframes of Buying tickets in the Cinema

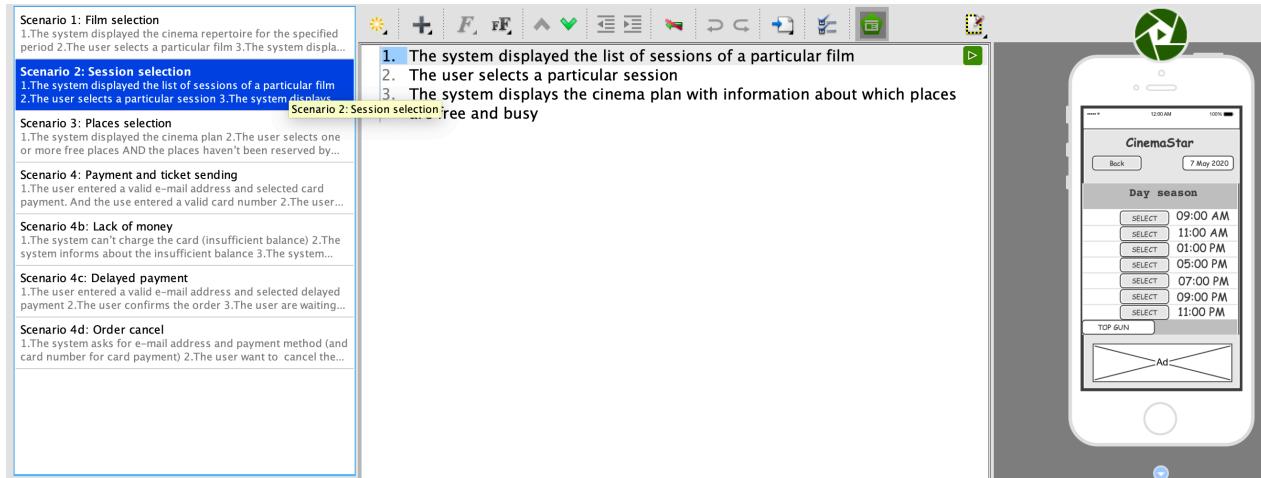
File attachment “BuyTicketsCinema.vpp”.

