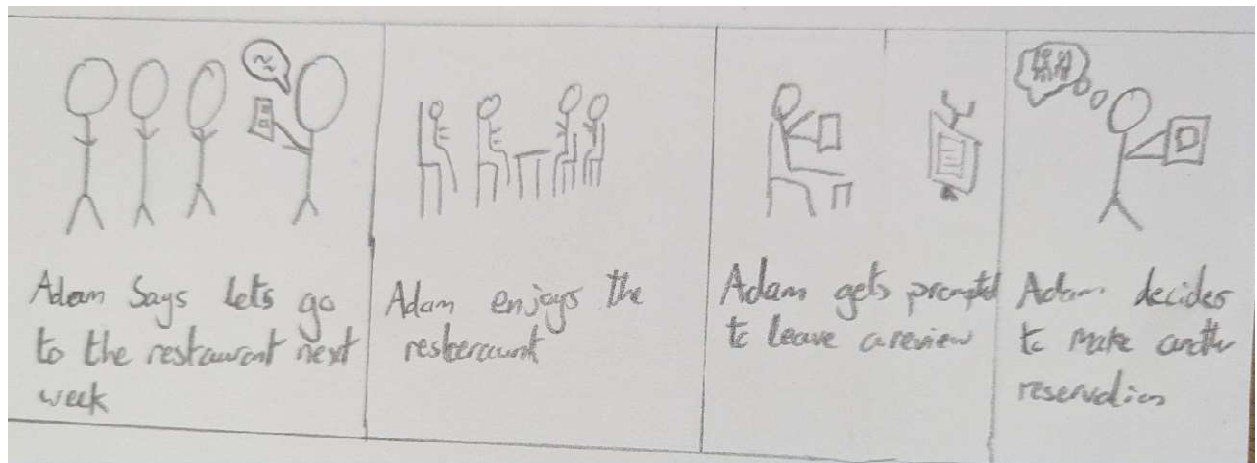


Exercise 1:

	Context of use	What this means
User Demographic	The target audience for the app are customers looking to make a reservation at the restaurant. This means the user will most likely be located near the restaurant and can be of any age, gender and proficiency in technology. As the scenario does not mention the restaurant staff it can be assumed that they will not be using the app to view reviews or bookings and will have another means of accessing this information.	The app will therefore have to be acceptable for the large demographic, meaning the app must be easy to use, understand and navigate.
User Goals & Tasks	The primary goal, for a user, would be to make a reservation at the restraint however that is not the only use the app has. The user can also manage their bookings (editing, cancelling & viewing history), leave reviews, set favourites (meals or seating location).	To handle this the app should be clear and the user should be able to easily switch between tasks.
Connections	The application will have to have network access in order to work as its functions rely on receiving and sending information.	The application should only use the internet connection when necessary.
Environment of Use	The application is for mobile devices and can therefore be used anywhere as long as they have an internet connection. However, we can make assumptions of the likely environments. The bookings have to be made a week in advance the environment of use for booking will most likely be either at home or in a setting. For leaving reviews this will most likely happen either after the meal while still at the restaurant or while on the move after just leaving. Setting favourites or editing bookings can be done anywhere.	The environment of use for the app is very broad so the application has to be able to accommodate this.
Type of Device	The application is for android mobile device however this accommodates many screen sizes and resolutions and be any android device meaning phones or tablets.	The user interface should therefore be able to adapt to any phone or tablet regardless of its dimensions or characteristics.
Regulations and Compliance	Measures will have to be taken to ensure that the customers data is secure (e.g., account email & password). The app also has to inform the user about any information regarding the food to comply with the food safety regulations (e.g., informing the user about food allergies)	To adhere to these the application must secure the users account and display food information before ordering.

Exercise 2:

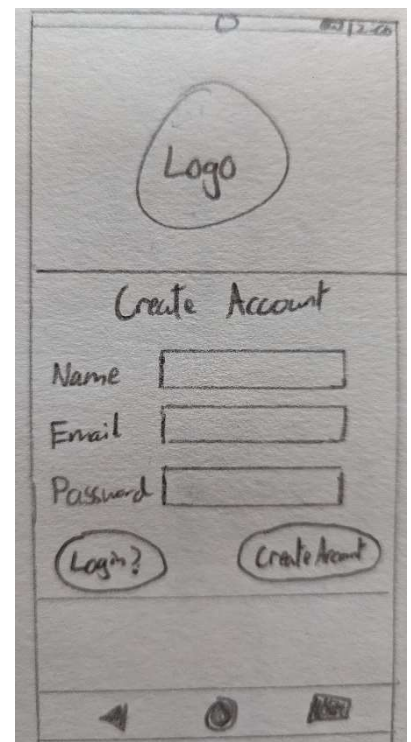
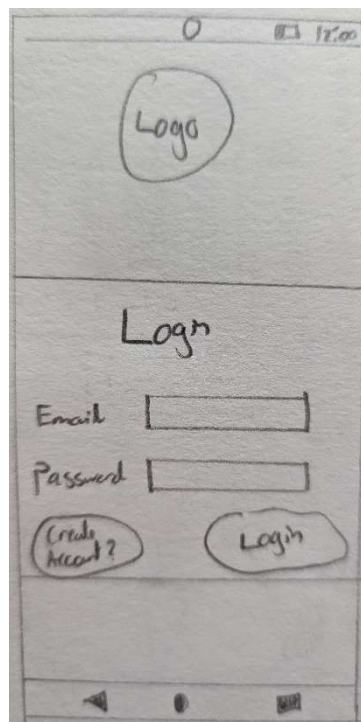
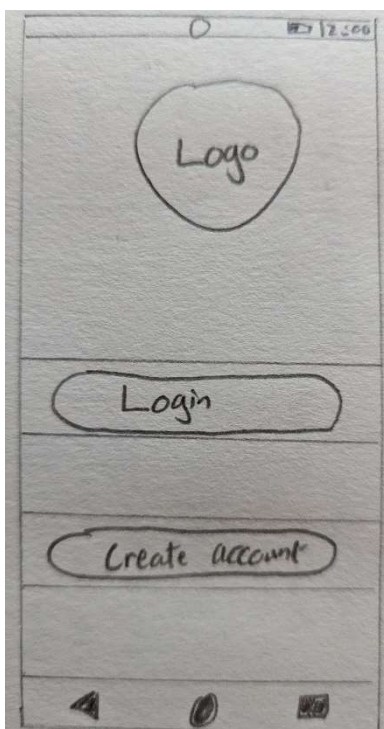


