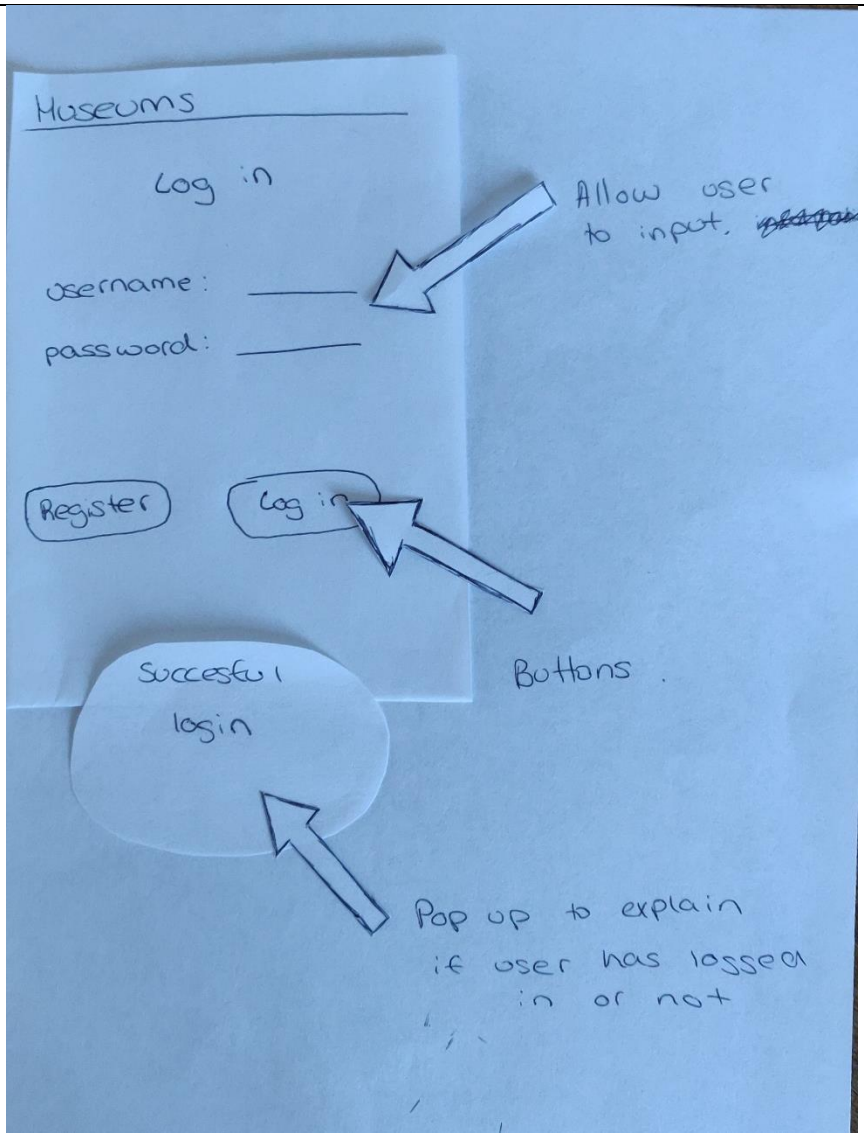
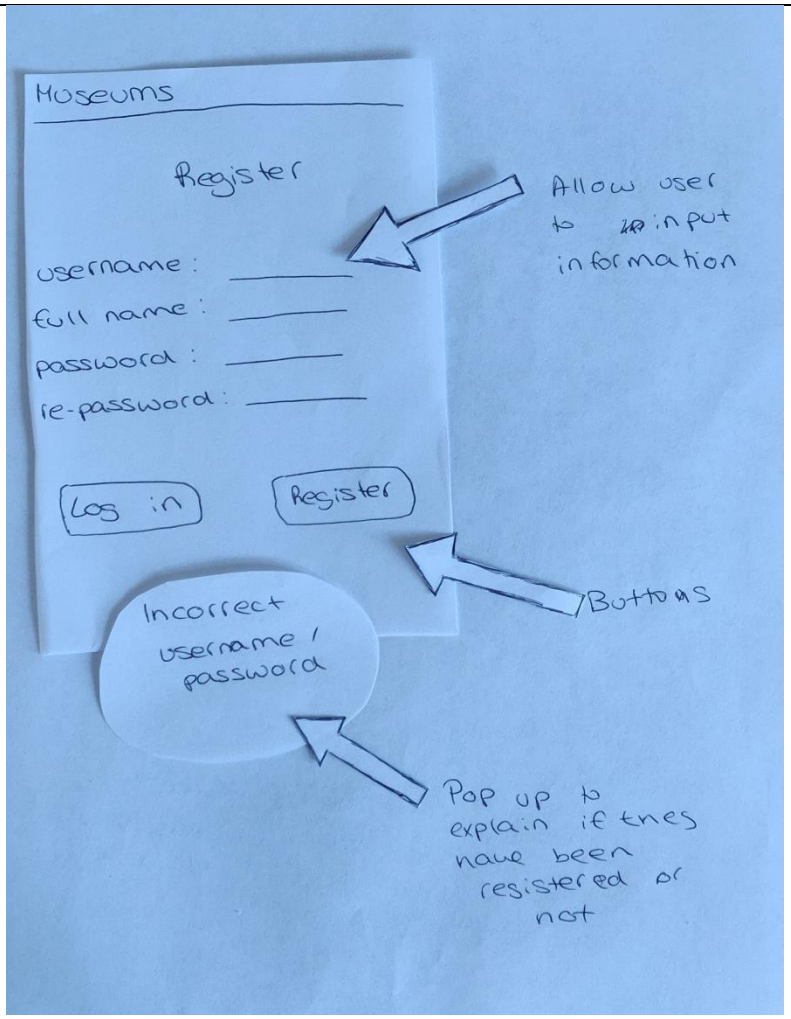
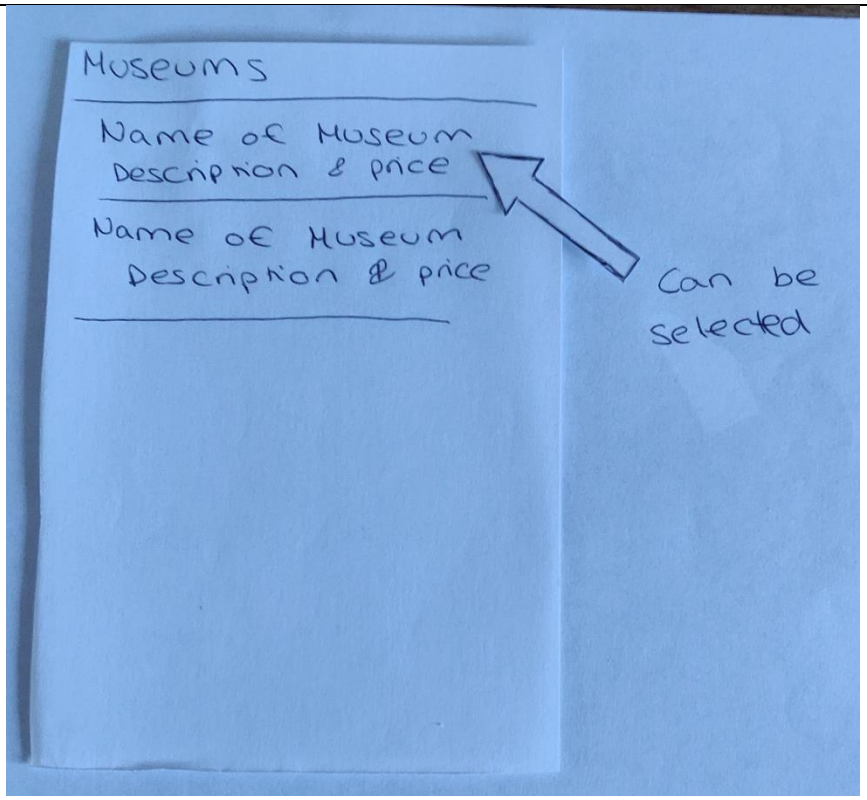
Summative assessment

