

Zachary Nafziger

Aaron Rosenberger

Michael Kytka

Samuel Kibler

Seth Loew

September 21, 2015

COMP 451

1. Introduction
   1. Purpose of system
   2. Target user group
   3. Target hardware and software platforms
   4. Risks
2. User Interface
   1. Workflow for entire application (be sure to include each task)
   2. Design rationale and context (i.e., the “style sheet” you are assuming)
   3. Mockups or screenshots with discussion of use (repeat for each interface)
   4. Cognitive walkthrough for each task (each UI element)
   5. Improvements made using iterative design process; in particular, show how the design evolved and your evaluations of the new designs using cognitive walkthroughs.
3. Testing Plan
   1. Tabular form of the acceptance test. This will be used next term in your final report to indicate whether or not your software meets all the requirements given in this document.
4. Ethical Assessment and IP Considerations
   1. Discussion of any ethical issues, legal, regulatory issues, and societal implications
   2. Discussion of IP considerations and licensing[i], and how it relates to the college’s IP policy.
   3. Discussion of how the software will be handled after you have graduated. Will you continue to develop it, sell or distribute it, and so forth?
5. Summary
6. Annotated bibliography, including patent search results, comparative products and papers from the CS literature

# Introduction

**Purpose of the System**

In order to imagine the purpose of the system, it is helpful to think of a theoretical situation. Our initial target audience is college students. It is often the case that students with cars drive to nearby fast food restaurants or gas stations for snacks. Students without access to a car, however, have no way of getting to those restaurants and therefore miss out on snack opportunities. This system is meant to enable those students to easily get snacks and/or meals, and to enable students with cars to earn a little money. Theoretically, the driver sends out a notice that he is going to the restaurant, and interested students are able to add food onto the order. The driver brings their food to the student, who then pays for the food and a small delivery fee. This system will also incorporate some sort of rating system to establish trust.

**Target User Group**

The system is ideal for college students with limited time or access to transportation, and the system targets any individual with similar needs. The typical user will want to save time or will find driving inefficient. Conversely, the system also targets college students with good access to transportation and few constraints on time. These individuals will not mind using extra resources to pick up food for compensation.

**Target Hardware and Software Platforms**

The system will be installed and used on Apple iPhone running iOS 8 or later.

**Risks**

There are several risks involved with our product. The first is the monumental risk associated with storing customers’ personal information such as credit/debit card numbers and home addresses. This information is highly sensitive and should be protected with the utmost care. Another risk is not having an adequate number of drivers to ensure that the customer receives food in an acceptable time frame. Lastly, there is the potential downfall for customers to be scammed and lose money from unethical drivers. This can occur either when a driver charges a user too much and pockets the money or when a driver orders food for him or herself using another user’s bank account information.

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