

AUISD
Assignment III

Part-A

Use Scenarios

A use scenario is a story or narrative—a thought experiment that is used to help you explore the set of tasks and interactions required for your UI Design. A good use scenario does a number of things:

- Describes the user's goals and motivations.
 - Describes a specific task or tasks that need to be accomplished.
 - Describes some of the interaction, with enough detail to make it compelling, but not so much detail as to be overwhelming.
 - Provides a shared understanding for everyone on your team about what a user might want to do and how they might do it.
 - Helps you construct the sequence of events that are necessary to address in your user interface.
 - Can be sketchy, as long as it provokes ideas and discussion.

Given below is a brief use scenario of an innovative product of an "interactive zoo",

Travelling and Tourism have become popular in modern world where people tend to find more innovative ways of improving the travel experiences. The computer and the related technologies are playing a major role in this process by exposing the travelers to more diversified experiences. The Viago State Zoo is planning to implement a computer solution (mobile or a web application) to enhance their visitor's travel experience. This solution is the perfect visitor guide, providing details of the animals, attractions, talk times and facilities, with an interactive map to enable you to make the most of your visit to Viago State Zoo. Viago Zoo has published a user scenario in the newspapers and asked the designers to bid on the published scenario. They wanted to make this a unique user experience so that they are planning to introduce a special device to cater this purpose. The main objective of the device is to limit the distractions of keeping a device with you while you are watching and interacting with animals. They encourage you to suggest a modern wearable device with its interfaces but still there is no restriction with customization of existing device such as mobile or tablet. The published user scenario is given below.

Interactive Zoo- Do you want to bid?

The main objective of the application must be how you can make an interactive zoo which enables a rich user interface to the user.

Key features include

- How to reach a particular are/zone of the Zoo via GPS or key in your postcode and it gives you directions to Viago State Zoo areas.
- Interactive Map Find all your favorite animals, catering or retail outlets and other visitor facilities on the easy-to-follow map.
- Gallery - Check out all your favorite mammals, birds, reptiles and invertebrates and other attractions in our gallery.
- Animals and Attractions - Click on the favorite animals and find out exactly where it can be found as well as a few interesting facts. You can also check out play areas and other activities, too.
- Restaurants and Shops if the user needs to go for their meals the app facilitates the shop/restaurant details within the zoo and allow the user to take home a souvenir — pop in one of the shops and buy the range of gifts available at these shops.
- Talk Times & Feeds - Don't miss seeing the amazing displays by the sea lions or birds of the world. You'll always catch your favorites at feeding time!
- Shake your phone... and share all your photos and Memories on social media!

Figure 1: Specification

Suppose that your company has assigned you develop a UI prototype based on the above scenario. Design and develop the UI prototype of an application which is catering the above requirements.

You should satisfy the following requirements in addition to the above-mentioned requirements.

- The Zoo is planning to introduce a new device which is specific to the zoo and which facilitates the interactive zoo mechanism. Design a suitable layout the proposed design. Your device must Facilitate the user interaction while not disturbing the user with their original objective of watching animals.
- Based on your proposed device develop the UI prototype by catering the published requirements.
- You are allowed to use any technology that you learned.

Sample User Screens:



Note that your solution must follow the User interface design techniques that you