Transcript:

Adam says "lets go to the restaurant next week"	Adam enjoys the restaurant	Adam gets prompted to leave a review	Adam decides to make another reservation
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Low Fidelity Design

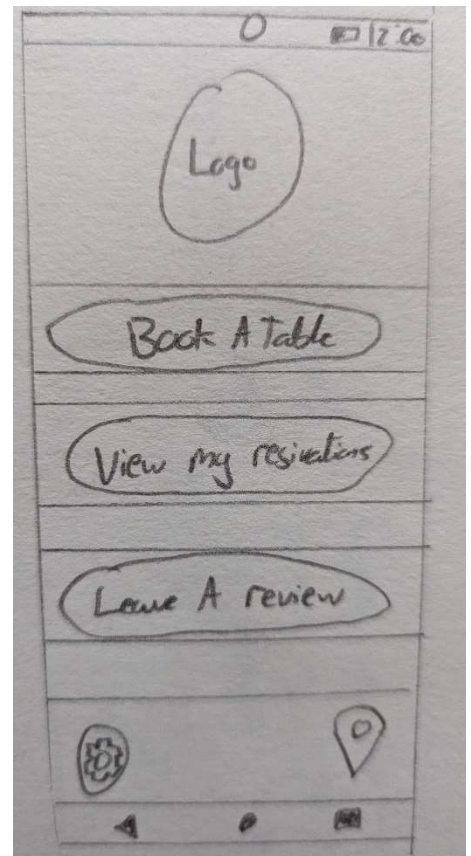
When the app opens you are prompted to login or create an account.



The Home Page

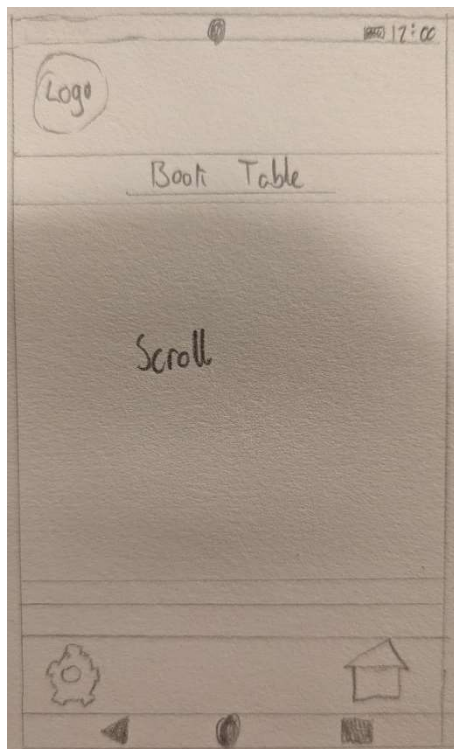
This is the main hub in which the user will come back to to access everything.

Will have buttons to switch to different screens, those being making a reservation, viewing there own reservations, leaving a review, account, settings & a find us page.