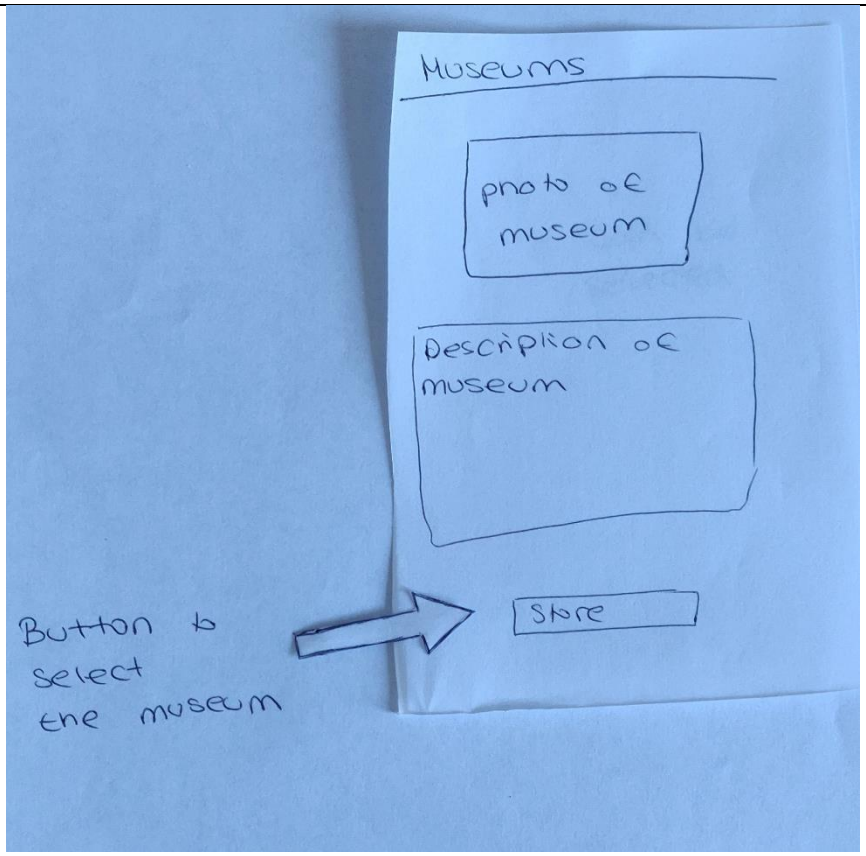
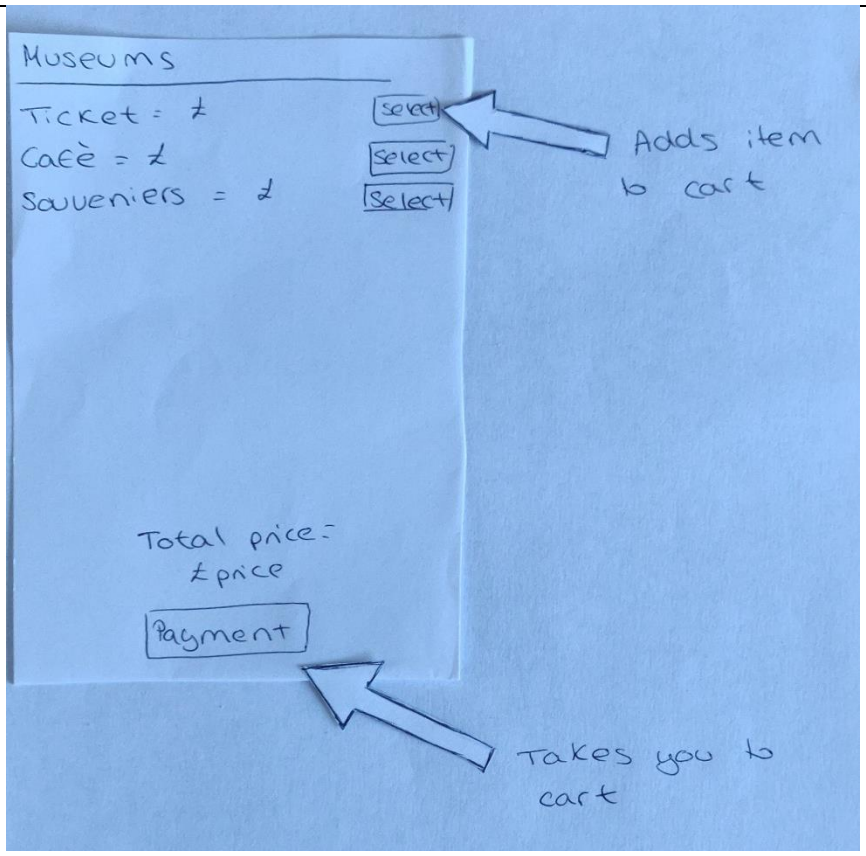
Paper prototype:

It is demonstrated in order on how a user might navigate through the application.

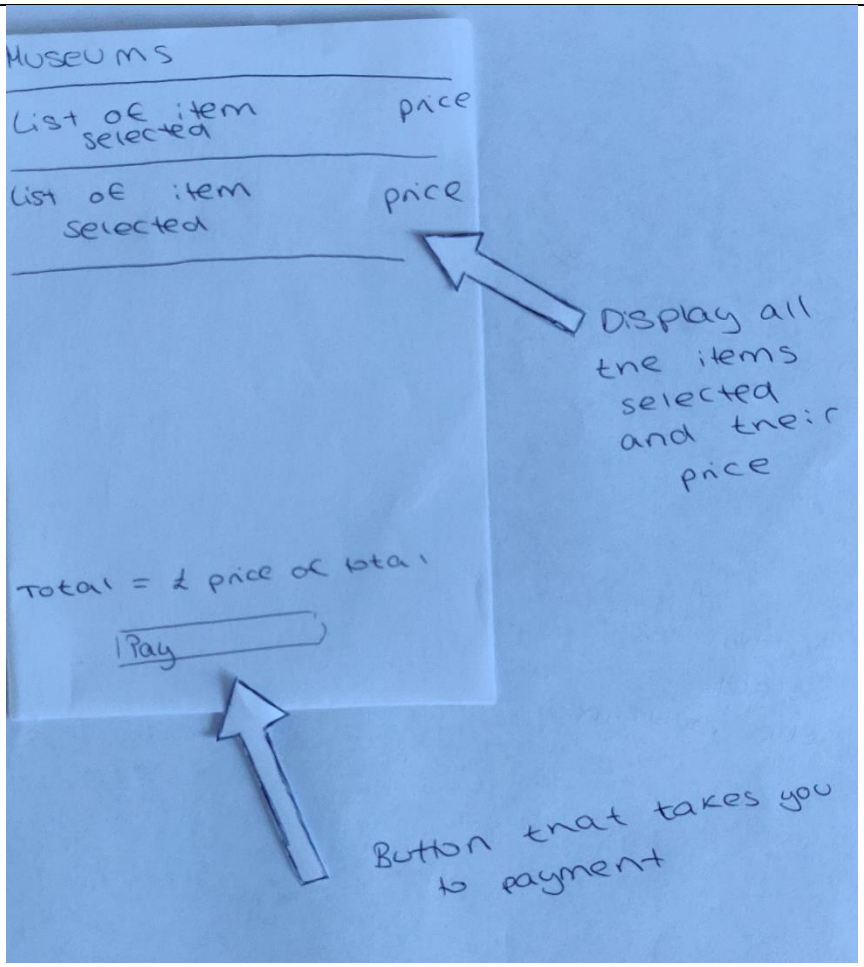
1. This is the log in page where the user can log in or chose to click the register button to create an account. If they entered the correct information in the log in page they will be directed to the list of museums (Figure 3)
2. This is the registration page; the user is asked to enter some information. One they have entered the info they can press the register button and a pop up will appear stating if they have successfully created an account or not.
3. Here is a list of the available museums with some key information about them (location, price). The user can click on the museum they wish to read more about which will take them to figure 4.
4. An image of the museum is displayed with a detailed explanation about the museum with a button that allows the user to click if they want to buy a ticket and other stuff.
5. The store is displayed, it shows the list of available items which the user can press the add button next to them to add them to the cart. The total price of it all is showed in the bottom and it is updating every time the user clicks the add button. There is also a button that takes you to the cart.
6. It displays a list of the items the user has chosen with the total price of it all. It also includes a button that takes the user to the payment page.
7. Here the total cost of all the items is displayed, the user can input the amount of money they have. Once the user inputs the money and press the pay button the change will show up if needed. If the payment was successful a pop up will be displayed stating that it has been successful, and a booking reference number and the users full name will also be displayed. But if it hasn't be successful a different pop up will be displayed stating that the transaction wasn't accepted.

