CSCI 310 Assignment #4 Marking Scheme

NOTE: *This is a general marking scheme. Additional marks may be deducted for unanticipated issues with your submission.*

Team Name: Rec Online
Student Name:

Lab Attendance [/4]
This is an individual mark for each member of the group

Documentation and Submission [11/11]
- Clear directions on how to run the prototype ✓
- All necessary files are included ✓
- Clear, concise description of design changes ✓
- Followed submission instructions ✓

Prototype [~~20~~ 23/25]
revised version is better :)
- Software prototype is complete – contains all major screens and appropriate navigation for the scenarios ✓
- Prototype is a higher fidelity than the paper prototype ✓
- Prototype supports all 3 scenarios ✓
- Prototype conveys design concept effectively ✓

Usability [18/20]
- Design has improved since the last prototype, and previous suggestions to improve the design were ✓
  implemented (within reason – they can be ignored if they conflict with each other or would take excessive time)
- Prototype follows design principles discussed in class ✗
- System is usable, based on the principles discussed in lecture ✓

Detailed Information Screen
└ use grouping principles to make information easier to take in.

Total [/ 60]

group 52/56

Change registration/cancel buttons

User Event view/deregistration
Basheer — Edit Detail info
Mohammad — User Event modification
David — User Registration update

Requested Changes:
- add ability to view activity from search results, not just register.
- add functionality for user to view what they've signed up for
- Registration page - field sizes are not consistent. Use grouping to improve it. Make relationship betw. drop down menus more clear.
- Fix data entry simulation. So user can click on appropriate field
- add the cancel registration.

The following readme file is included to assist the evaluator with the evaluation of Rec Online. Ensure you have the required Task Scenario (attached at the end of this document) available.

~~To open the prototype, open a web-browser and go to the following link~~
~~https://csviu.mybalsamiq.com/login~~
~~You should have been provided a login from Doctor Caruthers.~~
~~Enter your username and password and login.~~

~~You will see a book icon on the left side of the screen titled Rec Online. Click on the book to open the prototype project.~~

~~You will see rows of different screens. Click on the Welcome Screen (top row, left). Once the Welcome Screen appears, click the Edit button in the top right. This will open the prototype for editing.~~

Added by Sarah: I've generated a pdf version, please open the pdf and start...

Ensure you have this document open on a different computer or printed off. Once the prototype opens in Demo mode, you cannot Alt-Tab between the screens without disabling the Demo mode. ✓

If you happen to exit the Demo mode, you can select the screen you were last in by scrolling through the different screens on the right side of the screen and selecting the screen you want. Once selected, follow the instruction in the next paragraph.

In the top right of the screen, you should see what looks like a hollow broken box. Click on the box to open the project in demo mode.

Due to the limitations of Balsamiq, no information will be able to be entered into the prototype.

When the welcome screen opens, click on the Register button. You will be taken to the Registration screen.

① click Register Button

USER REGISTRATION Screen
1. This screen allows the user to type in their information.
2. The user would enter their first and last name in the spaces provided and select their birthdate from the calendar. Radio buttons are provided for the user to select their gender and an input box is provided for their address.
3. The user selects activities they are interested in from the three available drop-down lists.
4. The user enters their email address in the space provided and selects whether they want to receive notifications of events.
5. Once all the information has been entered, the user clicks the Submit button.

"next" is too small to see...
explicitly state where to click or to hit "that" "space".

CREATE USERNAME AND PASSWORD
1. The user enters their username and password, entering the password twice for confirmation. As mentioned, username and password cannot actually be entered.
2. Once the username and password have been entered, click the Submit button.

ACCOUNT CREATED
1. This screen is a message to the user saying their account has been created and that they will receive a confirmation email. The user clicks the Acknowledge button.

MAIN SCREEN
1. In the task scenario, the user wishes to search for a sporting event and Clicks the Search button.

SEARCH SCREEN
1. As mentioned earlier, no items are selectable or enterable due to the limitations of the prototyping software.
2. The user would select what type of event (Sports) that they wish to search for.
3. The user selects which age group (Adult +20) that they are interested in and selects the date for the event from the calendar (Monday 17 November).
4. When the search criteria have been set, the user clicks the Submit button.

SEARCH RESULTS SCREEN
1. This screen displays the results of the search, based on the search criteria and provides radio buttons beside each result to View or Register for the event.
2. The user clicks on the radio button to Register for Football Monday

EVENT DETAILS
1. The screen displays the summary of the details of the event selected (Football Mondays). The user clicks the Register button to register for the event.

REGISTRATION CONFIRMATION
1. This screen presents the user with a message informing them that their registration information has been sent to the organizer.
2. The user clicks the Logout button.

LOGOUT SCREEN
1. This screen thanks the user for using Rec Online and is the end of the Task Scenario.

Sports Scheduler Task List

1. Select new user
   a. Click on Registration button
2. Enter the registration info
   a. Type in First name– you will not be able to fill in this space
   b. Type in Last name– you will not be able to fill in this space
   c. Select Birthdate from calendar– you will not be able to fill in this space
   d. Select gender– you will not be able to fill in this space
   e. Type in address– you will not be able to fill in this space
   f. Select Sports activities from first drop down list– you will not be able to fill in this space
   g. Enter Email address– you will not be able to fill in this space
   h. Select to receive notifications– you will not be able to fill in this space
   i. Click on submit button
3. Type in new username and password – you will not be able to fill in this space
   a. Type in username– you will not be able to fill in this space
   b. Type in password – you will not be able to fill in this space
   c. Re-type in password – you will not be able to fill in this space
   d. Click Submit
4. Click Acknowledge
5. Search for activity
   a. Click Search button
   b. Select Sports
   c. Select Adult age group from drop down list
   d. Select Date from calendar
   e. Select Register button
7. Select to Register in Football Mondays
   a. Select Register button beside Football Mondays
8. Verify information
   a. Next confirmation, click Register button
9. Logout
   a. Click the Logout button

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Rec Online Record of Changes

The following is a record of changes implemented to the Rec Online GUI. During the Cognitive walk-through, it was recognized that some changes should be made to incorporate some features and provide better use of the screen area and consistency throughout the prototype.

Change made	Made by	Substantiation
Included "Change Password" page	David Burneau	During the Cognitive walk-through, it was realized that no option was available for the user to change their password.
Included "User Profile" page	David Burneau	During the Cognitive walk-through, it was realized that no option was available for the user to change their user information.
Button Alignment and size set to one standard.	David Burneau	During the Cognitive walk-through, it was realized that button size and alignment was not uniform throughout the prototype.
Input boxes added for username and password	David Burneau	Input boxes added
Username and password entry area are centered in screen	David Burneau	During the Cognitive walk-through, it was realized that the username and password were top left in the screen.
Information layout in "View" screen reorganized	David Burneau	Information layout changed to make better use of screen.
"Search" reorganized	David Burneau	Make better use of screen
"Register" Screen	David Burneau	Make better use of screen

This list shall be maintained throughout the design process of Rec Online.