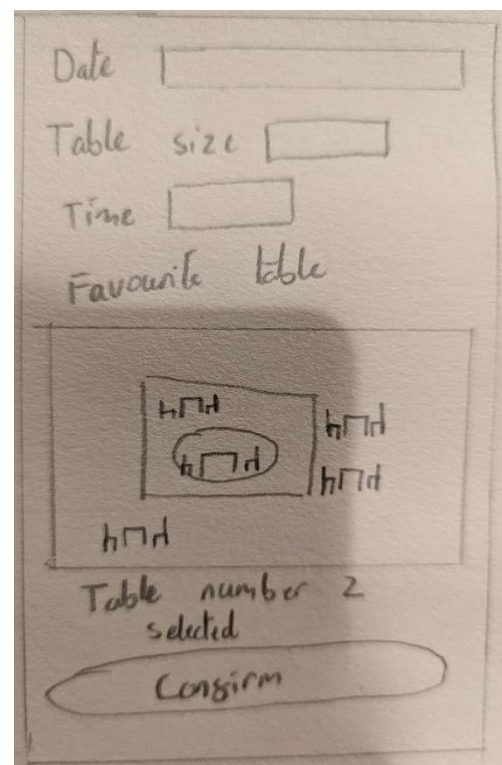


Booking Page

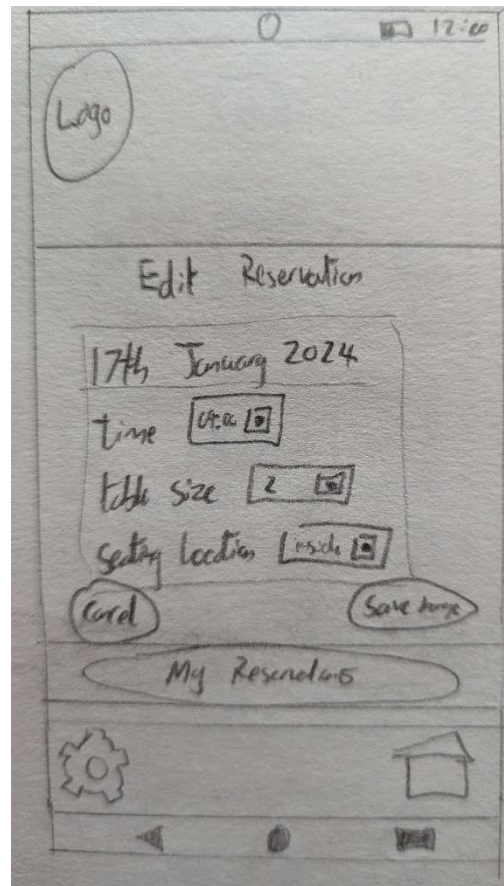
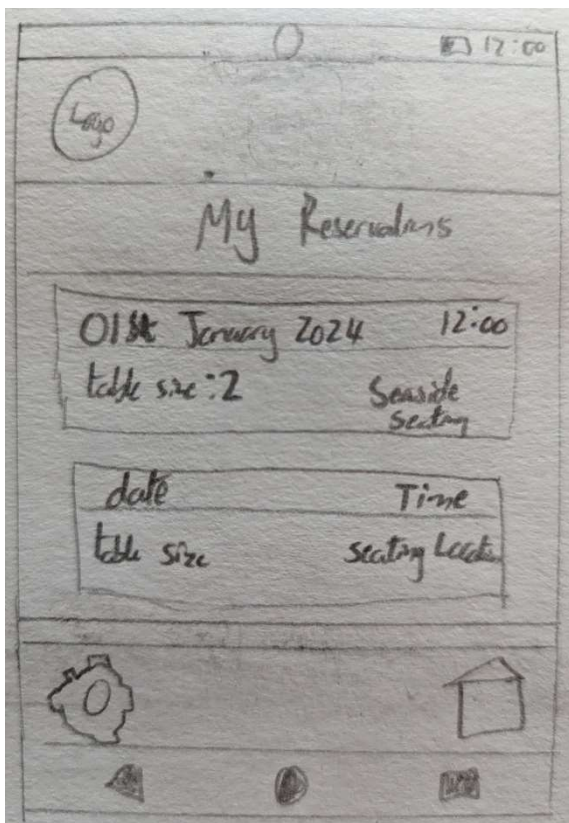
The booking page is where you will make a reservation for your table.



What the scroll will contain



My reservations



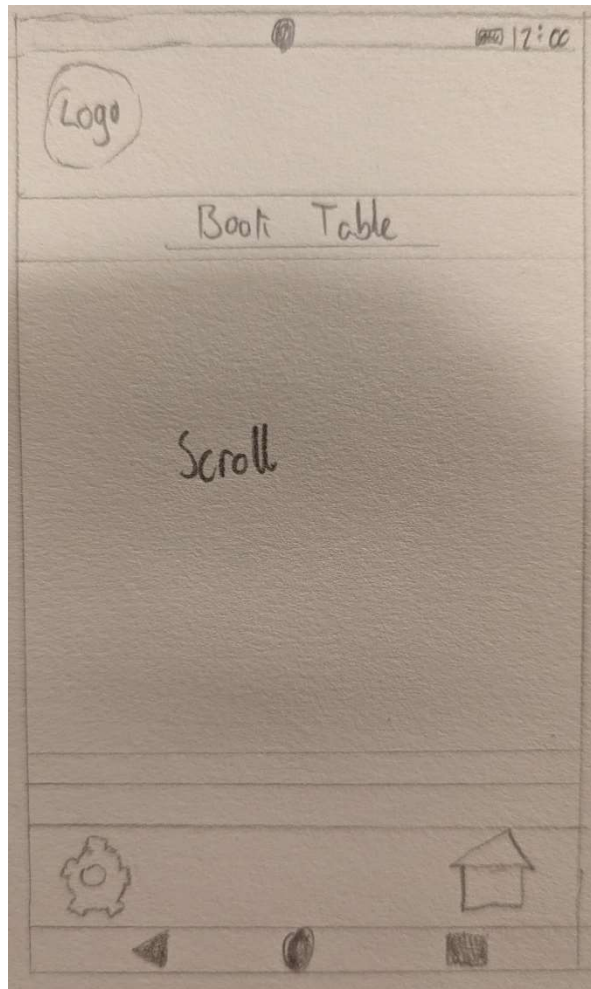
Reviews



Design

All of the pages follow the same structure. A bottom navigation bar which has buttons to take you to your settings and back to the home page. This allows the user to easily navigate the application.

By keeping the design consistent it makes the app more available to all users as it becomes easier to work out how to use it. I also plan to use colours to differentiate between what is clickable and what isn't as well as using larger text for buttons and title so the user can easily understand what each page is about and what each button does.



This page represents the common traits of the design.

A logo for the restaurant in the corner.

A clear title.

An area for the table content.

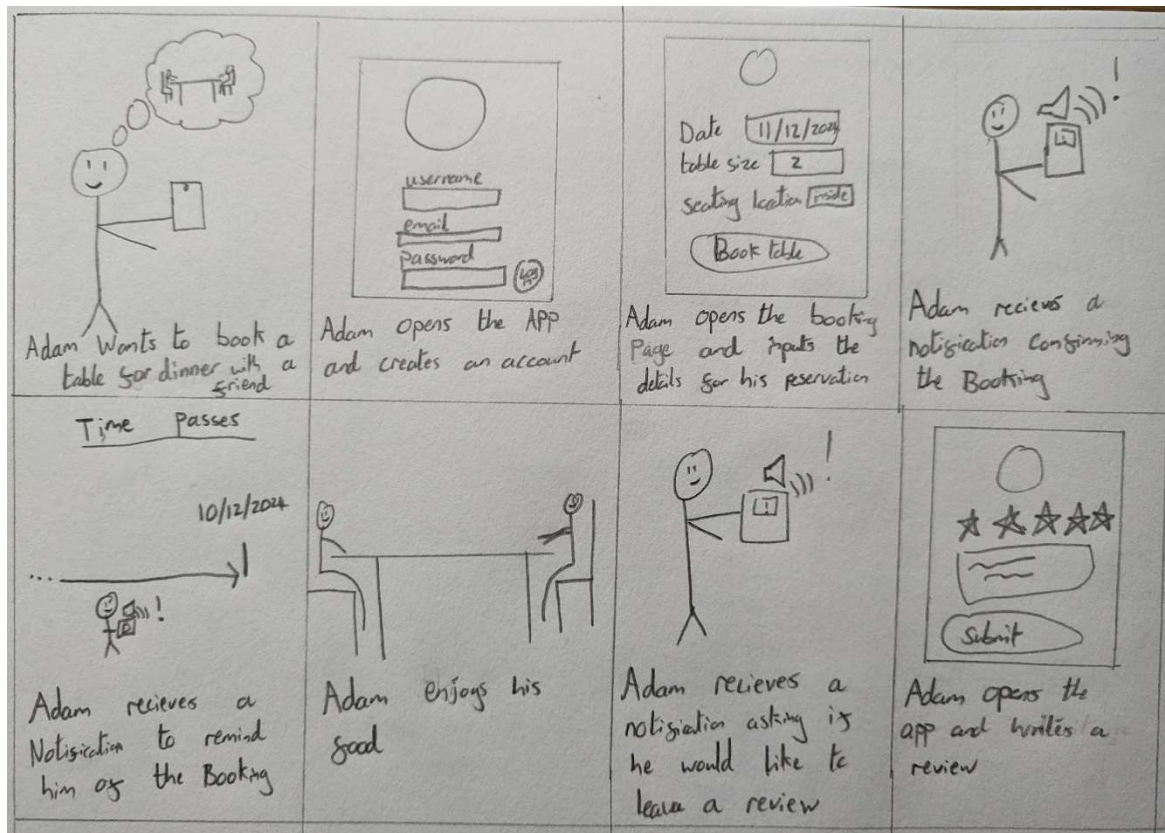
A bottom navigation bar.