1.	 Museums Log in Allow user to input. username: password: Register Log in Buttons. Succesful login Pop up to explain if user has logged in or not

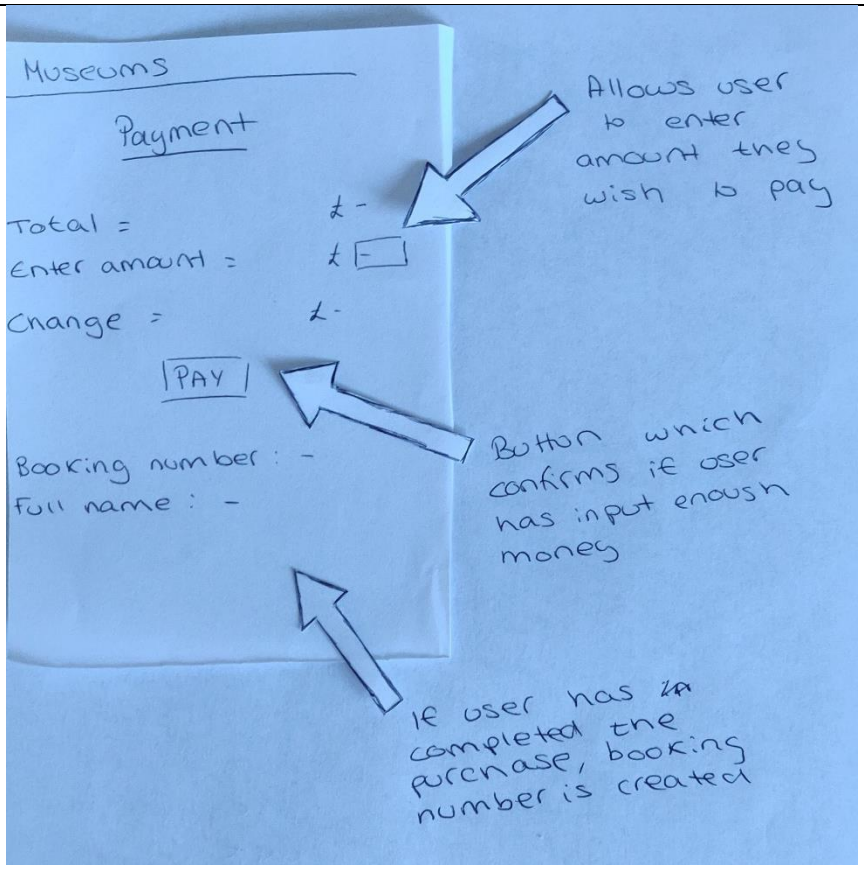
2.	 Museums Register username : full name : password : re-password : Log in Register Allow user to input information Buttons Incorrect username / password Pop up to explain if they have been registered or not
3.	 Museums Name of Museum Description & price Name of Museum Description & price Can be selected

4.	 Museums photo of museum Description of museum Store Button to select the museum
5.	 Museums Ticket = £ Select Café = £ Select Souveniers = £ Select Adds item to cart Total price: £price Payment Takes you to cart

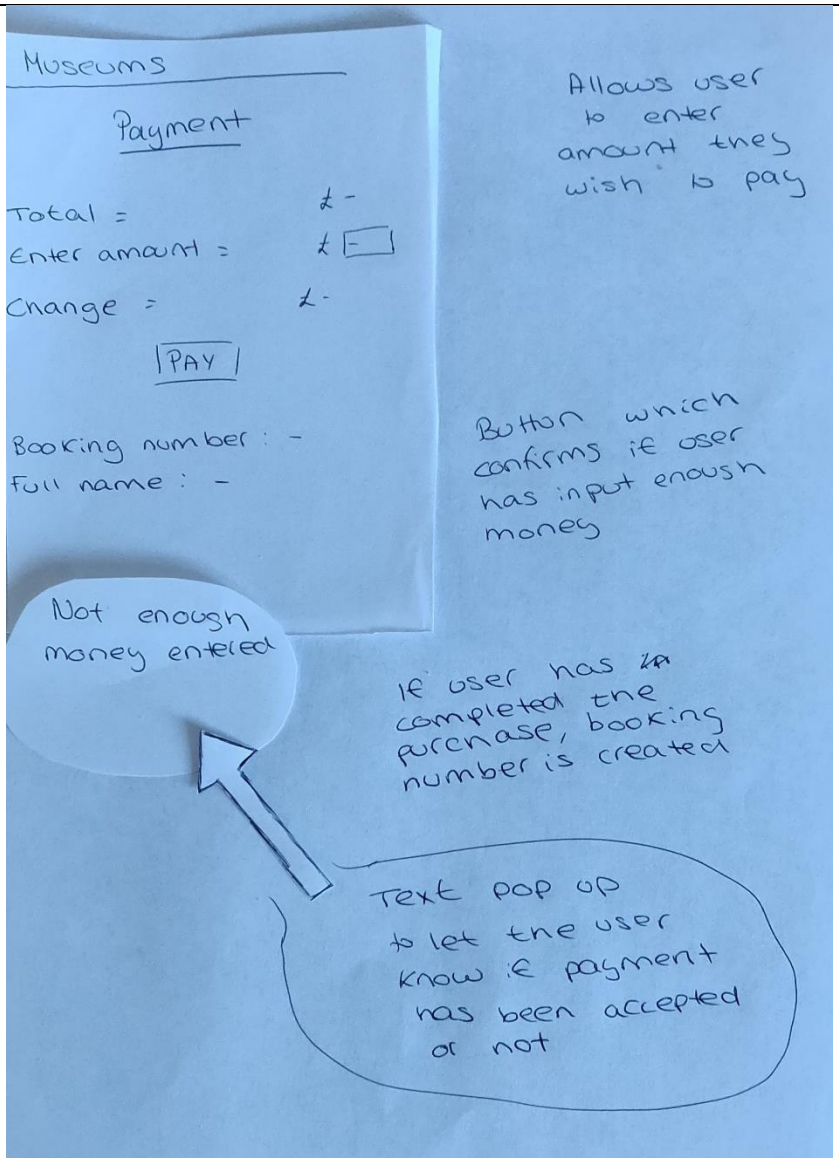
6.


Museums
List of item selected
price
List of item selected
price
Display all the items selected and their price
Total = £ price of total
Pay
Button that takes you to payment

7.


Museums
Payment
Allows user to enter amount they wish to pay
Total = £ -
Enter amount = £ -
Change = £ -
PAY
Booking number : -
Full name : -
Button which confirms if user has input enough money
If user has completed the purchase, booking number is created

8.


Museums
Payment
Total = £-
Enter amount = £
Change = £-
PAY
Booking number : -
Full name : -
Allows user to enter amount they wish to pay
Button which confirms if user has input enough money
Not enough money entered
If user has completed the purchase, booking number is created
Text pop up to let the user know if payment has been accepted or not

Principles of design

The principles of design are something that everyone should consider while designing and coding their applications. The main ones I looked at where from Norman and Schneiderman's.

Consistency

My application considers consistency all throughout the program. The colour scheme is always the same and the font and the text colour does not change. This principal was one of the most important ones I considered, the reasons being:

- This application is meant to be easy to use and for everyone, people who are not customed to applications might find it difficult to navigate through them since the design of them might change in every page, making the user confused on where to click and how to use it properly.
- Having a good consistent program makes it easier to remember making people willingly coming back to use it instead of another application since they might remember it more.

Mapping

Mapping is another design principle that I had to take into consideration. This design principle is the relationship between the control and the effect, meaning that the buttons the user might interact with tells them what it does already.

In the case of my application every button told the user what it does before even clicking on it, so the user is less likely to click on it by accident or be confused as to why the page just change or why there is an item they did not wanted in the basket.

Here are some examples of the buttons inside of the application:

As you can see, they state what each do without needing to click on it.

Permit easy reversal of actions.

This design principle means that if a user has selected the wrong thing, they can easily go back and fix it. In the case of the application, it has been applied and thoroughly considered. In any point of the program the user can press the back button on their phone and the program will undo what the user has done.

