

GROUP 04

IS - 436

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Three Use Scenarios:

Use Scenario 1: The Account Creator

This use scenario shows how to create an account to purchase UMBEats' services

1. User will go to the first screen of the UMBEats site and click the create account button (1)
2. User enters their username, password, and payment information into the system (1)
3. User will take survey about music preferences (2)

Use Scenario 2: Picking a DJ

This use scenario will show how the customers choose a DJ for their event

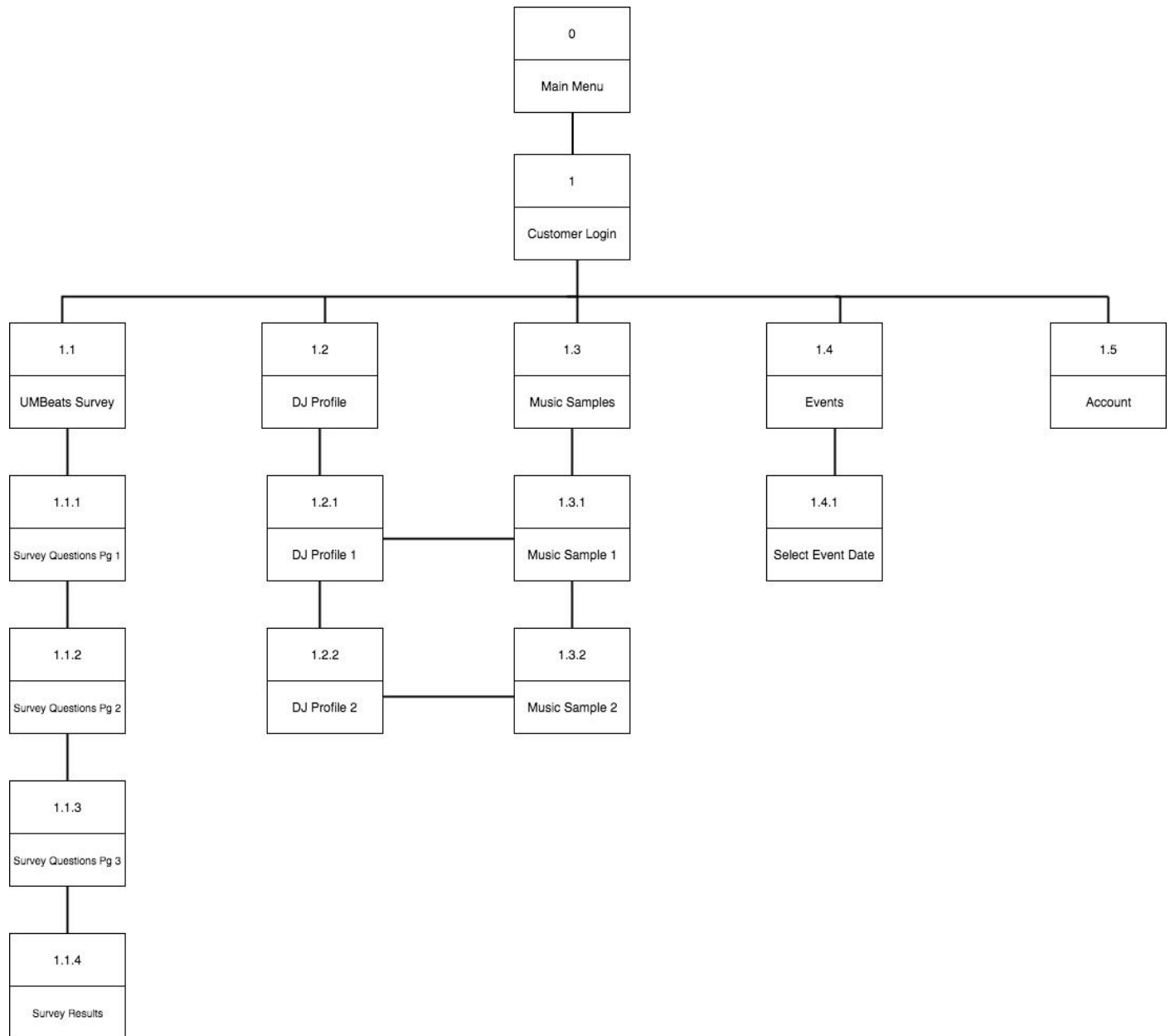
1. User's Completed Survey will be compared to the DJ's Preferences/Matching Criteria. (2)
2. A list of DJs' and their availability will be sent to the customer. (2)
3. Music suggestions will be made from the customer. (3)
4. Selected DJ and customer will finalize the date. (4)

