ACCelerate - Acebedo, Carballo, Cata-al

**Part 2: Design Alternatives** 

#### Scenario:

**Scenario 1:** A student took advising at the faculties and after advising the student went to the treasury and found out that the line of the treasury was 100 or more and decided not to pay this time because of the line, little did the student know that ACCelerate created an app that can pay through online called Mapua Cash. Sign in to the app using the MMCM-provided username and password and go to the balance of tuition and user can see the statements and pay the tuition online without any hassle and can check the updated balances of the student.

**Scenario 2:** The student's parents forgot to give allowance to the student, or the parents are abroad and can't give allowance to the student. The parents can add allowance during enrollment using Mapua Cash, The E-cash that the parents add to the Mapua Cash app can be used at the MMCM cafeteria to grab food at any food stall in the cafeteria with a Mapua Cash Validation Certificate. The Mapua Cash also gives discounts and coupons to any food stall certified to compete with other business applications.

**Scenario 3:** Person 1 wants to buy food from the cafeteria but realizes that their money is not enough for the food they want to buy. Their friend, Person 2, approaches them and shows them that they can pay for food in the cafeteria using MapuaCash.

Storyboard (Based on Scenarios):

## Storyboard 1 - Enrollment Time Once Again



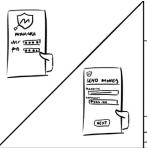
# Storyboard 2 - Broke Moment



Narrator: The student finds out that he had run out of money as allowance during the start of a new term and his parents are currently abroad for a week



Narrator: The student then contacts his mom to ask if they could send him some allowance for the week







Narrator: With the help of Mapua Cash, the mom is able to send him money as allowance for the week until they get home from abroad. Narrator: After being processed, the money is received in the student's account, now with money as allowance.

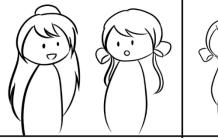
## Storyboard 3 – Broke Moment (Part 2)



Narrator: Clara, a student of MMCM, seems to be in a pinch after seeing the amount of cash she has on-hand Clara: Oh no, I can't afford a meal for lunch with what I have...

Narrator: Yumi, her classmate, seems to have noticed her troubles.

Yumi: I didn't mean to eavesdrop, but did you mention that you're lacking funds for lunch?



Yumi: If you have money in your Mapua Cash app, you can use that to purchase food from the cafeteria.

Clara: Oh, I nearly forgot I *did* have money there. Thank you for reminding me, Yumi.

Clara: I'll go buy my lunch now. See you in class, Yumi! Yumi: No problem, enjoy your lunch!

Narrator: With a quick wave, they parted ways for now and went off to their destinations during their break.

#### **Problem Statement:**

- Students faced difficulties managing decentralized payments across various campus departments and activities, leading to confusion.
- The fragmented payment system increased administrative burdens and inefficiencies in handling semestral payments, club dues, event fees, and other financial transactions.

### **Application Icon Size comparison**



The icons above show the chosen application logo in different sizes. This is an important detail to know to identify how the application logo would look in many different screen ratios.

### Design

The MapuaCash application aspires to be harmonious to the Mapuan colors to emphasize that this application was made for Mapua students and staff. The following discussed will be the: color palette, font, and GUI design of the application:

Color Palette:



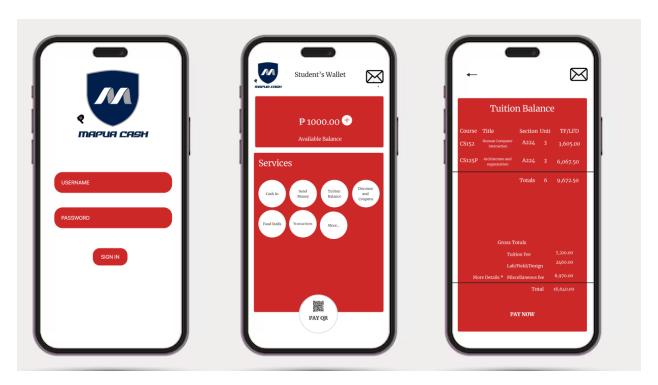
This color palette was picked from the application logo and will be used to integrate the Mapuan colors into the application. Although it is not the final color palette of the application and changes may occur in the prototyping stage, the team wants to keep the shades of red and blue as the most prominent colors of the application.