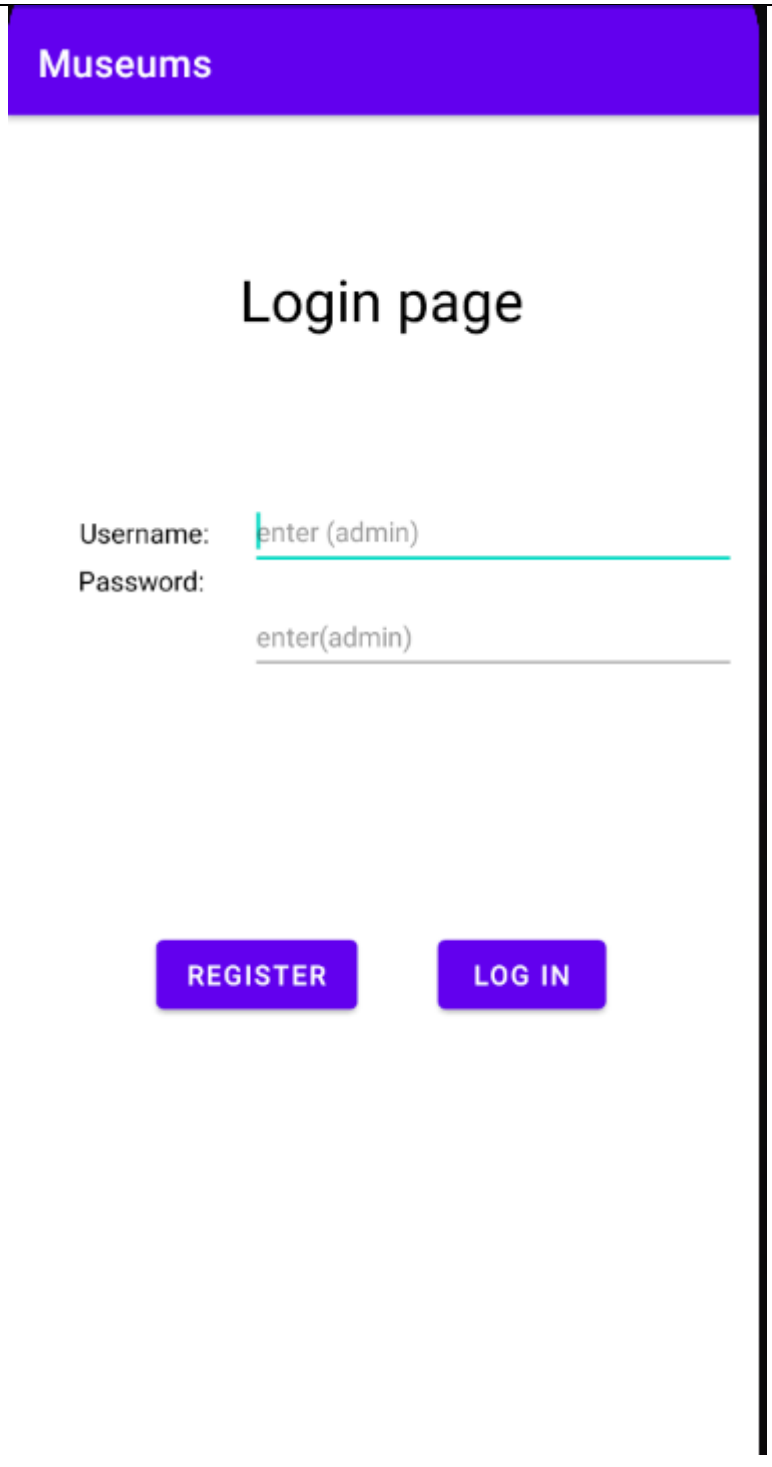
Addressing user's concern

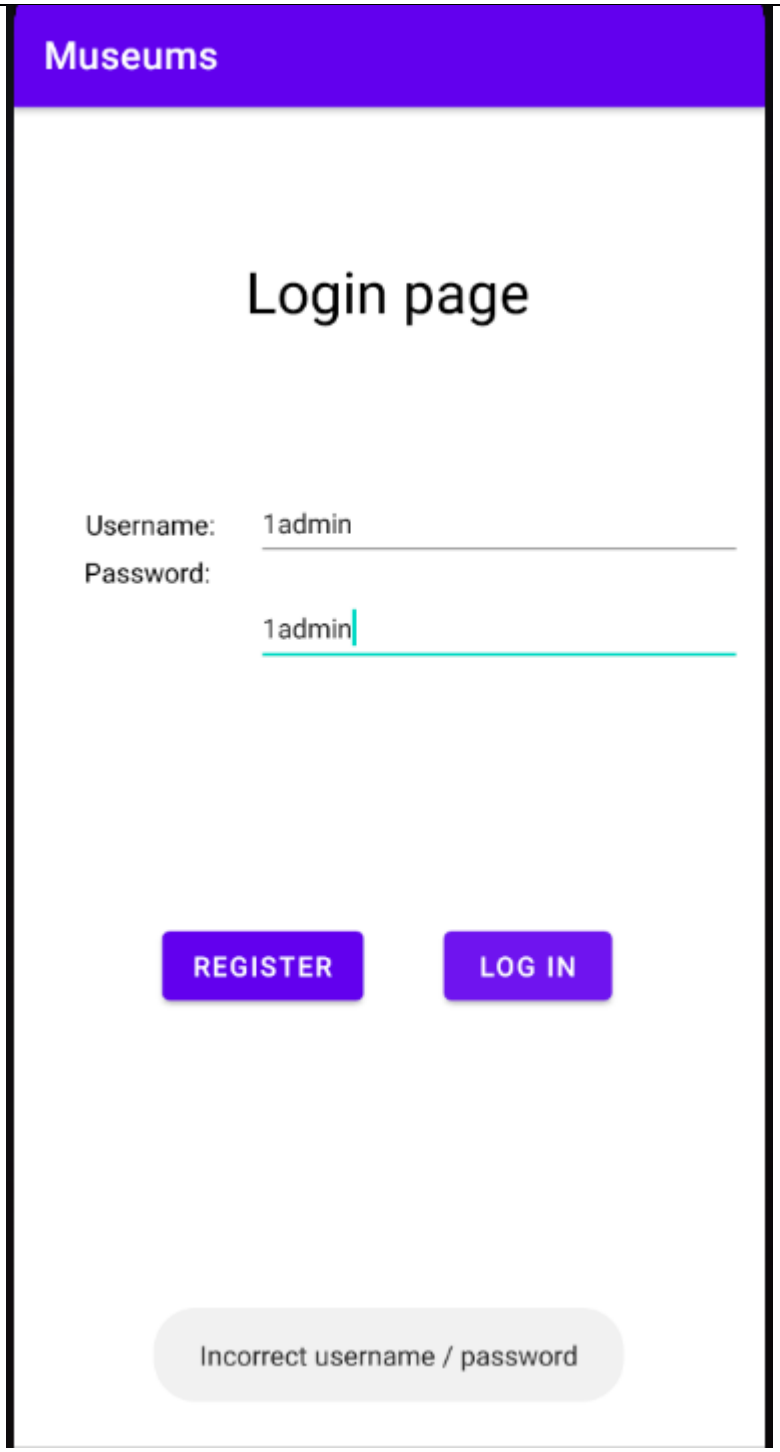
The way I would address all the users concerns in this program is as follow:

- Allow the user to change the language of the program easily.
- Enable text to speech so people who struggle to read and see can still get informed and can use the application as intended.
- Allow the user to change the current currency to their own.
- Allow the user to change the colours of the application to make it easier for them to see.
- Allow the user to change the size of the fonts in the application.
- Let the user know that their information is not being shared.
- Create a customer service section and a FAQ where we can help users.