Use Scenario 3: Payment

This use scenario plans out how the customers will pay the organization

1. The organization will grab the customer's information. (5)
2. The organization will send a customer expense report. (5)
3. The customer will pay the organization. (5)
4. The organization will verify if the payment was completed. (5)
5. The organization will send a receipt for the transaction to the customer. (5)

Interface Structure Diagram:

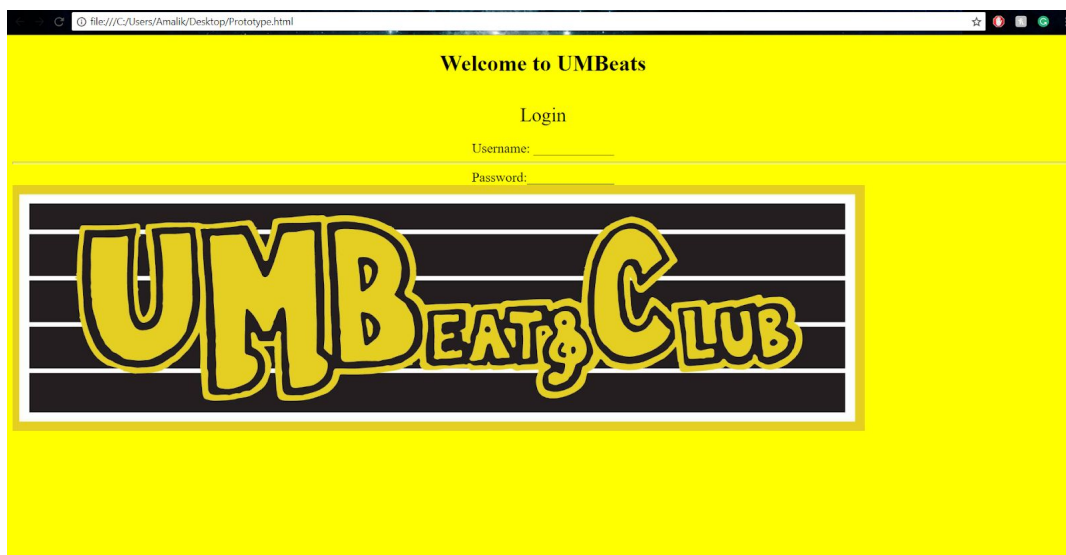


Interface Standards:

Our developed interface standards are common across individual screens and forms. Since we worked mostly with prototypes we used the fundamental concept of interface metaphor. This metaphor helps users understand their system by predicting what features the interface might provide even without using it. Since no coding was used our interface design is setup to predict how the process will look like. Next, we have our interface objects and actions which are our entities and data stores. For naming purposes, we kept it straightforward. Customer is called 'Customer' DJ's are called 'DJ' this helps us create a common standard because we want our system to be user friendly. We also have interface icons to help facilitate the user along. After a payment is processed the user gets a 'thank you for your payment' image followed by information for the next steps. We tried to display images and commands that users have seen on other websites to help users understand our software. Lastly, we incorporated interface templates. As seen in our prototypes, our design is simple and clearly stated. Most of the messages are in the middle of the screen and are a point of emphasis. We followed the 3-click rule so all our users can reach their destination within 3 mouse clicks. Our template helps us ensure that our interface is consistent throughout the system.


Interface Design Prototypes for 5 Important Screens:

1.



