CS 732-Human Computer Interaction

Homework – 4

Team Members:

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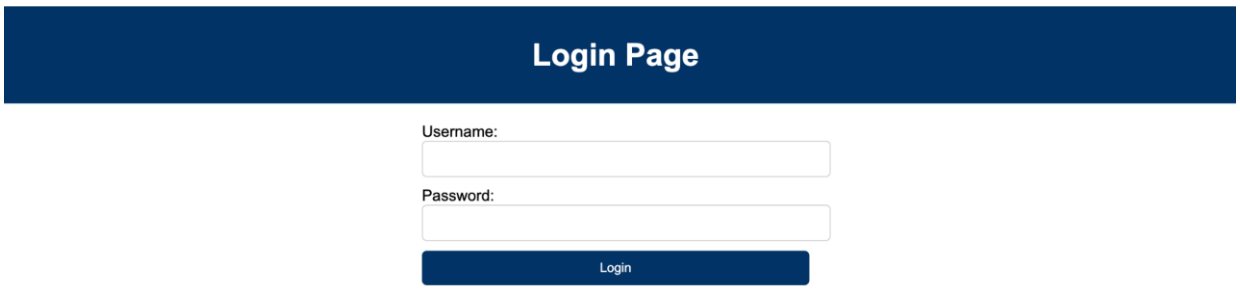
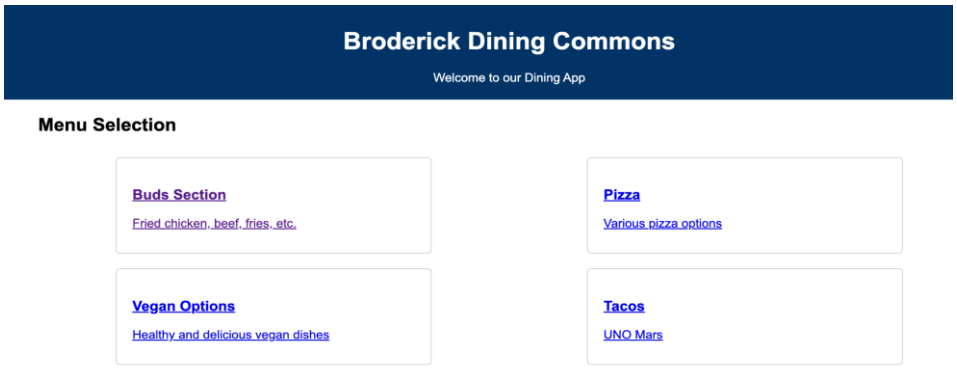
Part 1: Startup Instructions of Developed Website

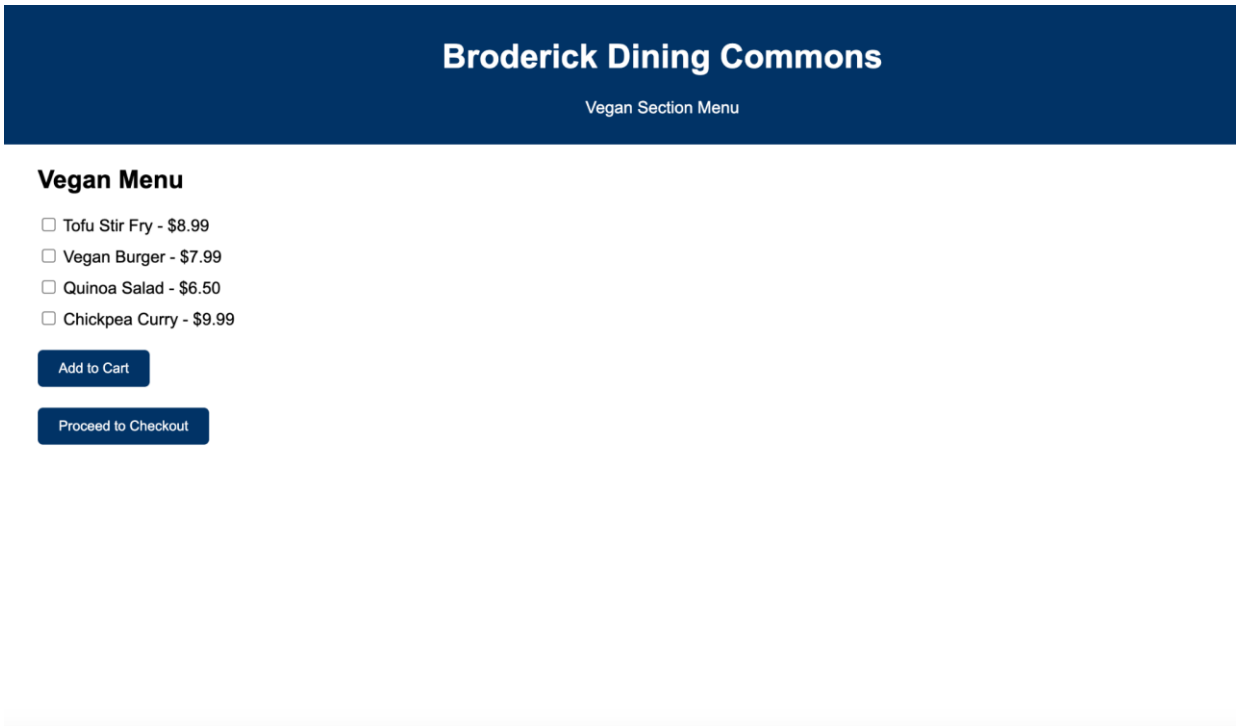
Using HTML and CSS we have designed a Login page with fields for both username and password. Currently, as it is a sample website that allows users to login directly without entering username and password.