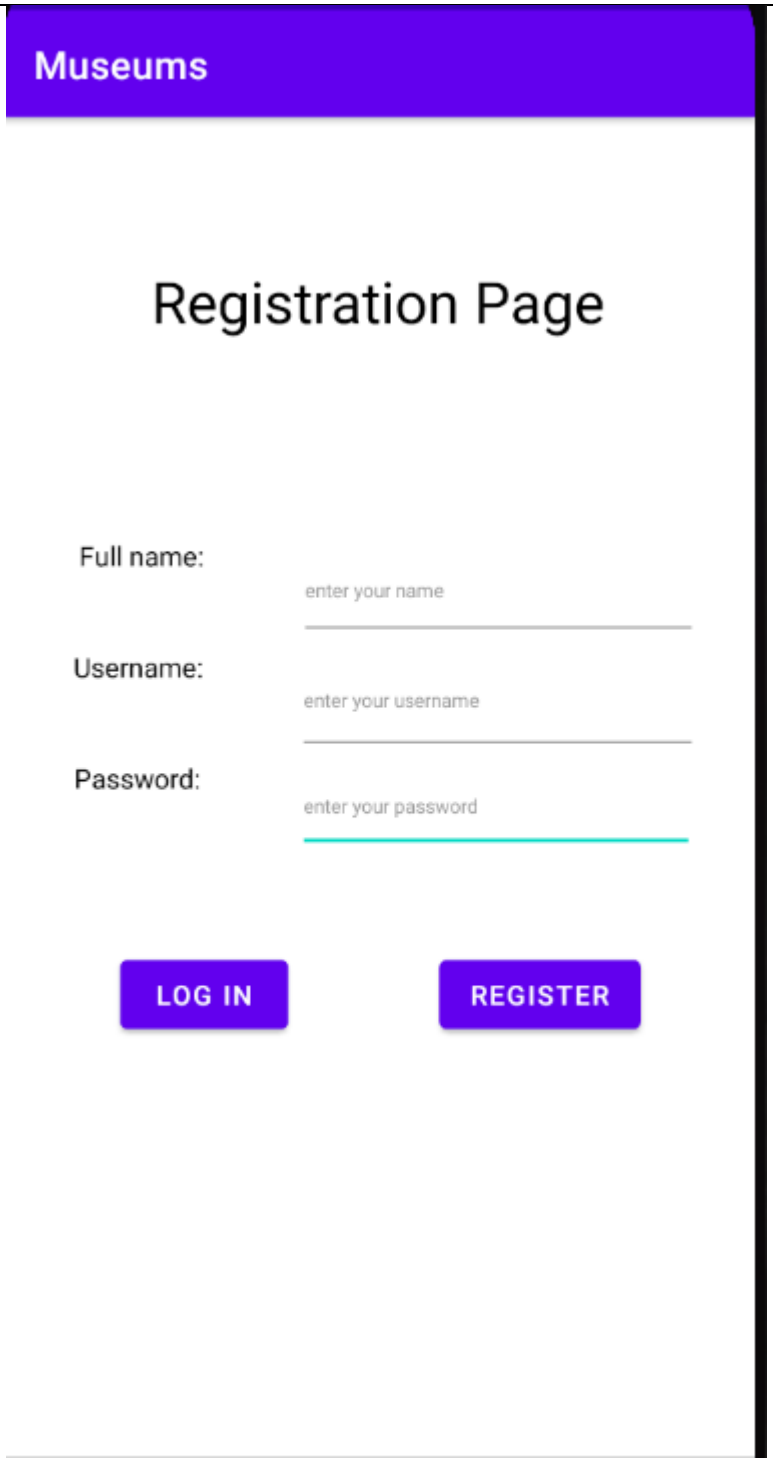
Screenshots of the application:

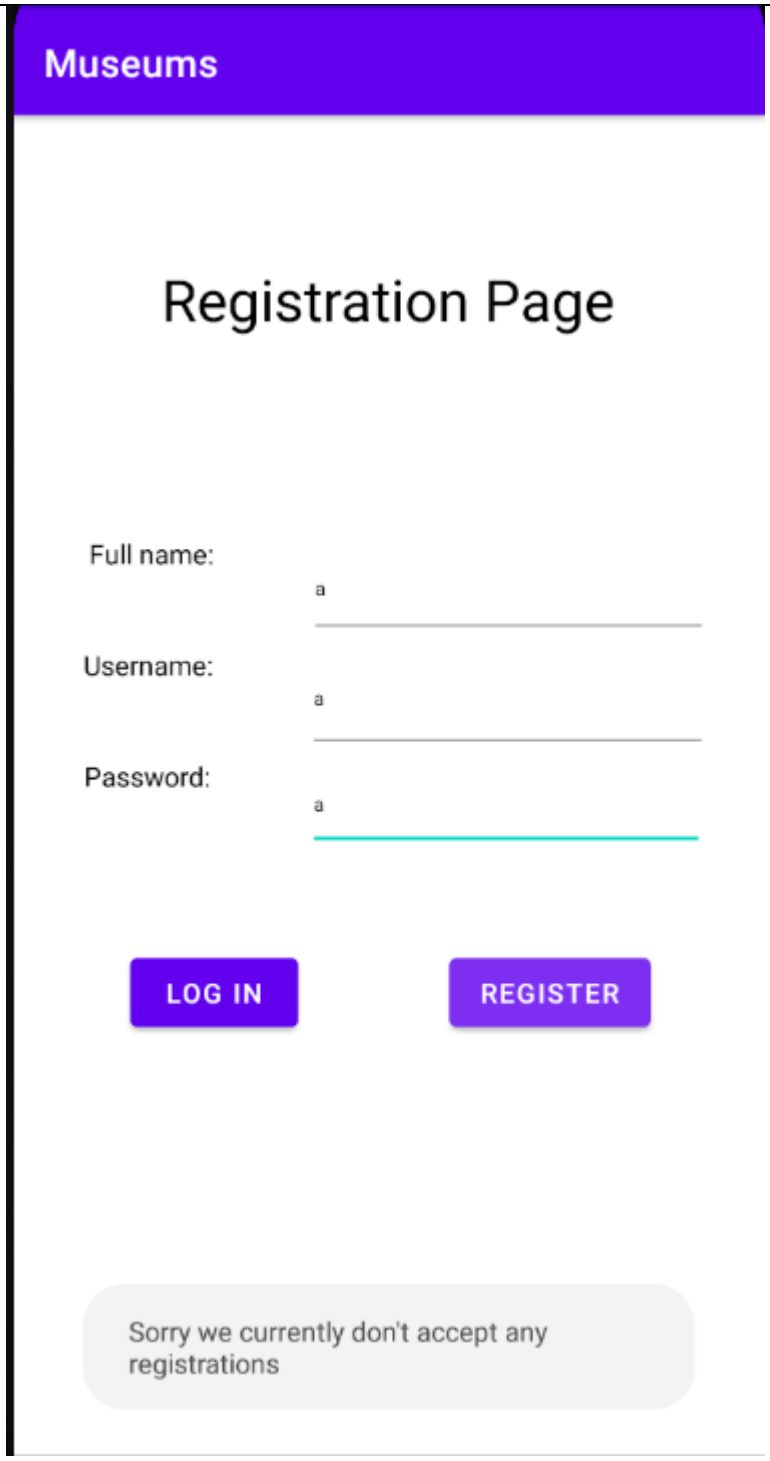
1.




Museums
Login page
Username:
1admin
Password:
1admin
REGISTER
LOG IN
Incorrect username / password

2.


Museums
Registration Page
Full name:
enter your name
Username:
enter your username
Password:
enter your password
LOG IN
REGISTER


Museums
Registration Page
Full name:
a
Username:
a
Password:
a
LOG IN
REGISTER
Sorry we currently don't accept any registrations

3.

Museums
Located in Paris, France. Entrance fee £10
Brief description of each museum
Located in Beijing, China. Entrance fee £10
Brief description of each museum
Located in Vatican city, Vatican. Entrance fee £10
Brief description of each museum
Located in New York City, USA. Entrance fee £10
Brief description of each museum
Located in London, UK. Entrance fee £10
Brief description of each museum
Located in London, UK. Entrance fee £5
Brief description of each museum
Located in London, UK. Entrance fee £5
Brief description of each museum
Located in London, UK. Entrance fee £5
Brief description of each museum
Located in New York City, USA. Entrance fee £5
Brief description of each museum
Located in Saint Petersburg, Russia. Entrance fee £5
Brief description of each museum

4.