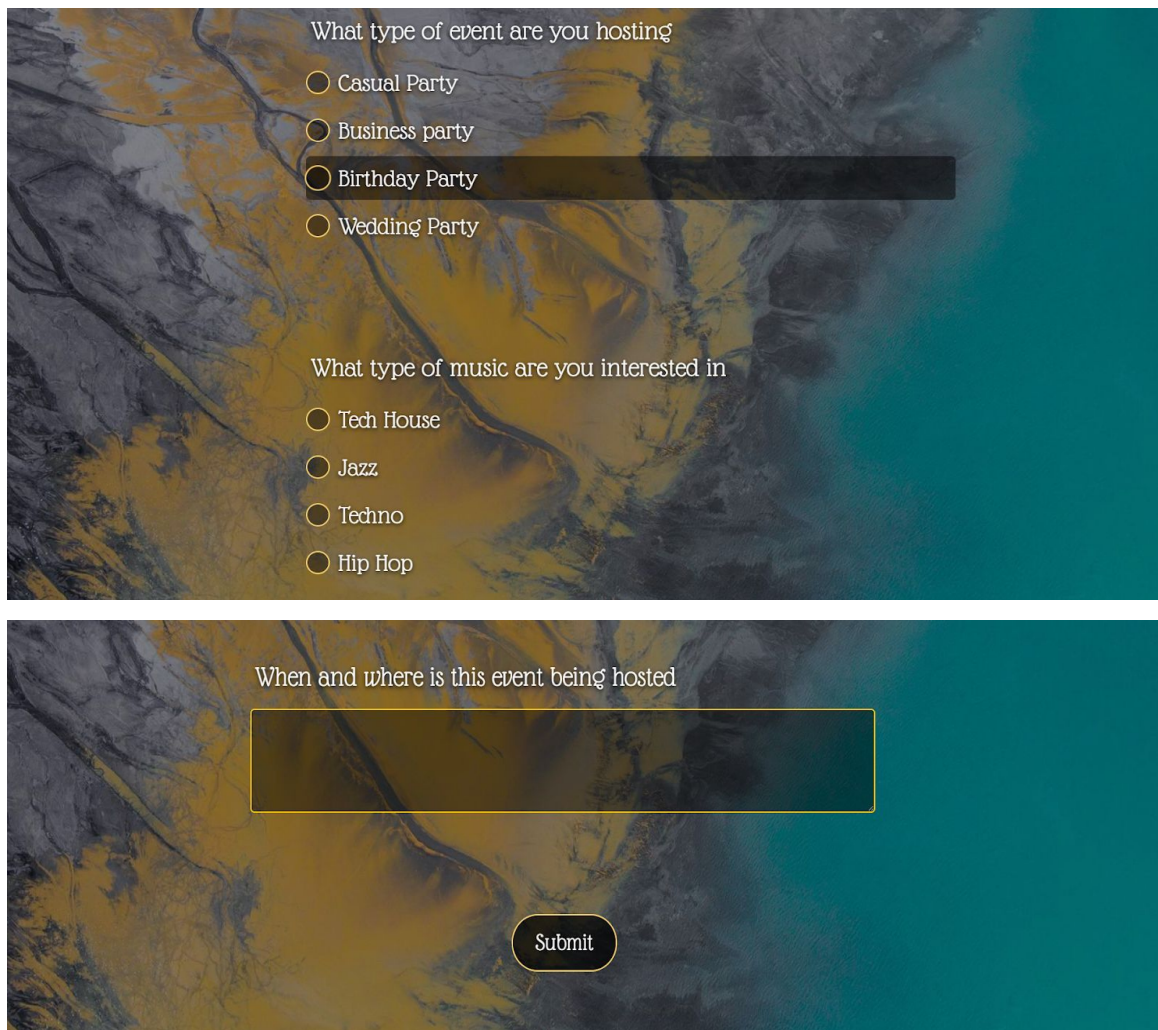
2.

Welcome to UMBeats



UMBeats Survey
DJ Profile
Music Sample
Events
Account

3.



What type of event are you hosting

- ☐ Casual Party
- ☐ Business party
- ☒ Birthday Party
- ☐ Wedding Party

What type of music are you interested in

- ☐ Tech House
- ☐ Jazz
- ☐ Techno
- ☐ Hip Hop

When and where is this event being hosted

Submit

4.