The logo and navigation bar buttons can scale with different widths of devices as they will be made to hug the corners of the screen, while the title and content of the page will be centred and therefore only needs to scale to the desired screen width.

For the screen height the ratios between all sections (the logo, title, content and navigation bar) will remain the same but the values will alter depending on the screen height. The scrolling on highly packed screens, such as bookings and my reservations, is used to account for multiple screen sizes as the content of the page will only have to scale to the width of the screen and will therefore not become as cramped. This ensures that the page remains easy to use.

Storyboard

Below is a story board of Adam making a reservation and leaving a review afterwards.



Transcript:

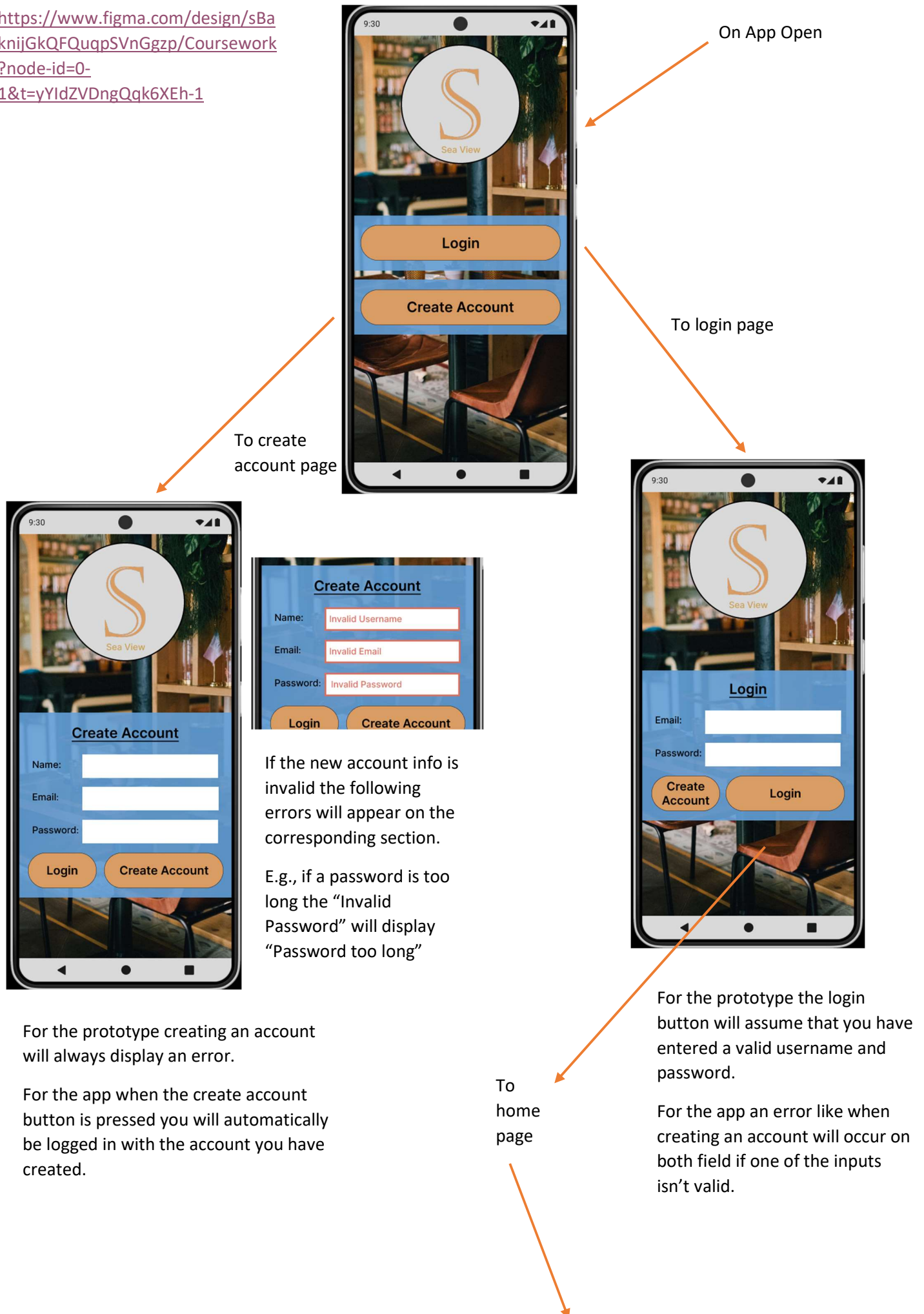
Adam wants to book a table for dinner with a friend.	Adam opens the app and creates an account.	Adam opens the bookings page and inputs the details for his reservation.	Adam receives a notification confirming the booking.
Time Passes. Adam receives a notification to remind him of the booking.	Adam enjoys his food.	Adam receives a notification asking if he would like to leave a review.	Adam opens the app and writes a review.

