



IHC - Assignment 2



EpiCT Games

Final presentation and Demo



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Lab Class P4

Video Game Store





Introduction



EpiCT Games

Contextualization: EpiCT Games is a web store where it's possible to buy games.

Our platform also offers the option to organize gaming events.

Motivation: Due to the lack of user friendly interfaces in small online game stores. Besides that, gaming is a raising industry therefore it awakened our interest.



Project Objectives



EpiCT Games



Goals



- Offer a large variety of games.
- Promote gaming events for the community.



Benefits



- Inexpensive way to buy games without leaving your home.
- Can be accessed online through any device via web browser.

» Personas



» Name: António Silva

» Age: 50

» Family: Divorced, father of one son

» Job: Electrician

» Background: Likes to fix home appliances

» Motivation and goals

→ Make his son happy

→ Control the type of games his son plays

» Personas



» Company Name: DreamHack

» Founded: 1994

» Family: 200 employees

» Type of employees: IT, Marketing, etc

» Background: Creates games festivals

» Motivation and goals

→ Organize a gaming event

→ Make sure everyone has a copy of the game



Usage Scenarios



→ Father

Father choosing and buying a game to offer it to his child that is aged appropriate.



→ Company

Company that wants to promote a LAN party by making an advertise in the website.



Tasks Elicitation



Search for games

You can search for games by price range, genre, age restriction, etc

1

Find promotions*

Find the best deals in the promotions area

2

Buy games

Buy games and choosing not only from various payment methods, but also from various formats

3

Create events

Organize events to meet new people and game together

4



Requirements



→ Non-functional

- » Intuitive and responsive interface
- » Design and system maintenance
- » Security



→ Functional

- » Buy/search games
- » Promote events

» Low Fidelity Prototype «

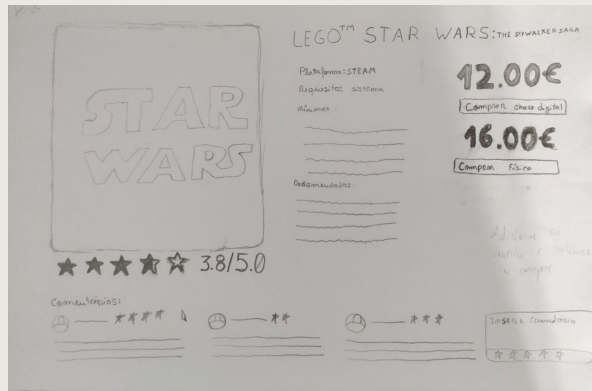
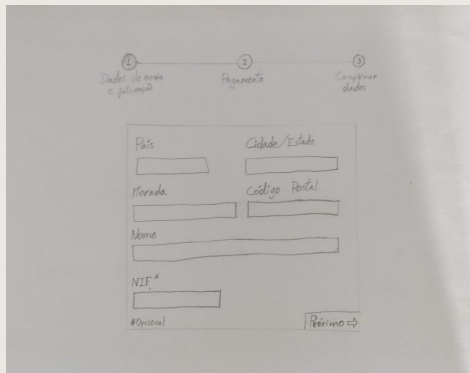
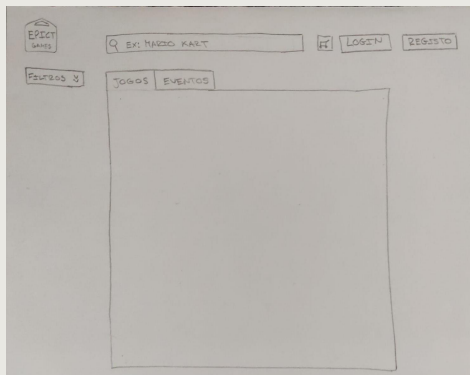


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LFP



We used a paper prototype to test our interface before implementation.