Welcome to UMBeats

DJ Profile



DJ WAVEMAN

WWW.WAVEMANDJ.COM



PERSONAL INFO

REAL NAME	Jonathan Doe
DATE OF BIRTH	12.12.1980
LOCATION	London, UK
MOBILE	+1 123 456 7890

DJ INFO

DJ SINCE	1996
CATEGORY	Club dj, event dj, fashion dj, wedding dj
MAIN GENTRE	Deep house
GENTRE	House, soulful house, nu disco, disco house, tech house, progressive house
MEDIA TYPE	Vinyl, digital
SET	3-6 hours
EQUIPMENT	Technics SL-1210 mk2, Pioneer CDJ-2000Nxs, Allen & Heath Xone:92








BIOGRAPHY

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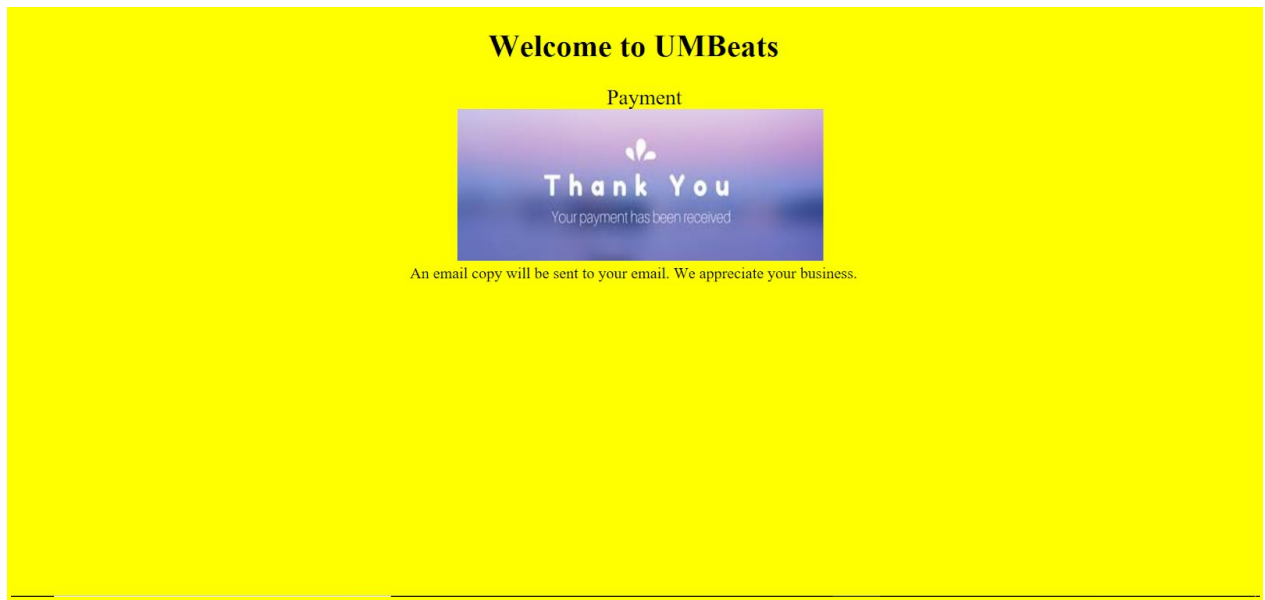
CLUB RESIDENCIES

01. Hall Teddy's (Ibiza) 1997-2000
02. Seventy Club (NY) 2000-2002
03. Infinity (Moscow) 2003-2005
04. Arma (Moscow) 2005-2008
05. Black Hole (London) 2007-2012
06. Infinity (Moscow) 2011-2013
07. Arma (Moscow) 2007-2012
08. Black Hole (London) 2013-2014