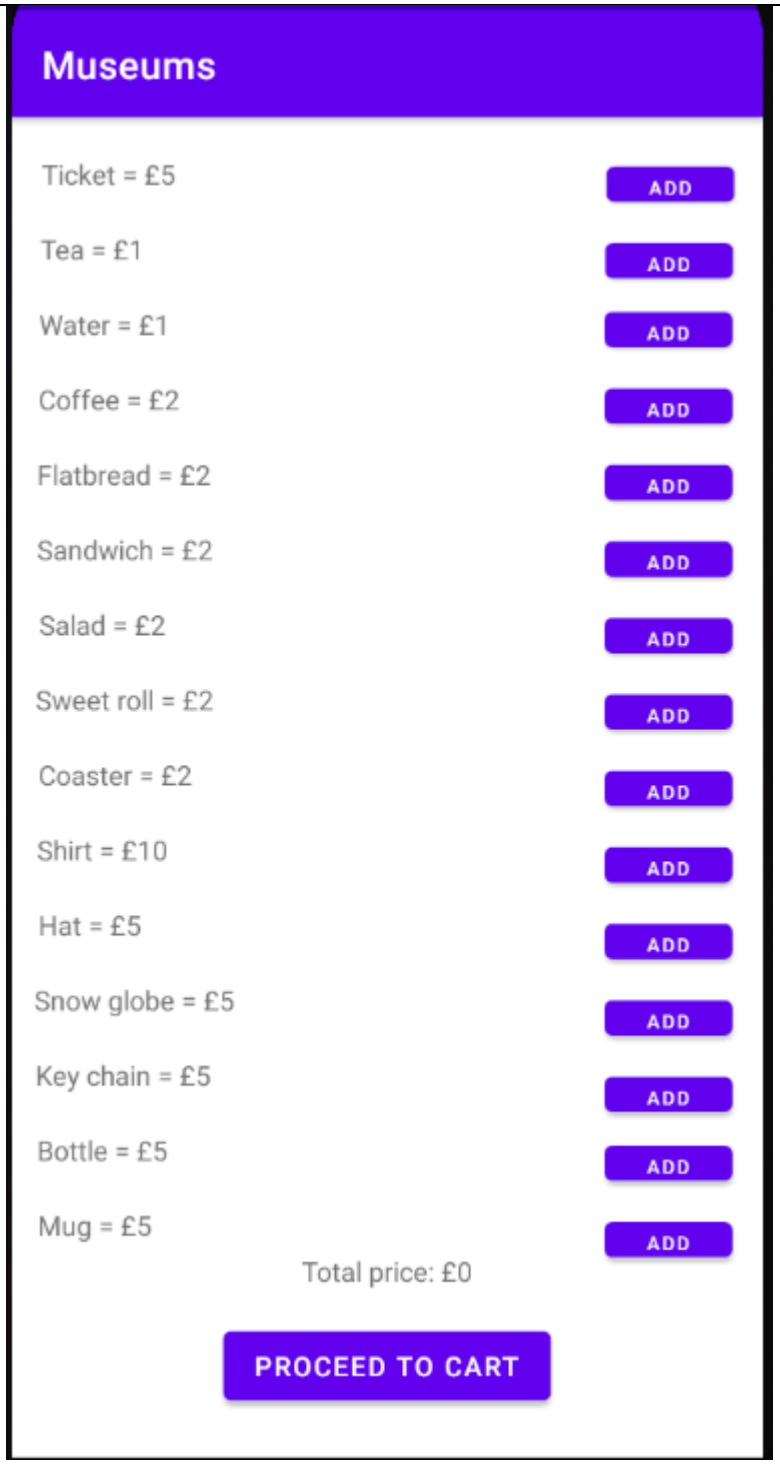
Museums
The National Museum of China (Chinese: 中国国家博物馆; pinyin: Zhōngguó Guójiā Bówùguǎn) flanks the eastern side of Tiananmen Square in Beijing, China. The museum's mission is to educate about the arts and history of China. It is directed by the Ministry of Culture of the People's Republic of China.
PROCEED TO STORE

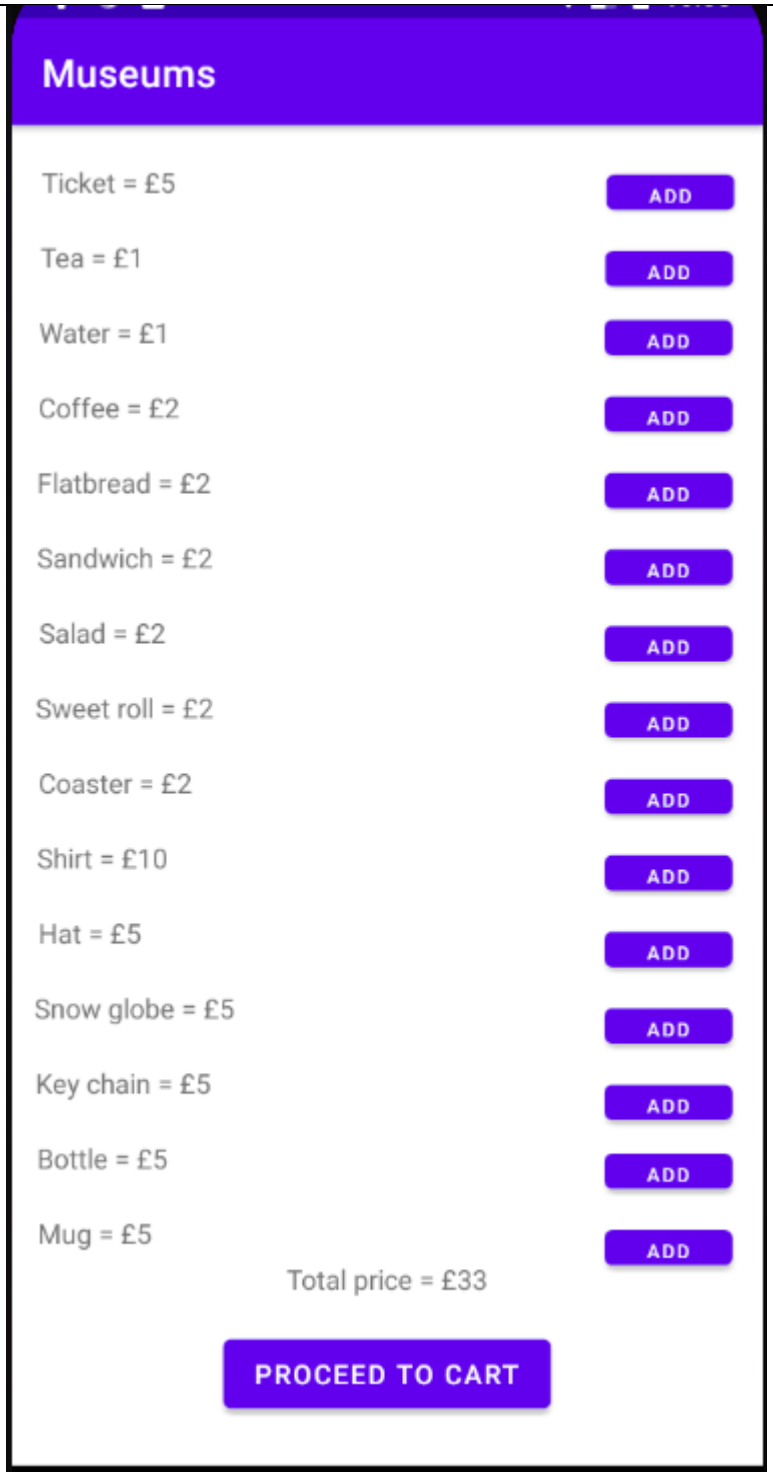
Museums
The Louvre is the world's largest art museum and a historic monument in Paris, France, and is best known for being the home of the Mona Lisa. A central landmark of the city, it is located on the Right Bank of the Seine in the city's 1st arrondissement (district or ward). Approximately 38,000 objects from prehistory to the 21st century are exhibited over an area of 72,735 square meters (782,910 square feet). Due to the COVID-19 pandemic, the museum was closed for 150 days in 2020, and attendance plunged by 72 percent to 2.7 million. Nonetheless, the Louvre still topped the list of most-visited art museums in the world in 2020.
PROCEED TO STORE

The State Hermitage Museum is a museum of art and culture in Saint Petersburg, Russia. The second-largest art museum in the world, it was founded in 1764 when Empress Catherine the Great acquired an impressive collection of paintings from the Berlin merchant Johann Ernst Gotzkowsky. The museum celebrates the anniversary of its founding each year on 7 December, Saint Catherine's Day. It has been open to the public since 1852. It attracted 968,604 visitors in 2020, a drop of eighty percent from 2019, due to the COVID-19 pandemic. In 2020 it ranked eleventh on the List of most visited art museums in the world

