C\$530: Developing User Interfaces 13247361

Course Project

Stage 3: Full Design Specification & Paper Prototype

SEMANTIC LEVEL DESIGN

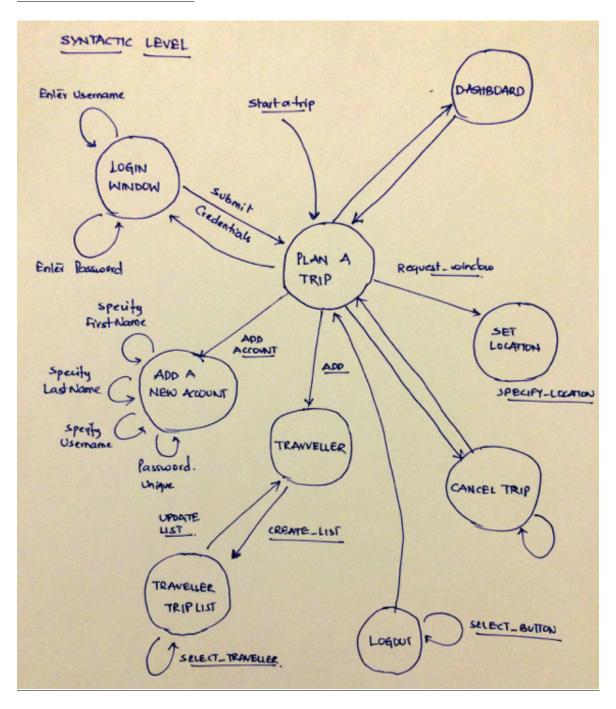
This level of design specification deals with defining the meaning and desired function for each action in conceptual design, its respective parameters, feedback and its potential error conditions. This level for the backpacker application is as described below:

Function	Login through the Login Page (Login Button)
Parameters	User Name (Required), Password (Required), The
(Explicit & Implicit)	combination of both should be entered correctly
Description	An attempt to login as a registered user is done. The system contains all the combinations of stored usernames and respective passwords. So it verifies from that and enables the login feature for the right combination entry.
Feedback	If the user inputs the right combination of username and password, the page redirects to the Main Page of the application. If there are any errors in the inputs like a typo error or a wrong combination, then an error is shown where the user can correct it by noticing the error at a particular location.
Error Conditions	No username or a wrong username is specified. Remain on same page so that the error can be corrected. No password or wrong password is specified. Remains on the same page so that the error can be corrected. Wrong combination of username and password is specified. Remain on same page and error is displayed here so that it can be rectified.
Function	Password Reset (Forgot Password)
Parameters (Explicit & Implicit)	Answer for Security Question 1, Answer for Security Question 2, Email Address registered, which is the valid one for the system to accept it.
Description	If a user forgets the password for login into the application, he can enter the required information to authenticate his identity and retrieve back to the application by resetting a new password.
Feedback	When the security questions are shown, since the user will decide on the security question, the system expects the user to give the right answer in order to reset the password. So if there is a wrong answer or an

email address that is not been registered or

Error Conditions	associated with the application, it throws an error on the same page so that the error can be rectified. Wrong answers to the given security questions. Remains on same page and error seen at that answer location. Wrong unregistered email address to send a link to reset the password. This email address is unique to every person and two or more users cannot hold an account with same email address or login credentials.
Function	Create a new account (New User)
Parameters (Explicit & Implicit)	First Name (Required), Last Name (Required), User Name (Required), Nick Name, Address (Required), Password (Required), Re-enter Password (Required), Security Question 1 (Drop down menu), Answer for security question 1, Security Question 2 (Drop down menu), Answer for security question 2
Description	If there is a new user who wants to use the application, he/she has to register as a user. This information will be recorded in the system to identify a particular user and monitor his actions in future accordingly. Most of the values have to be unique and mandatory for a user to register for the application.
Feedback	When there is a wrong input given by the user, for example while choosing a username which has to be unique according to the system records, if some user chooses a username that already exists in the application, if shows an error saying "Oops, this username has already been taken!" Also it gives a suggestion to the user on what can be chosen instead like "xxxx78" etc. If the user has not answered any mandatory fields, it mentions at the specific location regarding the mistake that has been committed.
Error Conditions	Mandatory fields not selected or not chosen will be reported as an error. There are some unique fields that are required by the system like username, password, security questions and respective answers.

SYNTACTIC LEVEL DESIGN



LEXICAL LEVEL DESIGN

This design stage each action from the syntactical level and represents it in terms of sequence on actions on an actual hardware or system operations. Some of them are described below.

- 1. Create an Account Click Create a New Account button
 - → Opens a new window
 - → Enter all the credentials
 - → Click submit button
- 2. Login to the Application Enter Login
 - → Enter password
 - → Click on submit button
- 3. Reset Password Click Forgot Password
 - → Opens a new window
 - → Enter answers for security questions 1 & 2
 - → Enter the registered email address
 - → Submit
- 4. Initiate Chat After logging into the application
 - → Click on start chat
 - → Select desired user
 - → Start typing to start a chat

PAPER PROTOTYPE