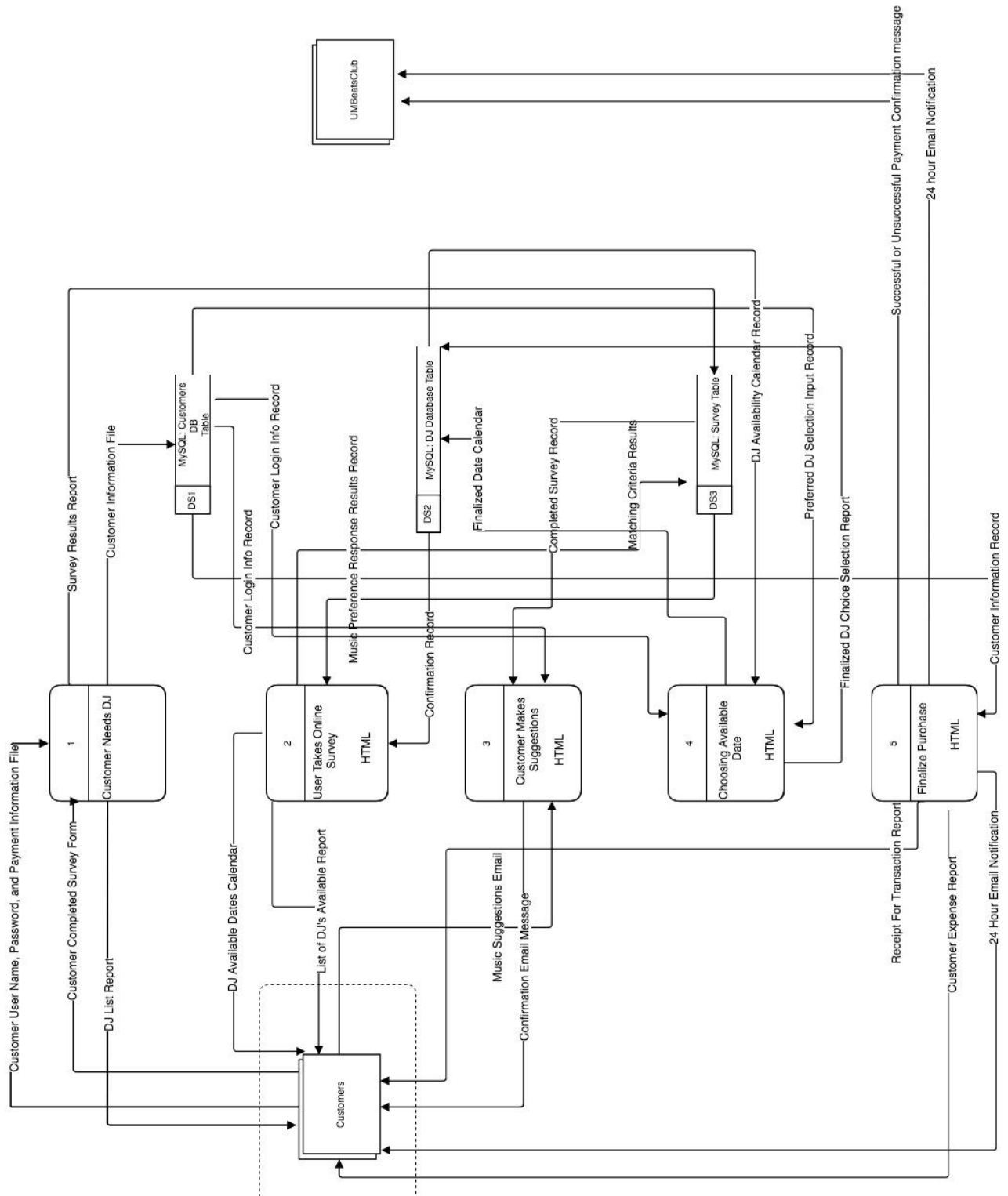
VENUES PLAYED

City Winery (NY), Electric Pickle (Miami), Haven Lounge (NY), La Zarza (London), The Standard Rooftop (Ibiza), Tamanny (NY), Hall Teddy's (Ibiza), Thompson Hotel (NY), Seventy Club (NY), Infinity (Moscow), Arma (Moscow), Black Hole (NY), Gipsy (NY), City Winery (NY), Electric Pickle (Miami), Haven Lounge (NY), La Zarza (London), The Standard Rooftop (Ibiza), Tamanny (NY) and more.

5.