Exercise 3

The Design:

<https://www.figma.com/design/sBaknijGkQFQuqpSVnGgzp/Coursework?node-id=0-1&t=yYldZVDngQqk6XEh-1>

Screen map for Figma

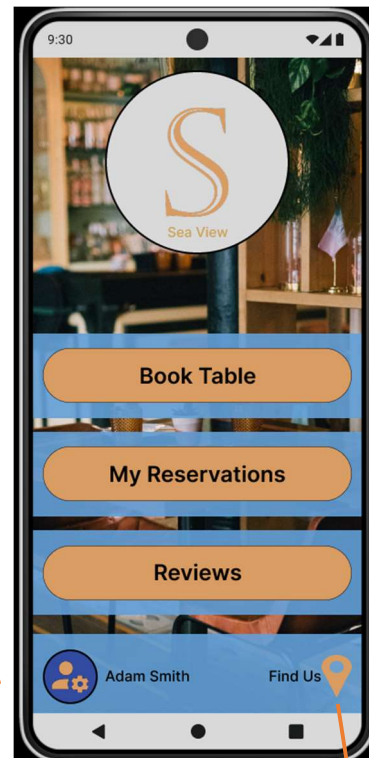


Bottom bar

The bottom bar is present throughout all screens henceforth and contains a home button to return to the home screen and an account/setting to get to the settings screen.

This is only different on the home screen in which a find us button replace the home button and the settings screen which the account/setting button isn't present.

This is to avoid confusion as a button isn't needed while the user is currently on that screen.

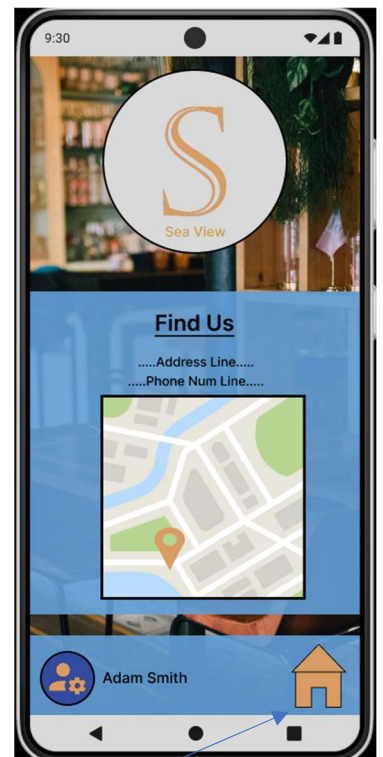
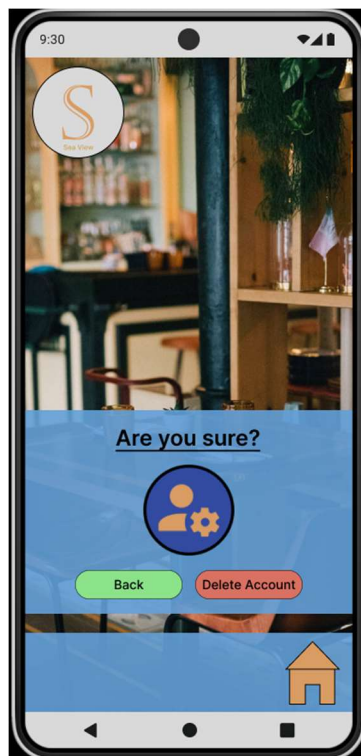


To account/settings page

To Find us page



The sign out button takes you directly to the App open screen. While the delete account button prompts you with a are you sure page.



Home button

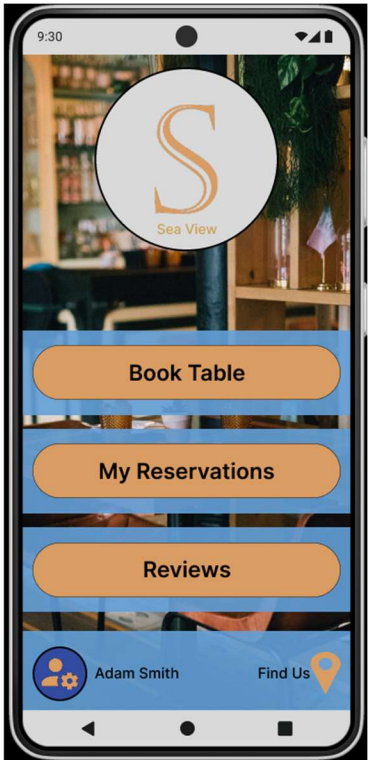
(Takes you back to the apps home screen)

Booking a table

The booking page is where you can pick the date, table size & time and the available tables will be shown on the floor plan.

The floor plan allows the user to see exactly where their table and their favourite table is located.

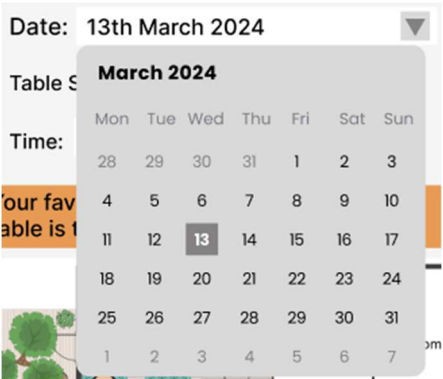
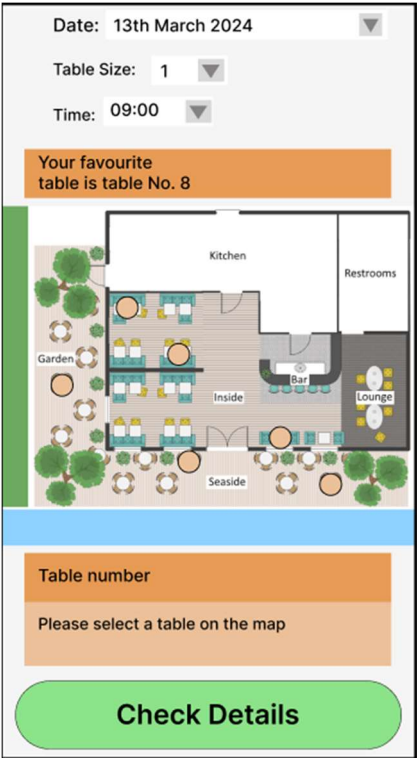
If a table is not available for that date & time then an error shows and tells the user when the next available table is.