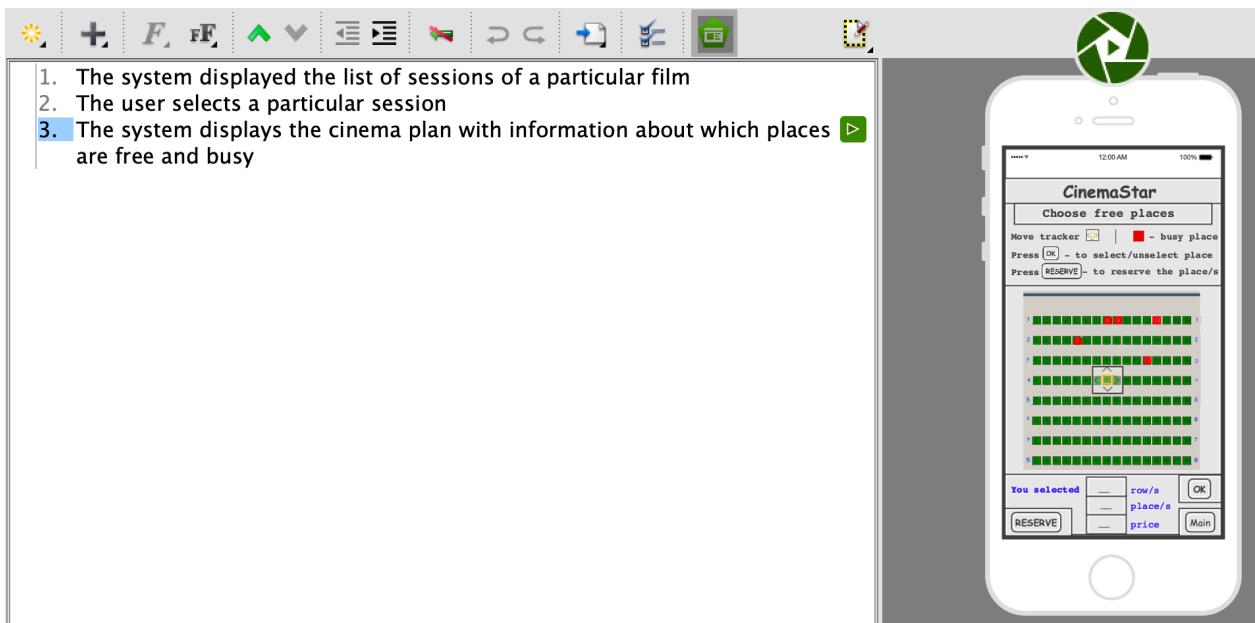
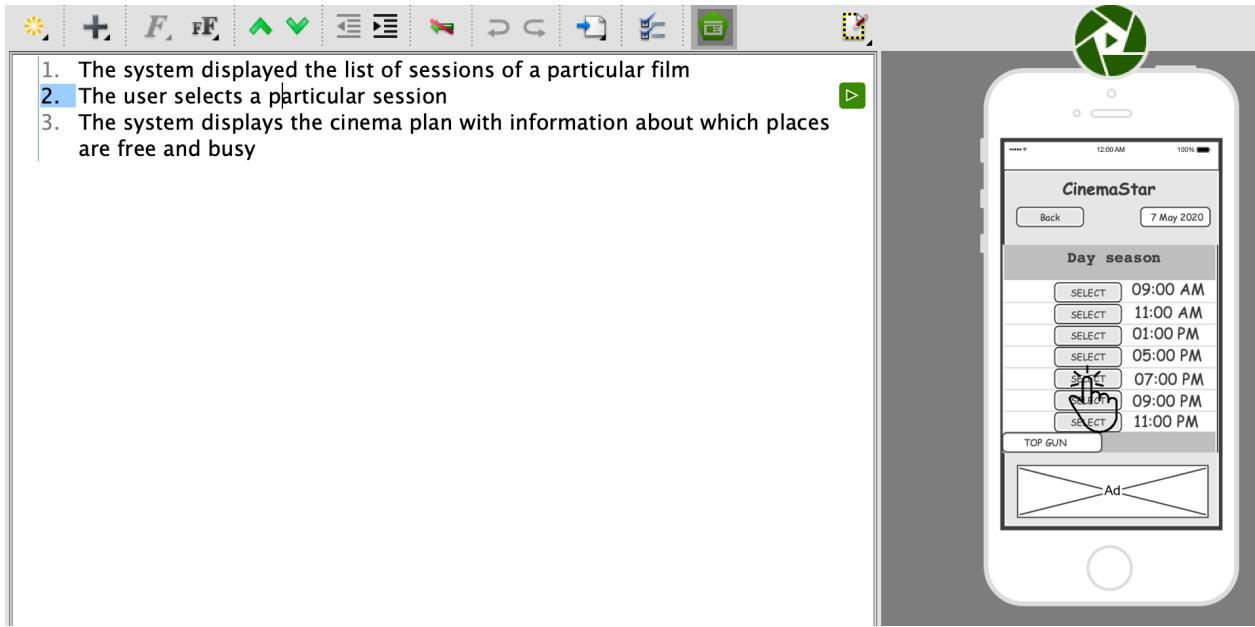
Scenario 1: Film selection