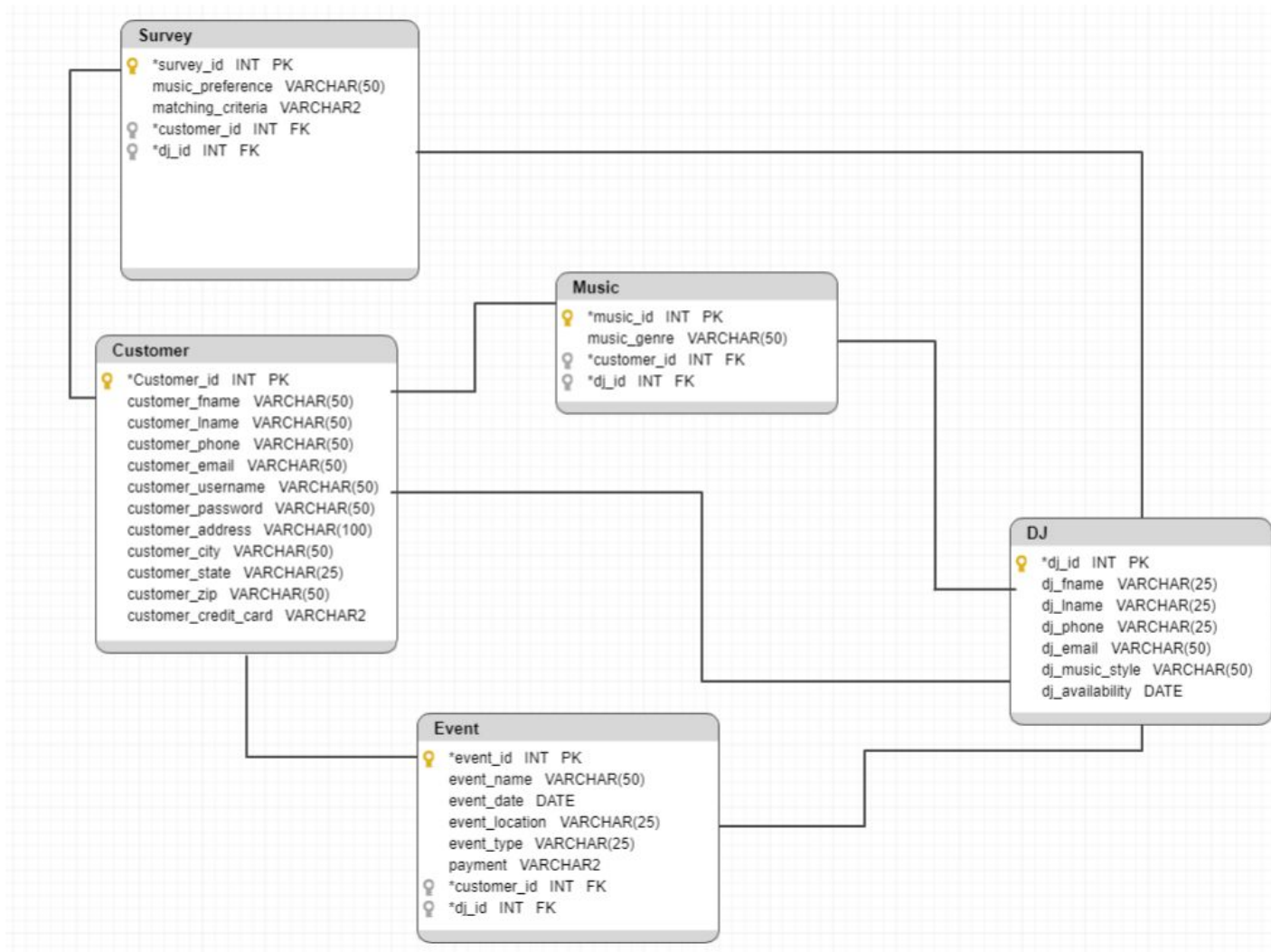
Physical DFD Level 0:



Physical description of the Level 0 DFD:

In order to convert the logical level 0 DFD to physical level 0 DFD, we followed all the steps required to convert it. The first step is, Adding Implementation References. We converted all the processes to either human actions or programs. In our case, the first process (Customer needs DJ) is a human action and the rest of the processes are HTML programs. We converted the Data Stores into Database table. In our case, all the three Data Stores are converted to MySQL database tables because they hold all the records pertaining Customer, DJ, music and such. We converted the Data Flows into the physical media for the data, such as paper forms, reports, records, email messages, calendar, and files. Lastly, we added the human-machine boundary line around the Customer entity to differentiate human and computer interaction.

Physical ERD:



Physical description of the ERD:

In order to convert our logical ERD to a physical ERD we followed all the required steps and dove into more of the “how” our system will work. We changed the entities to tables which mostly relates to naming conventions. We used real name components which we plan to use when our system is implemented and ready to go. We also changed the attributes to fields. We used all sorts of data types to show how our data will be saved and presented in the system. For example, lot of our data is saved as Varchar because we have lot of messages relayed back and forth and numbers or integers would not work. We also added primary and foreign keys to our system. Primary keys are fields that contain a unique value for each record in the table. Customer_id is a perfect example of a primary key for the customer table. Foreign keys we use to provide a common field between two tables. For example, dj_id is a foreign key in the events table to create a link between those two.