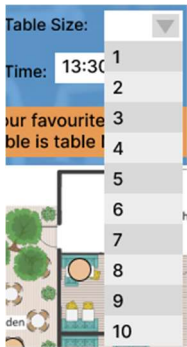
To booking screen



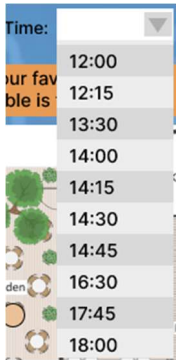
Within the black bars is a scrolling section. The contents of which is shown below.



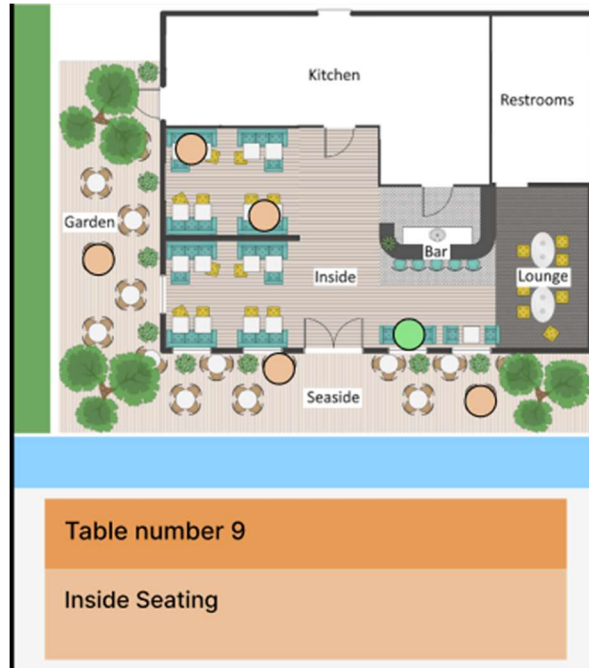
For the app when the date is clicked a calendar pops up where the user can then choose their exact date.



When the table size dropdown is clicked a dropdown from 1-10 is shown.



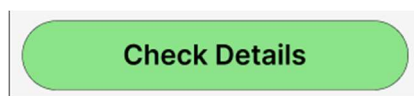
When the time dropdown is clicked a dropdown showing the times available appears. This dropdown is scrollable to see times earlier and later.



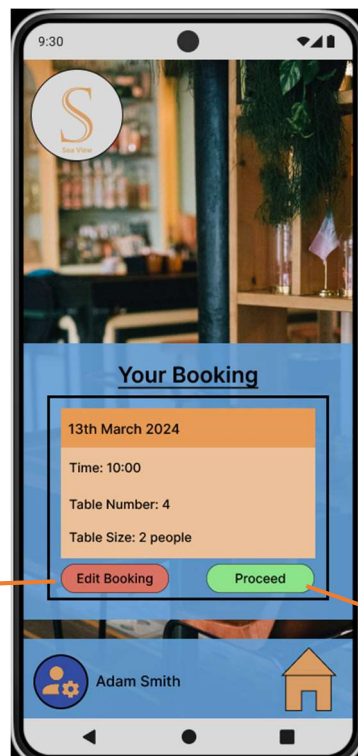
The orange circles appear over the tables which are available. When an available table is clicked the table number is changed as well as the description for the table.



If no table is available for this data & time this message appears where the table number would be.



To your booking page



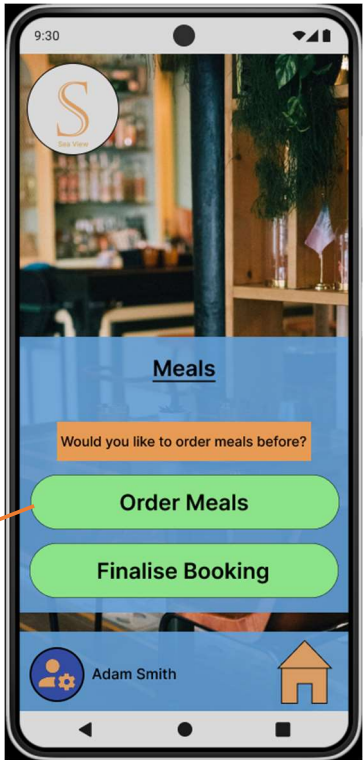
Edit button send the user back to the booking screen

To meals page

Meal's page

The meals page asks the user whether they would like to order their food before the reservation.

Within the black bars is a scrolling section. The contents of which is shown below.



To menu page

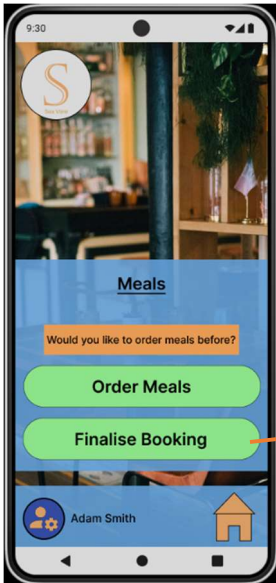
Order Meals
Finalise Booking

Adam Smith



This shows the dropdown to pick how many of each meal you would like. As the max table size is 10 the max amount of 1 meal can be assumed to be 10.

The info button will display a description of the food and any allergy information.

