Project 2

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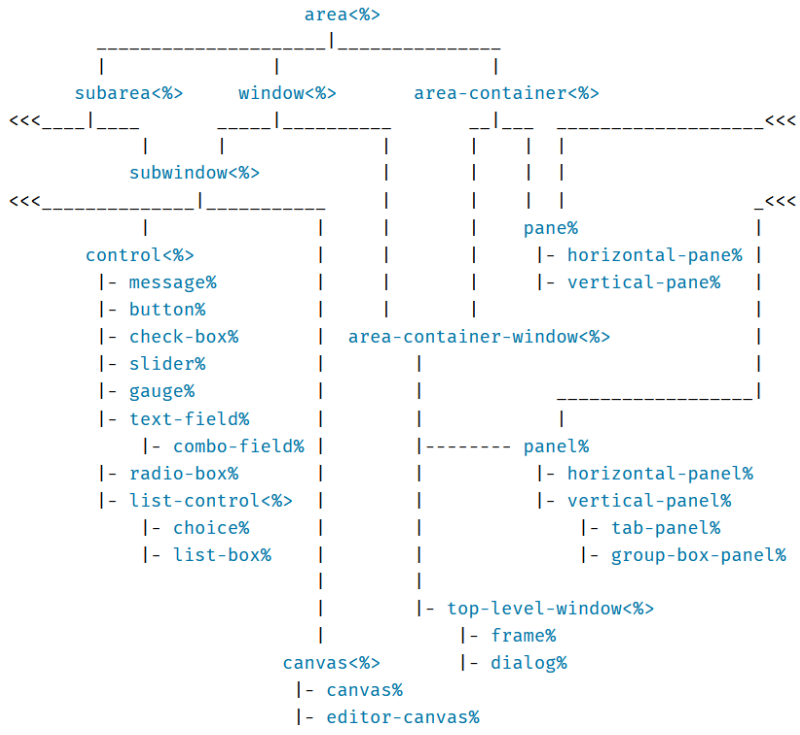
Summary

Our system, “Easy Access TFL London” is an application for your phone that allows users to input a current location and a target destination. The system will compute the most effective way of navigating the city to arrive at the target destination. The system determines what is the most “effective” way of travelling based on a series of inputs from the user that list requirements or desires such as wheelchair accessibility or that the user wants transport that offers a higher level of comfort. These filters will impact how the system computes what modes of transport to take such as fewer transfers, taking trains over buses or working around closures and flooding.

Here we are designing how the system will look like considering the potential users and using the design requirements/key features established in the first project. We will Refine the original design concept and make it more realised and practical, using the Racket Graphical Interface Tool to design a prototype based on the design and make improved design sketches.

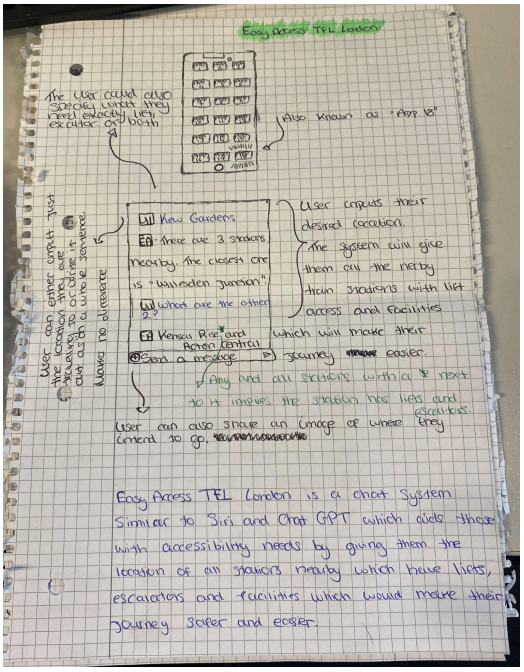
Racket Graphical interface tool(Racket GUI)

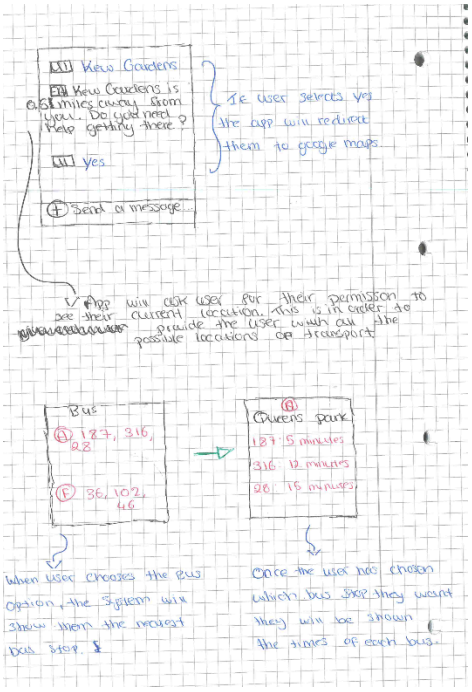
The Racket Graphical interface is an object oriented library, providing all the tools to create a GUI with the Racket language.