Scenario 2: Session selection

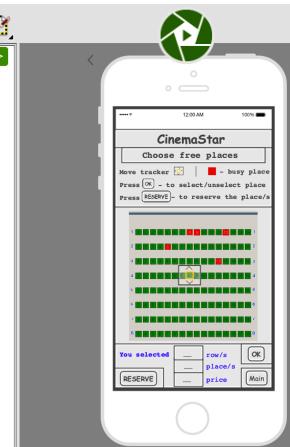




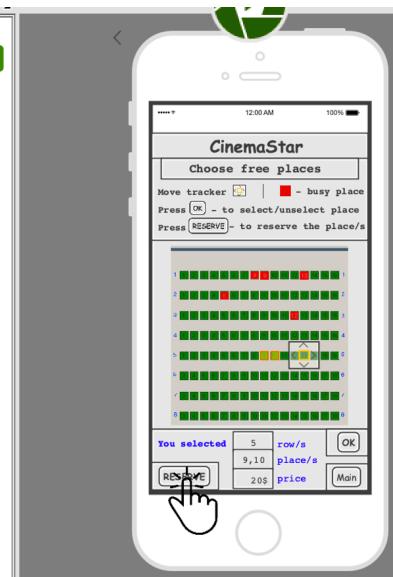
Scenario 3: Places selection

Scenario 1: Film selection
1.The system displayed the cinema repertoire for the specified period 2.The user selects a particular film 3.The system displays...
Scenario 2: Session selection
1.The system displayed the list of sessions of a particular film 2.The user selects a particular session 3.The system displays...
Scenario 3: Places selection
1.The system displayed the cinema plan 2.The user selects one or more free places AND the places haven't been reserved by anyone else in meantime 3.The system displays...
Scenario 4: Payment and ticket sending
1.The user entered a valid e-mail address and selected card payment 2.The user entered a valid card number 3.The user...
Scenario 4b: Lack of money
1.The system can't charge the card (insufficient balance) 2.The system informs about the insufficient balance 3.The system...
Scenario 4c: Delayed payment
1.The user entered a valid e-mail address and selected delayed payment 2.The user confirms the order 3.The user are waiting...
Scenario 4d: Order cancel
1.The system asks for e-mail address and payment method (and card number for card payment) 2.The user want to cancel the...

1. The system displayed the cinema plan
 2. The user selects one or more free places AND the places haven't been reserved by anyone else in meantime AND click on button "RESERVE"
 3. The system asks for confirmation of reservation And The system reserves the cinema places for the user
 4. The system informs about the order details (film title, film session date/time, reserved places with price, sum of price)
 5. The system asks for e-mail address and payment method (and asks a card number for card payment)



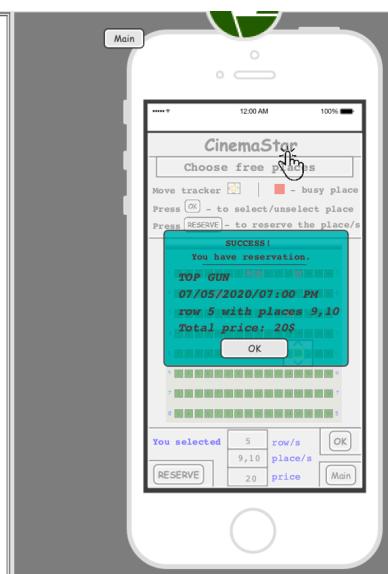
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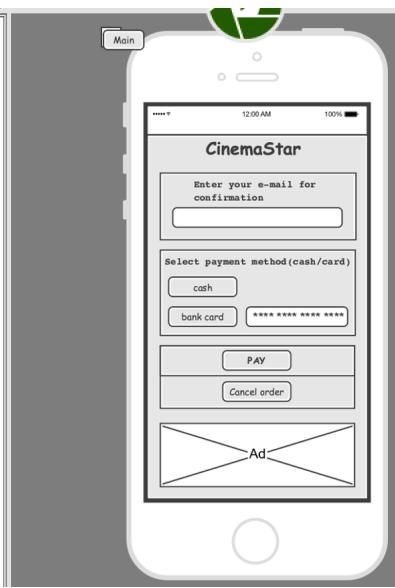
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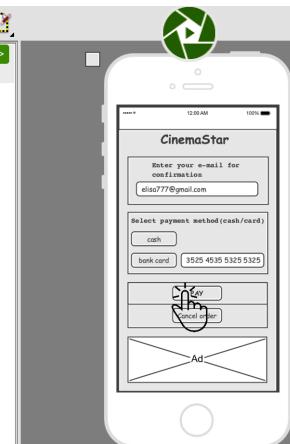
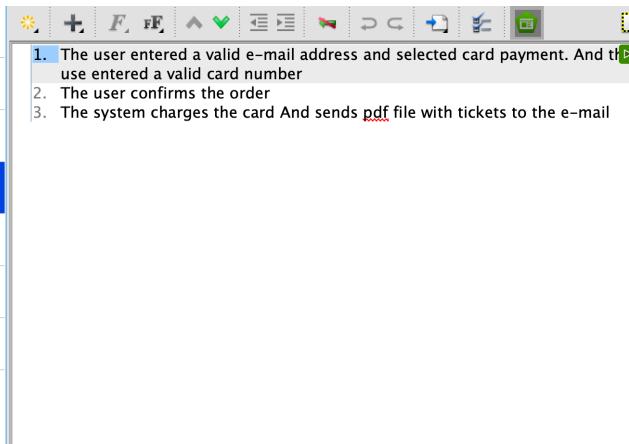


