

P2.4: SeniorList (changing to BuyMyStuff.com)

Evaluation

Design critique

User's Perspective

The base structure of this site is similar to many shopping sites that exist but has been simplified down. It has a focused functionality, which is connecting people with potential buyers of the items in their dorm room. The metaphors used to describe the functionality include a Room, where a user keeps all of their items, a Bag, where a user keeps the items they want to buy, and The Lounge, where all users' items are displayed. It may be helpful to add some features to make things more clear. Keeping claimed items in the lounge, and maybe allowing users to "show interest" in an item may make it easier for a shopper to actually get a hold of the item they want.

Developer's Perspective

There are some unused properties of the item model, some that will be used, and some that should be removed. Trouble with implementing images caused me to postpone that functionality. There isn't much documentation in terms of comments.

Decisions

Most Successful: The most successful design decision was having rooms own items rather than users. This way it makes it easy for users to interact with items in many different ways including selling, buying, and in the future showing interest in. The model has bags and rooms acting independently and being owned by specific user.

Least Successful: Originally I was planning to use MIT certificates as a login system, but didn't end up implementing it. Because of this the models are based off the usage of a Kerberos and certificate, rather than username and password.

Design Faults (in terms of design principles)

Naming: The naming choices could not be intuitive for some users. It may be unclear without further inspection what each area of the site is for.

Pictures: Most shopping-cart-like sites have pictures that show shoppers what they are purchasing, and lack of this feature could be considered a design flaw.

Uniqueness of Pages: Because many of the pages on first glance look very similar it might be hard to tell initially which page the user is on.

Priorities for improvement

- Make sure the path items follow when they are added to a bag, or checked out is intuitive
- Add more thorough documentation on all of the pages
- Add better explanations/better UI to let the user know what they are supposed to do on a given page.