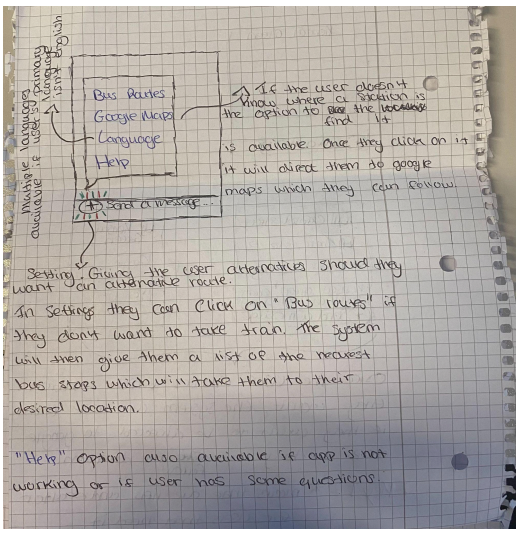


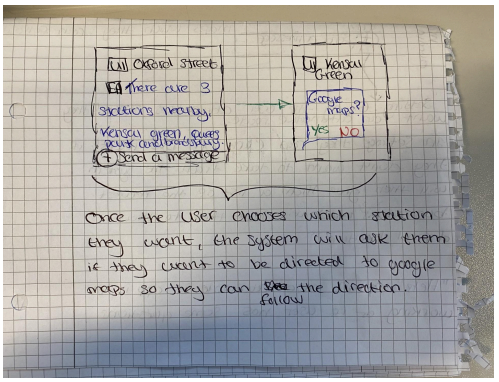
Design

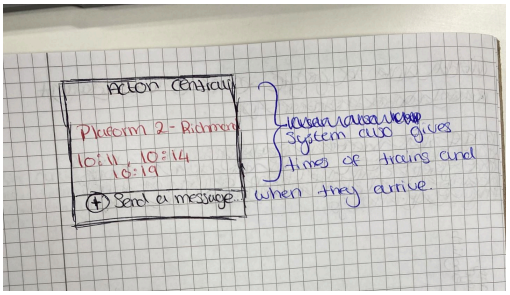
Initial design sketches





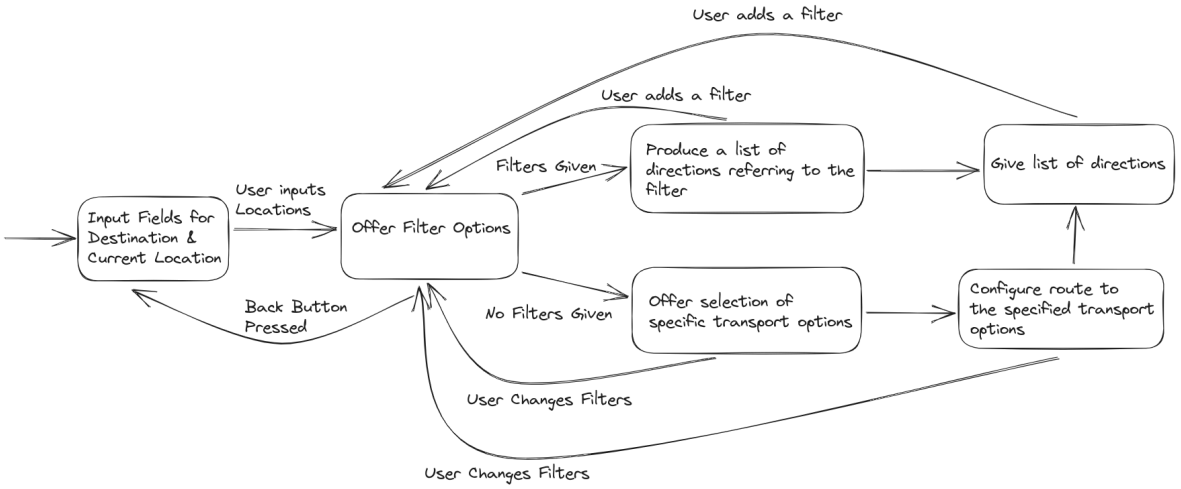






To represent the London Underground and bus routes we will be using a branching network of nodes which will represent bus stops and train stations, the user will input a starting and ending station and the code will list out the ways to travel between these two nodes/bus stops/train stations.

User interface



Sobs

Sob	Team member	What was done
111 Working individually or as part of a group, take a simple design task through from initial description to a working prototype, discussing …		
112 Demonstrate a clear awareness of the importance of user interface design issues …		
150 Create and manage a project in a repository such as GitHub.		
206 Take an open design task, refine the problem to a manageable scope, develop a robust working prototype …		
207 Demonstrate an understanding of the way a graphical user interface works with Racket …		

229 Write technical documentation that describes the specification, design, implementation and evaluation …		