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Scenario 4: Payment and ticket sending

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Scenario 4b: Lack of money
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Scenario 4c: Delayed payment
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Scenario 4d: Order cancel
1.The system asks for e-mail address and payment method (and card number for card payment) 2.The user want to cancel the...



1. The user entered a valid e-mail address and selected card payment. And the user entered a valid card number
2. The user confirms the order
3. The system charges the card And sends pdf file with tickets to the e-mail



1. The user entered a valid e-mail address and selected card payment. And the user entered a valid card number
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Scenario 4b: Lack of money

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Scenario 2: Session selection
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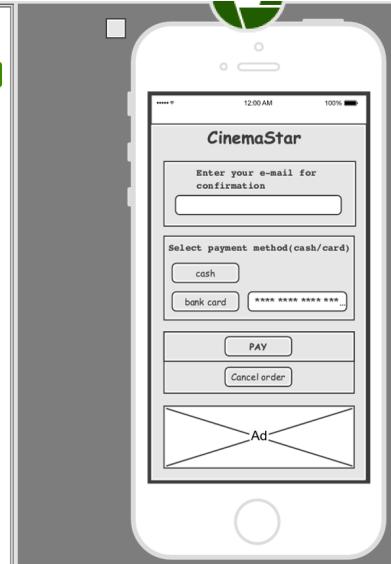
Scenario 4d: Order cancel
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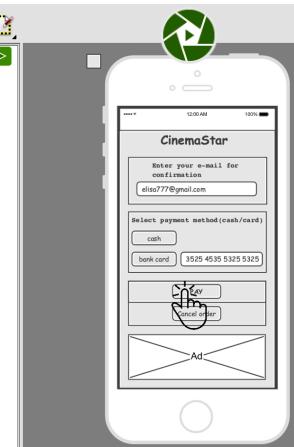


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Scenario 4b: Delayed payment

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1. The user entered a valid e-mail address and selected delayed payment
- 2. The user confirms the order**
3. The user are waiting payment conformation about 11 seconds
4. The system informs about delayed payment and asks to repeat transaction
5. The user click on bottom pay again
6. The user confirms the order
7. The system charges the card And sends pdf file with tickets to the e-mail