Font:

The team has decided to use a bookish/san serif type of font for the application. Albeit a bit more fancy looking than other fonts out there this font is still easy to read and gives a sophisticated look to the application.

### **GUI mock-up/prototype:**

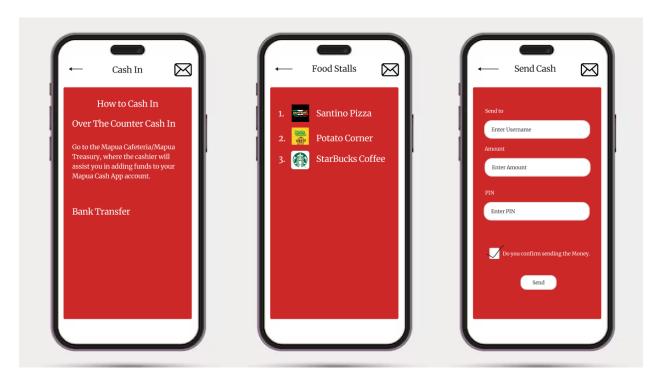
The team has decided to use a mobile GUI for the application to keep it simple and not complicate the app any further by trying to adapt to other GUIs for different models. The team has created this mock-up/prototype using Figma.



The screen on the left is the log-in screen for both students and a staff, where the username will be their school provided email or their school ID number.

The screen in the middle is the designated home screen once you have successfully logged in. It was designed similar to online cash payments apps like GCash or Paymaya. Where the user can select what kind of payment they will be making and they will be directed to that specific page.

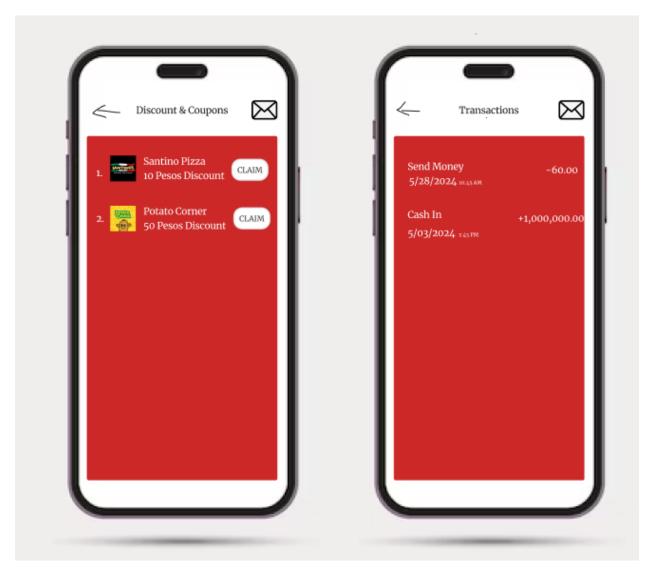
The screen on the right is what the user will see when they click on the tuition balance button. At the bottom of the screen you can see a pay now button users can click to pay for their remaining tuition balance.



The screen on the left here is the cash in page, here you can see options on how to cash in for your MapuaCash account.

The screen in the middle of the picture is the available food stalls you can buy and pay for with you MapuaCash account (the chosen food stalls in the picture are just for example purposes).

The screen on the right is the send cash page, here you can see that to be able to send cash to another MapuaCash account, you would need the other user's username and before you can send your own money you need to enter your PIN/password for security purposes.



The screen on the left is a discount coupons page that food stalls can establish with the Mapua schools during any events.

The screen on the right is the transactions page to help users keep track of their expenses using MapuaCash.

Note: This is just the mock-up and changes may occur in the progress of development of MapuaCash.