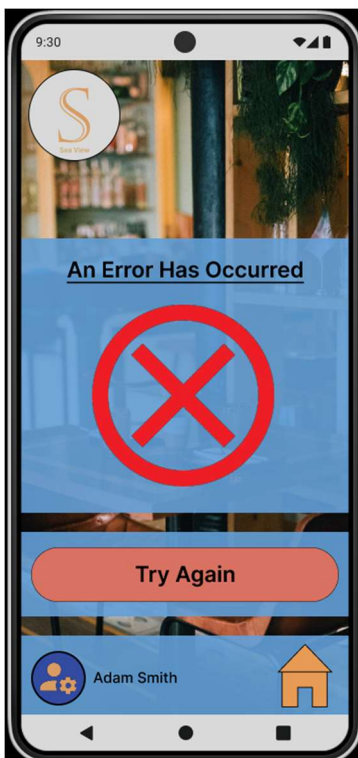


Success screen

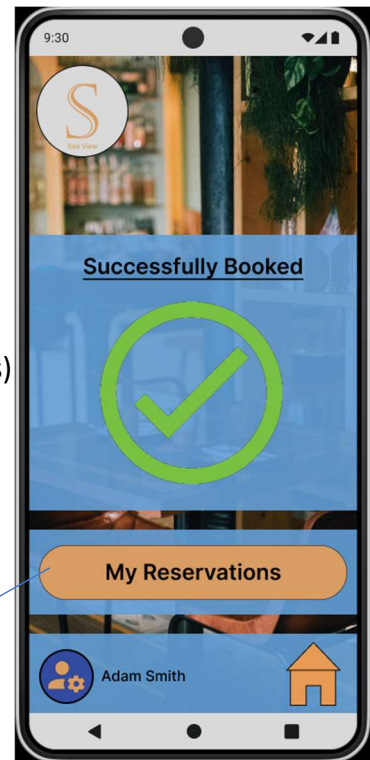
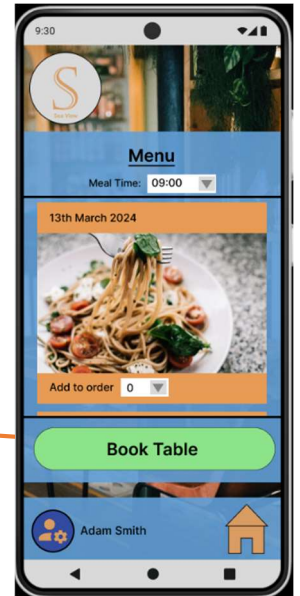
The success screen is to give feedback to the user that their booking has gone through.

A notification is given to the user at the same time. For the prototype clicking anywhere on the screen (which isn't a button already) will display the notification and clicking again will make it disappear. However, for the app the notification will display automatically once the booking is successful.

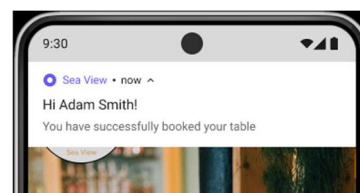
If an error occurs (for example simultaneous bookings from different users) an error screen like bellow will be displayed and then allow the user to try again.



To success
screen



This will take you to your
reservations page



The notification that will appear.

My reservations screen

This my reservation screen will display the users past and future reservations as well as allowing the user to edit the details of the reservation.

Within the black bars is a scrolling section. The contents of which is shown below.

25th December 2020	17:30
Table Size: 5	Table Number 4
24th June 2021	12:00
Table Size: 10	Table Number 20
19th July 2021	17:30
Table Size: 3	Table Number 10
<hr/>	
01th January 2024	09:15
Table Size: 2	Table Number 3
Meal Ordered: Yes	Edit
17th January 2024	17:30
Table Size: 5	Table Number 12
26th February 2024	12:00
Table Size: 10	Table Number 20
27th February 2024	17:30
Table Size: 3	Table Number 12
22th March 2024	12:00
Table Size: 4	Table Number 15
25th June 2024	08:45
Table Size: 1	Table Number 1

The reservations are ordered in regard to the date they occur. The closest date being the closest to the red bar.



Any past reservations are greyed out and put before the red line.

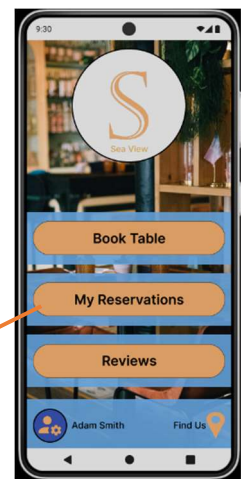
The closest reservation is placed at the top. The user can then scroll down to see future and up to see past reservations.

On the edit page you can click the edit meal to change your pre-ordered meals and click the edit details button to change the date, time, table number & table size.

These buttons will take you to pages similar to the pages you use when making your reservation.

The cancel and save changes buttons do as expected.

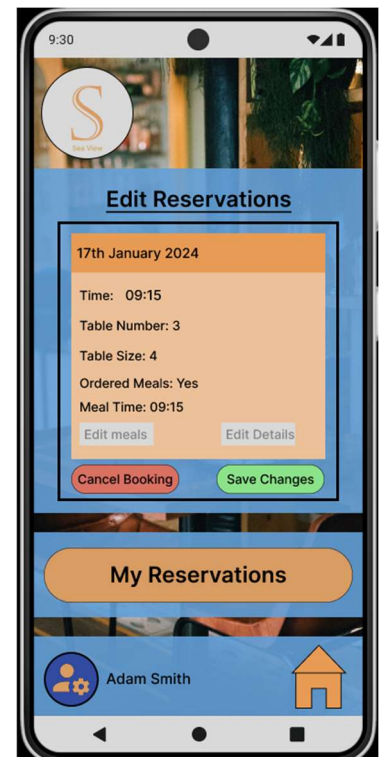
To my reservation screen



The reservations date, time, table size & table number are always displayed.

When the reservation is clicked its border will turn green to show it's been selected and it will expand to show whether food has been ordered in advance and to also show the edit button.