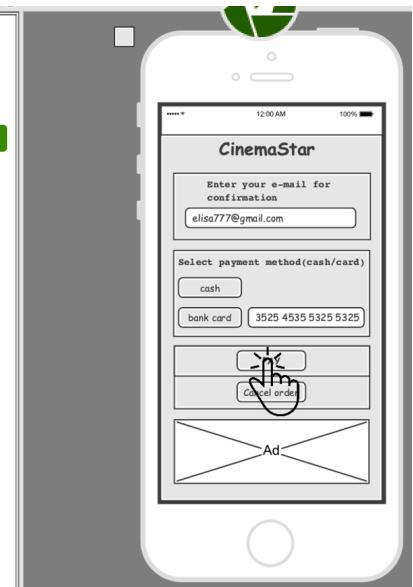
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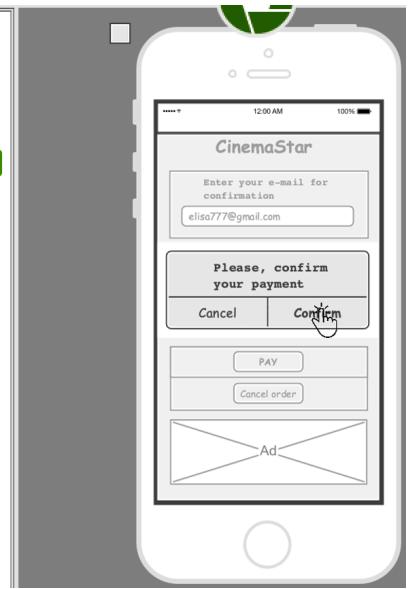
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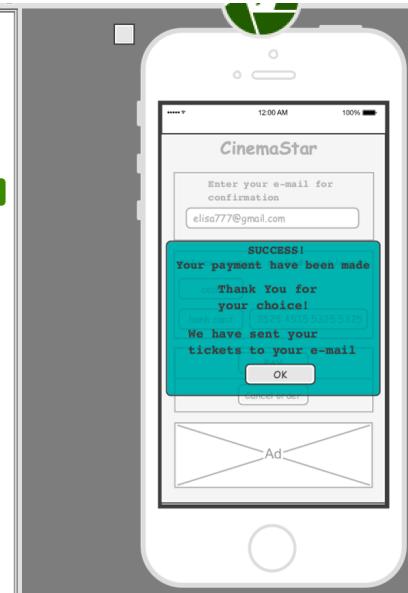
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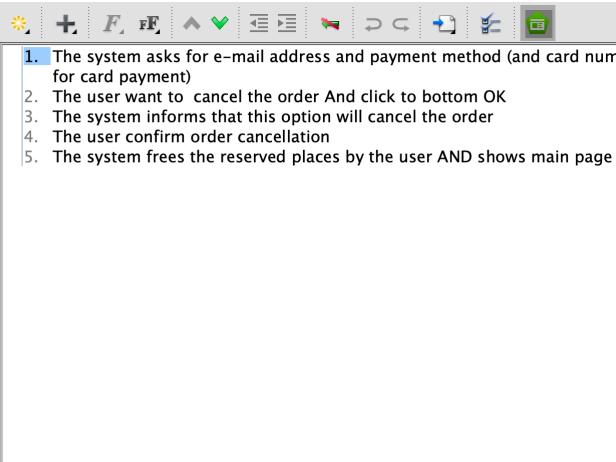


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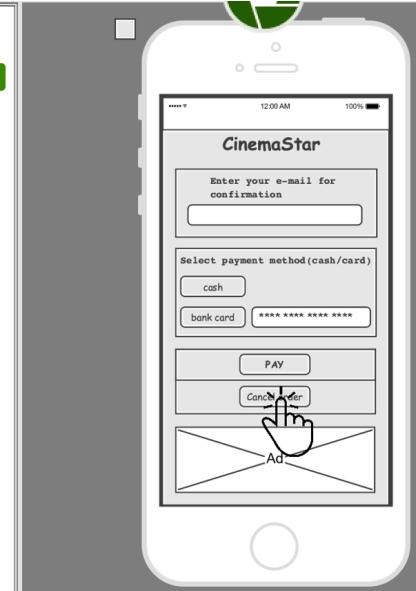


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- 1. The system asks for e-mail address and payment method (and card number for card payment)
- 2. The user want to cancel the order And click to bottom OK
- 3. The system informs that this option will cancel the order
- 4. The user confirm order cancellation
- 5. The system frees the reserved places by the user AND shows main page



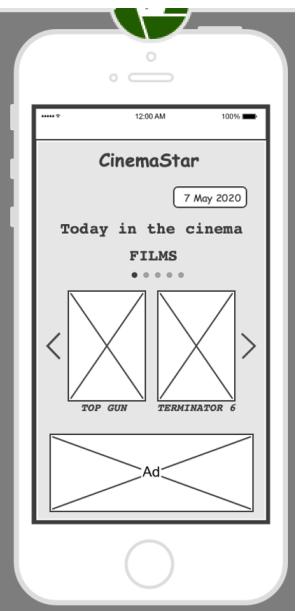
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b.) Navigation map of Buying tickets in the Cinema