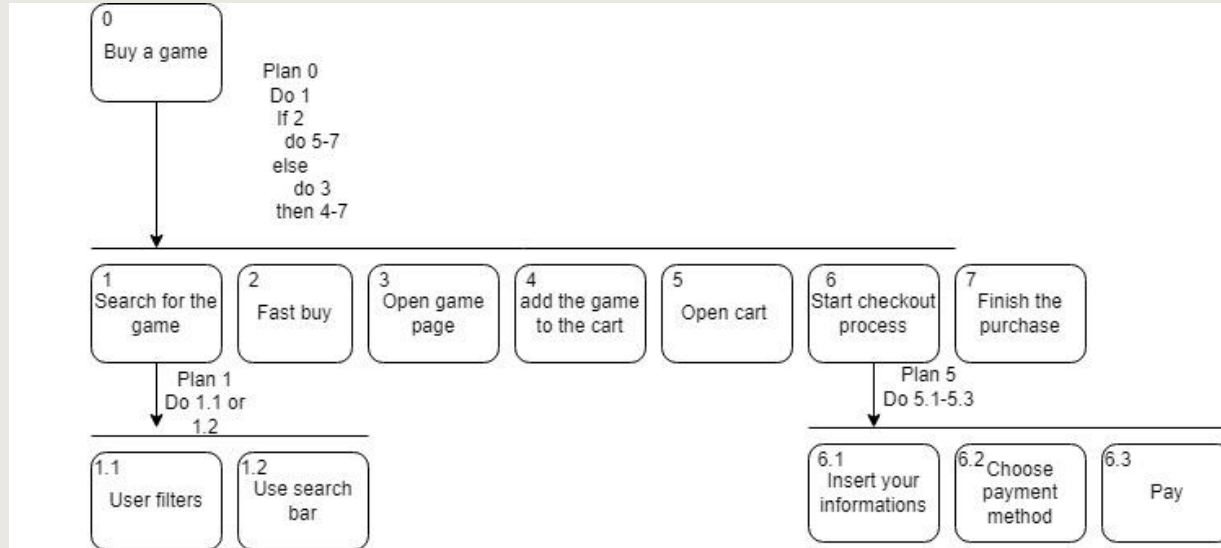




HTA



→ Buy a game

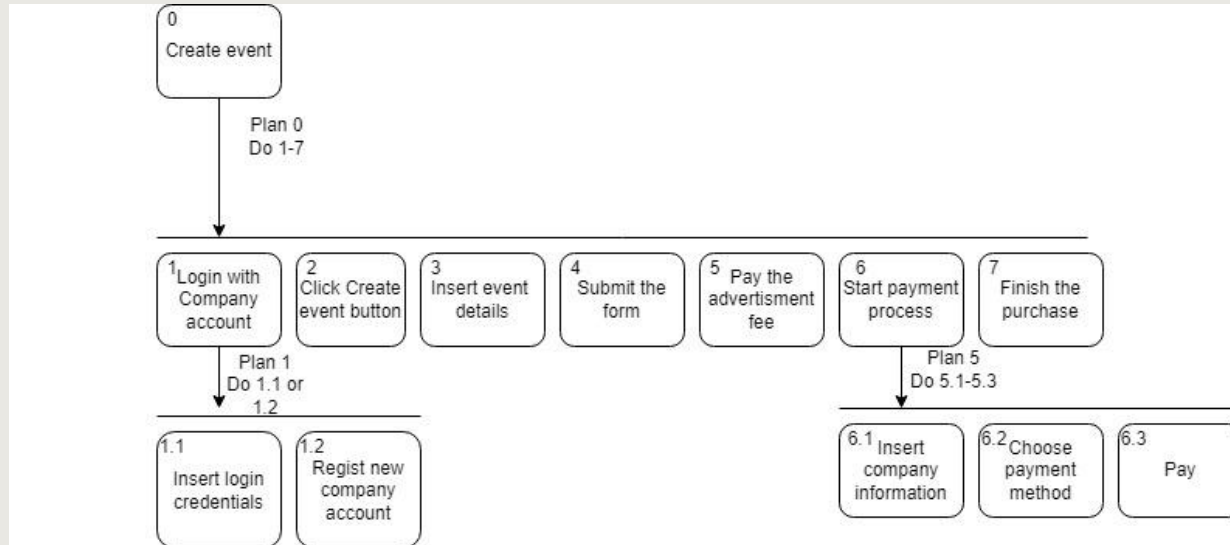




HTA



→ Create an event



» LFP User Evaluation «



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Participants and Scenarios

The participants were more similar to the “Antonio Silva” persona, a buyer.

9 participants:

3 female, 6 male

19-62 years old



Method

Paper prototype;



The tested tasks were:

- Buy a game;
- Search for a game;
- Create an event;
- Pay products;

» LFP User Evaluation «



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Results



With this user evaluation we were able to get several inputs about the prototype but the most relevant were:

1. Add a close button on every pop up;
2. During the payment/checkout process, always show prices;
3. Price during the event creation must be explicit that it's the participant price;

» Platform and technologies «



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We chose Angular!

Angular separates the application into components which allow us to better reuse and separate code.

Angular has two-way data binding, this feature enables us to “share” synchronous information across the app and components.



User Evaluation of the functional prototype



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In this phase we developed our functional prototype taking into account the input from the low fidelity prototype.

We tested the tasks:

- Buy a game

Create Event was left out!

We used a google forms questionnaire to gather the opinion of the participants.



User Evaluation of the functional prototype



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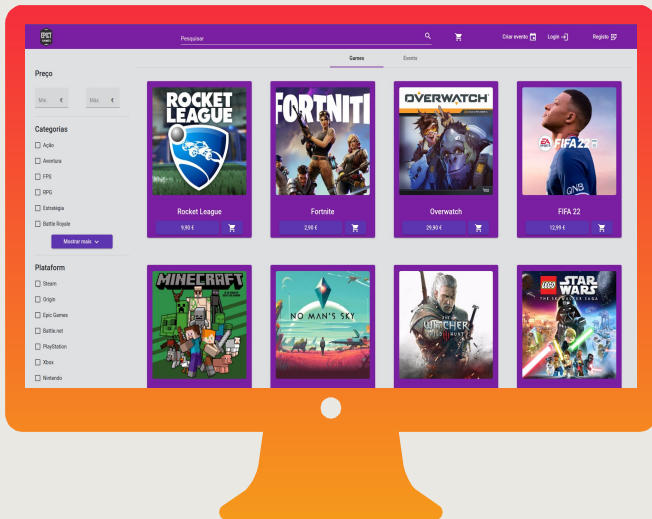
Number of participants:

10 + Teacher

Ages:

19-62

- Em termos de necessidade de apoio de um técnico da área:
75% dos utilizadores acharam que não seria necessário.
- No que toca a inconsistência do sistema:
75% dos utilizadores discordam (25% totalmente) que essa existe na plataforma.
- Questionando sobre boa integração das funções do sistema:
50% dos utilizadores concordaram que, de facto, estavam bem integradas



Website Demo



Main features:

- I. Search for a game
- II. Buy a game
- III. Create an event



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Future Work



Future work



- User and Company profile
- Improve comments
- Event page (where the creator can add more info and edit that page)
- Upload image when adding event
- Promotions page

Member effort



The project was equally distributed between the 3 members.