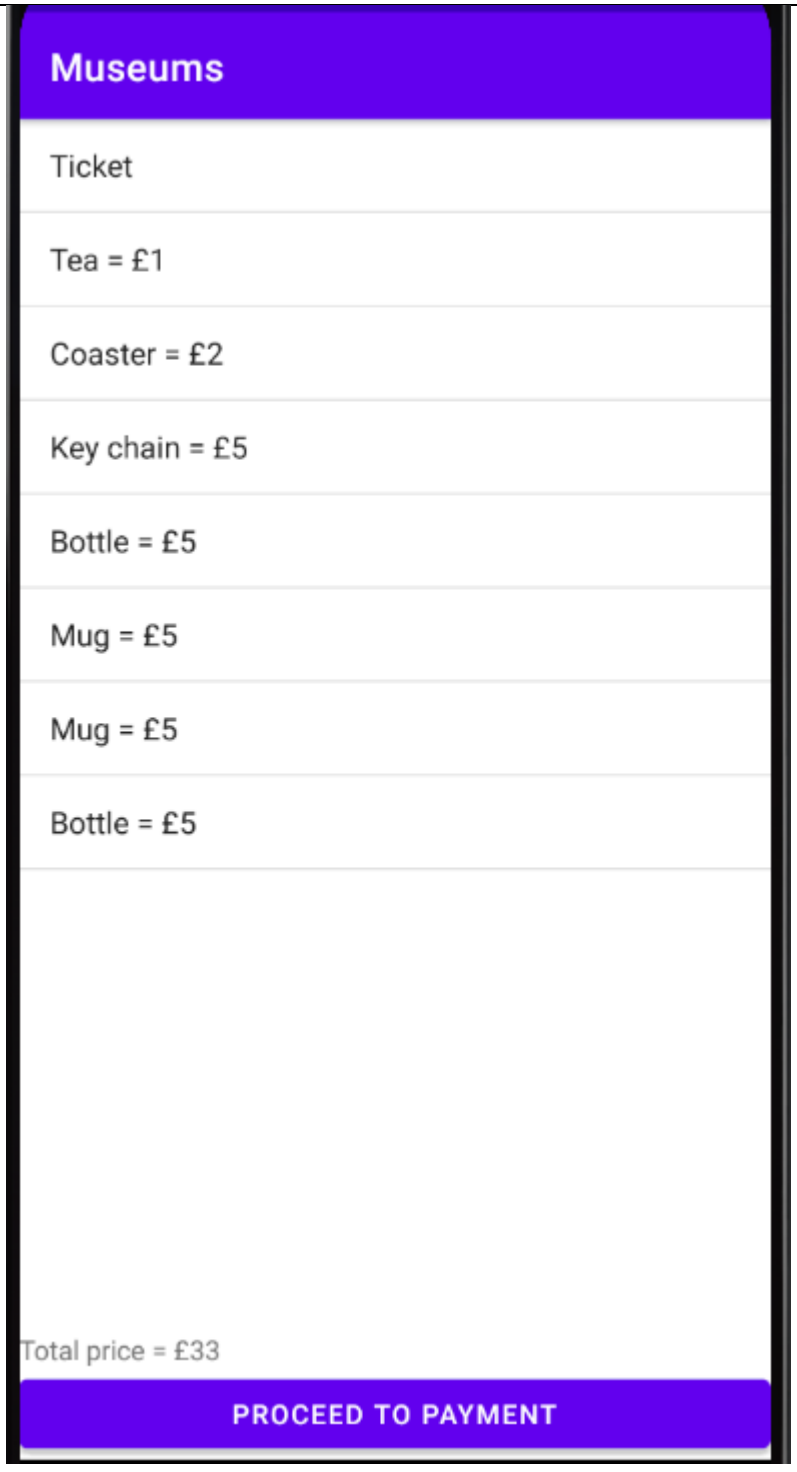
PROCEED TO STORE

5.

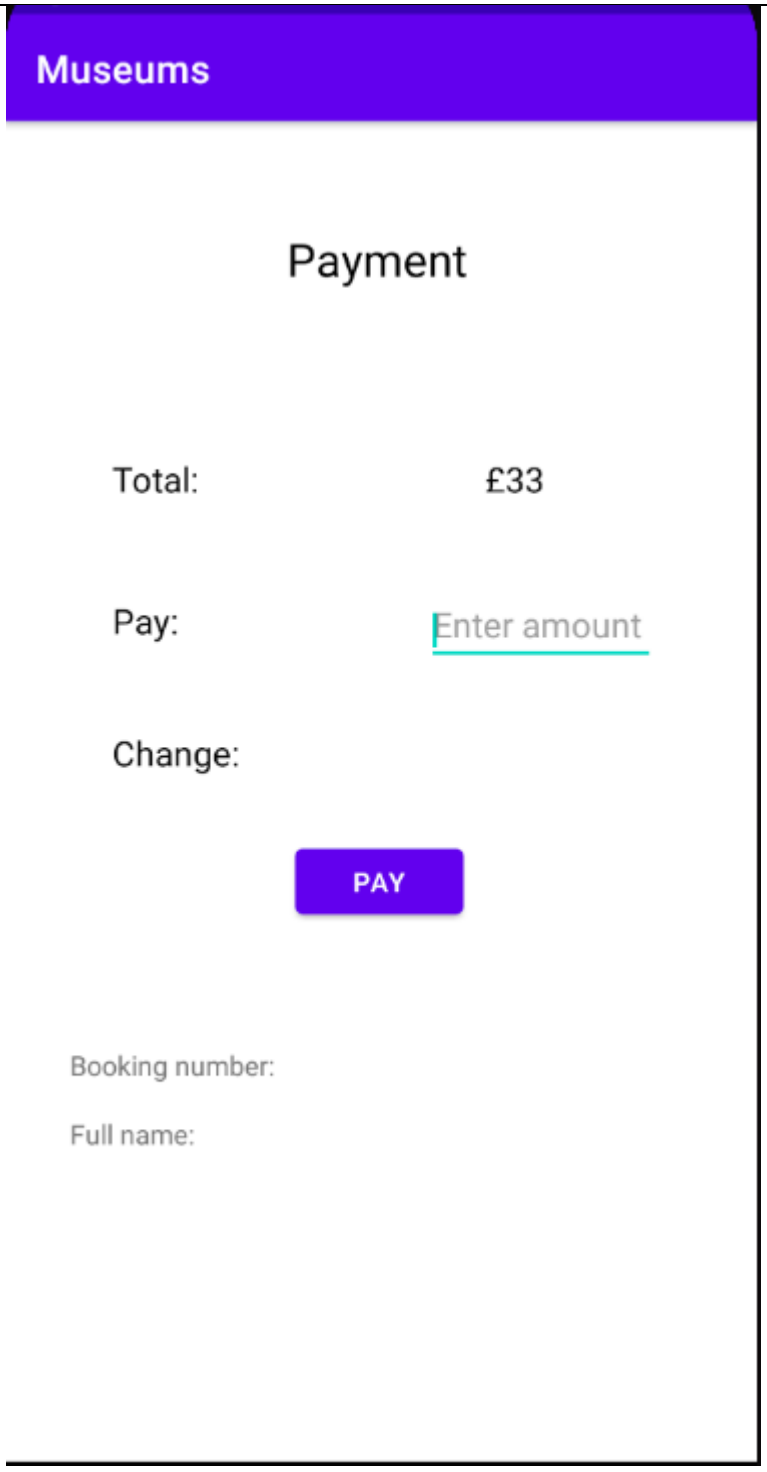

Museums
Ticket = £5
ADD
Tea = £1
ADD
Water = £1
ADD
Coffee = £2
ADD
Flatbread = £2
ADD
Sandwich = £2
ADD
Salad = £2
ADD
Sweet roll = £2
ADD
Coaster = £2
ADD
Shirt = £10
ADD
Hat = £5
ADD
Snow globe = £5
ADD
Key chain = £5
ADD
Bottle = £5
ADD
Mug = £5
ADD
Total price: £0
PROCEED TO CART

