**Vanier College**

**Faculty of Science and Technology**

**System Development 420-436-VA**

Deliverable 06

**Grey Team**

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In collaboration with CyberStation

**(Code from our eCommerce class will be used for certain features of this project)**

**We, the Grey Team, certify that this assignment is our own work**

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# Executive Overview

Cyber Station is a gaming lounge that provides its customers with the opportunity to play video games, while being able to be served food and drinks to enhance the experience. It combines the ideas of an arcade with the latest consoles. Cyber Station has a great business environment but can be further developed with an added online presence. Cyber Station has some current advertising through Instagram, and other websites that review Cyber Station, however they don’t have a website of their own. The staff is very friendly, and the business has great reviews. Our website will help the client and her staff with the organization of their reservations.

In this deliverable, we had to design Prototype UI in Figma for the website.

# Revised Summary Narrative

Revised summary narrative description of the project; indicate what has changed or has been added since the last deliverable.

# Business Problem

## Business Problem

Our client has no website for her gaming café business. So, she would like for us to make her a web application so clients can have an overview of her business. In the website, clients will be able to make reservations because clients usually line up in front of the store and don’t know the estimate of when they’ll be able to reserve spot. Additionally, they can also read up more about the business. Also, employees will be able to track reservations and CRUD their status’.

Lastly, the client writes all of her gross sales and cash profit with pen and paper. For that reason, she would like an additional feature to track sales (sales tracker).

# List of usability guidelines

List of at least 10 usability guidelines being followed, with brief explanations. Include the source of each guideline, complete with reference.

1. Aesthetic and Minimalist Design: our visuals and designs focus on essentials.
2. Visibility of System Status: the system communicates with the user when an action occurs such as failed login.
3. Help Users Recognize, Diagnose, and Recover from Errors: whenever there is a system error, it does not display error codes, it is displayed in plain language.
4. Help and Documentation: there is documentation.

# Prototype Interface

Figma Link: <https://www.figma.com/design/pUtFymSxj60qcZ2An1rxqV/sys-dev-cyberstation?node-id=0-1&t=x8AqTGi3l9kHdru0-1>

# Client’s comments

## Interaction Process

The process that was used to communicate with the client was through text phone exchanges. Mohammed is the one who handled any exchanges made with the client.

## Comment on first prototype

The client already knew what she wanted, so we did not need a hand-drawn prototype. This is the link of the website she sent us as an example: <https://gameway.gg/>

## Comment on second prototype

So, after we sent her the original Figma design. She iterated it was almost perfect, only thing we had to change was some of the icons since they were the same as the template she sent us.

# Changes Made

Describe the changes from one prototype to the next: For example, “In the initial prototype, the login button was at the lower right corner of the screen; the client wanted it to be more prominent, so we placed it in the center of the screen, made the text larger and the button itself bright green.”.

Icons: She wanted a slight change. Just different icons in the home page.

ToS Page: She wanted less pages, so she removed the ToS Page.

///// Update Reservation Feature:

# Appendix 1

– Revised User stories and tests – indicate what has changed, plus any new user stories.

# Appendix 2

–Revised story map – indicate what has changed..

# References

Hefner, T. (2022, May 3). *What is a gaming lounge?*. Join It. <https://joinit.com/blog/what-is-a-gaming-lounge#:~:text=It%20can%20also%20include%20tournaments,of%20a%20hang-out%20hub>.

Nielsen, J. (2024, Jan 30). *10 Usability Heuristics for User Interface Design?* NN Group <https://www.nngroup.com/articles/ten-usability-heuristics/>

# Project Plan

Submitted inside of zip