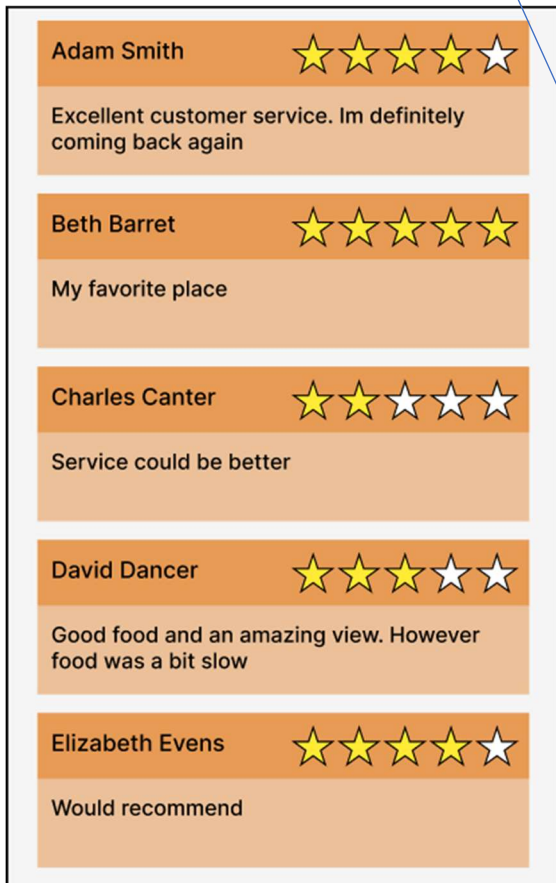
To edit reservation screen



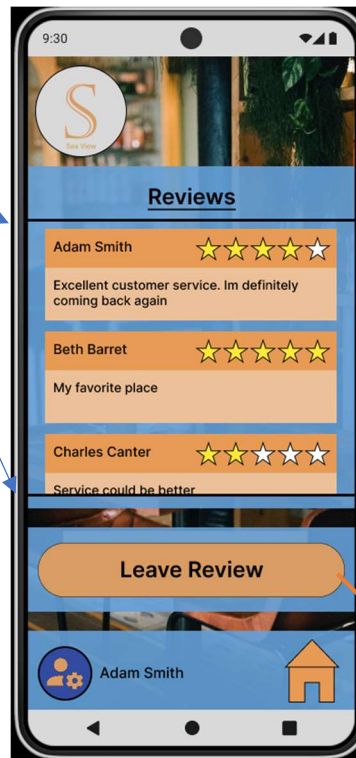
Reviews screen

The reviews section will display all of the reviews that have been made via this app.

Within the black bars is a scrolling section.
The contents of which is shown below.



The reviews will be displayed in order of date with the newest review appearing at the top.



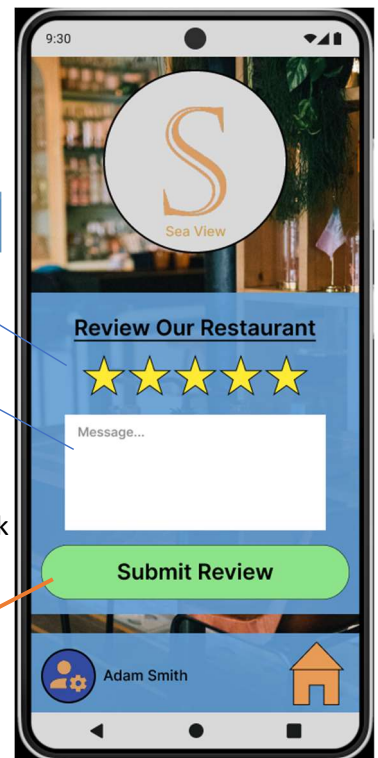
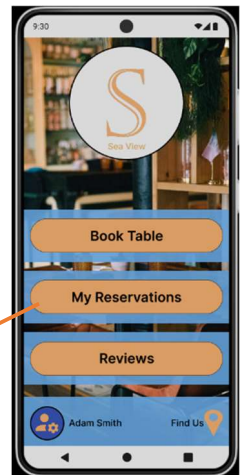
To my reservation screen

To Review our restaurant page

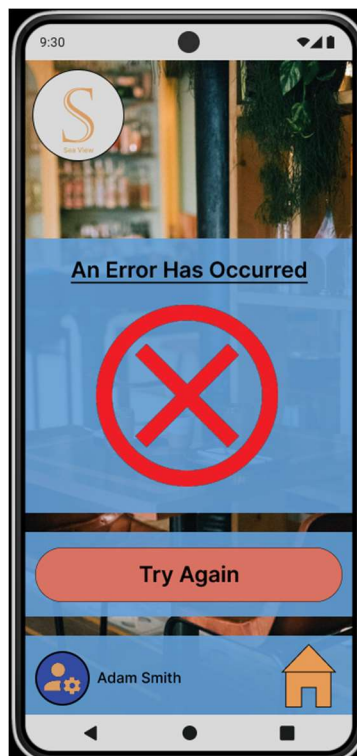
Click on the stars to change how many are highlighted.



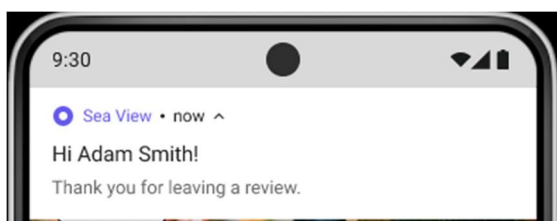
Write a review for the restaurant.



To feedback page

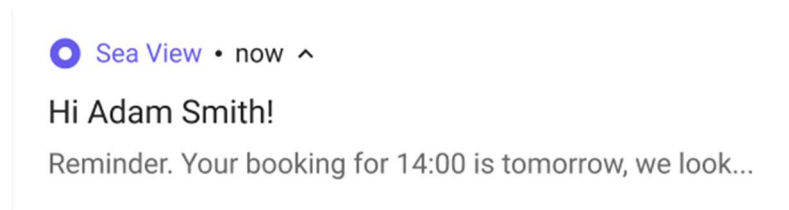


For the prototype submitting a review will always show the error screen. However, for the app a success screen and notification will appear similar to how they do when making a reservation.



Exercise 4

Success and failure screens are shown above in the Figma, as well as the notifications. The only notification missing is one to remind users of the upcoming reservation (which will look like the notification below).



If the app is ever stuck waiting, a processing screen will appear.

This will let the users know that it may take a moment for the process to take place and will most likely be used when the app has to fetch and send data about the restaurant and available tables. To minimise this as much as possible should be client side.

All other error and feedback information should be shown in the Figma prototype.