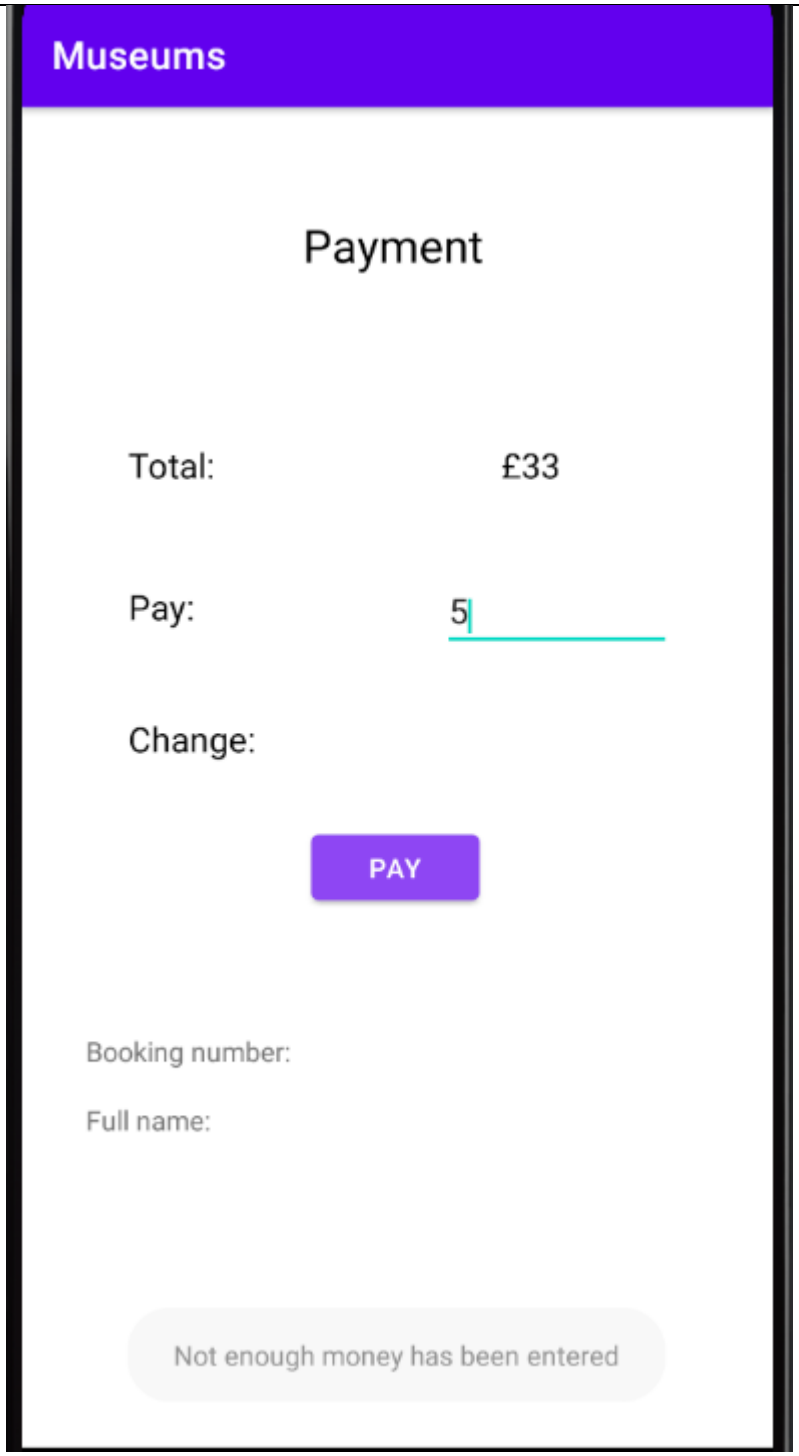

Museums
Ticket = £5
ADD
Tea = £1
ADD
Water = £1
ADD
Coffee = £2
ADD
Flatbread = £2
ADD
Sandwich = £2
ADD
Salad = £2
ADD
Sweet roll = £2
ADD
Coaster = £2
ADD
Shirt = £10
ADD
Hat = £5
ADD
Snow globe = £5
ADD
Key chain = £5
ADD
Bottle = £5
ADD
Mug = £5
ADD
Total price = £33
PROCEED TO CART

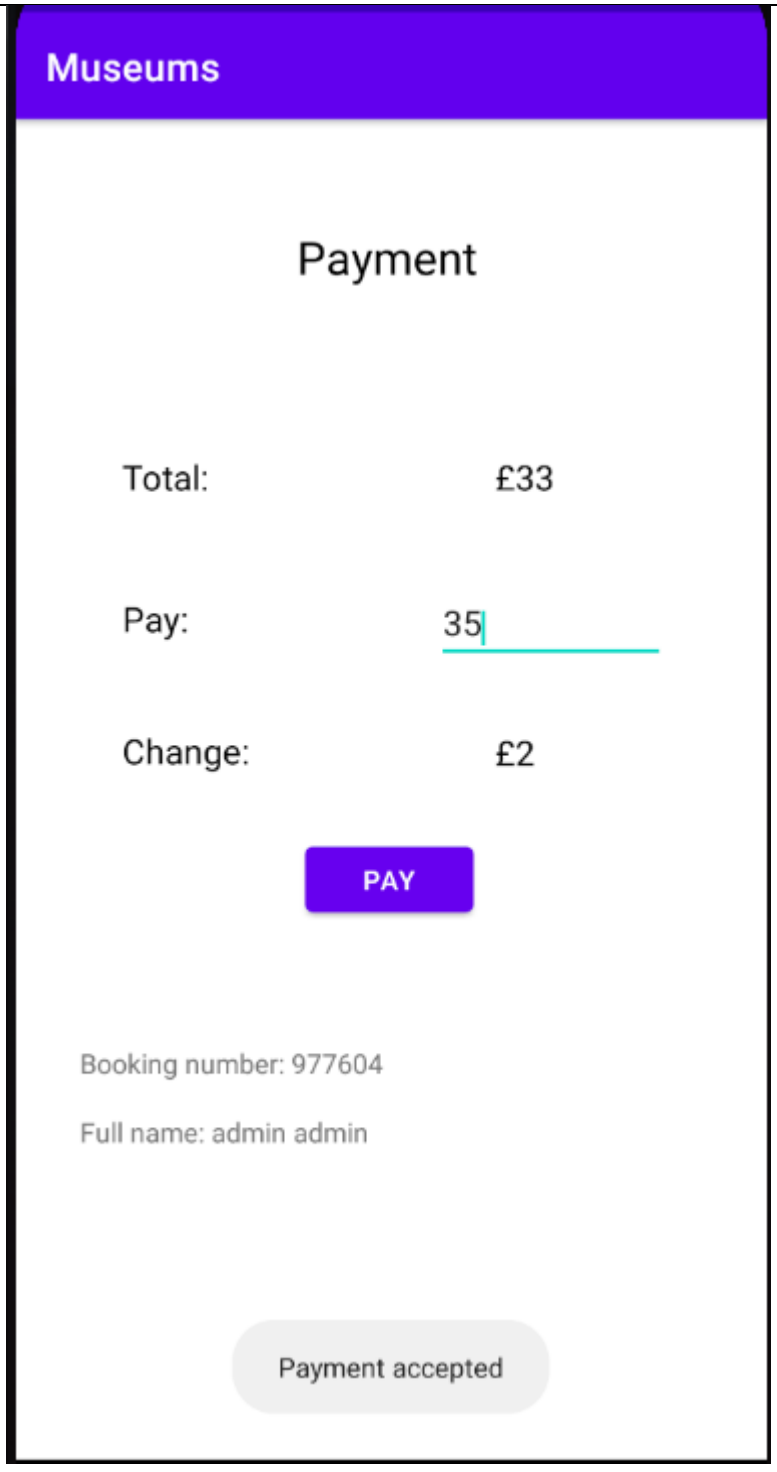
6.


Museums
Ticket
Tea = £1
Coaster = £2
Key chain = £5
Bottle = £5
Mug = £5
Mug = £5
Bottle = £5
Total price = £33
PROCEED TO PAYMENT

7.


Museums
Payment
Total:
£33
Pay:
Enter amount
Change:
PAY
Booking number:
Full name:


Museums
Payment
Total:
£33
Pay:
5
Change:
PAY
Booking number:
Full name:
Not enough money has been entered


Museums
Payment
Total:
£33
Pay:
35
Change:
£2
PAY
Booking number: 977604
Full name: admin admin
Payment accepted