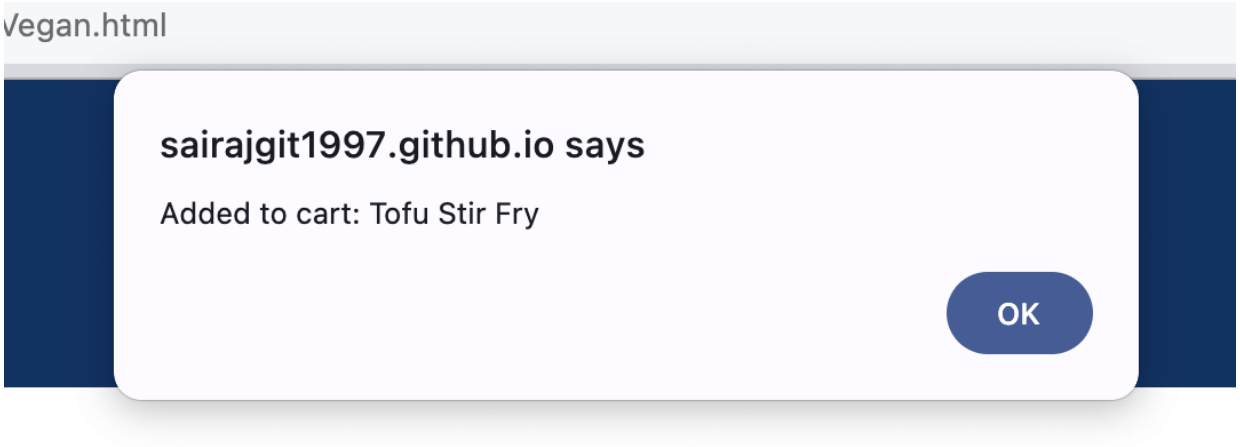
Once logged in, Users can access a menu page with Buds section, Pizza, Vegan and Tacos.



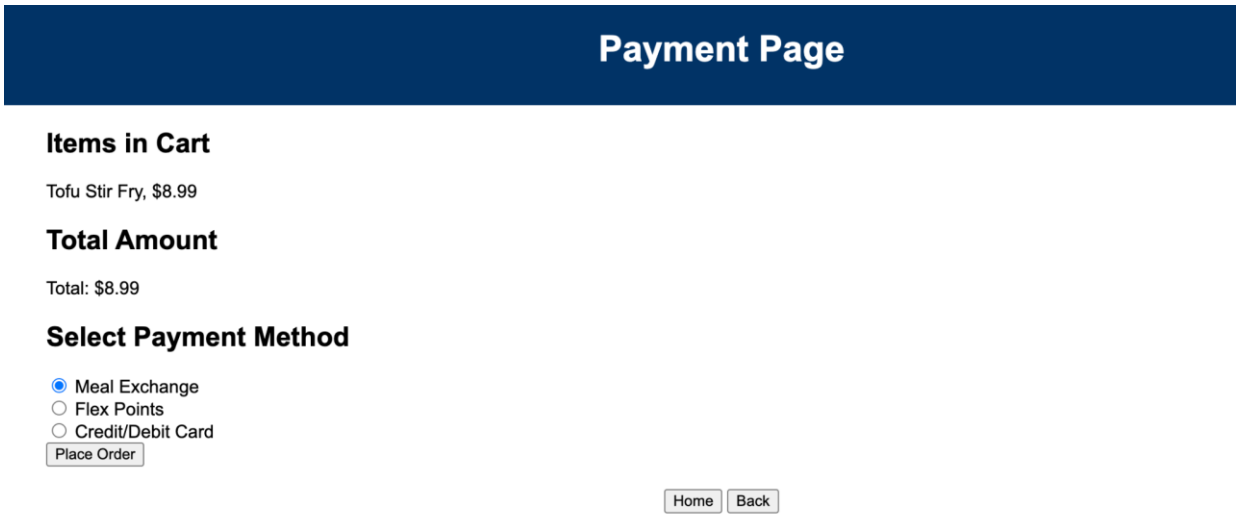
Once the user selects a specific menu from the menu section, they can view the available options and their respective prices listed under that menu.



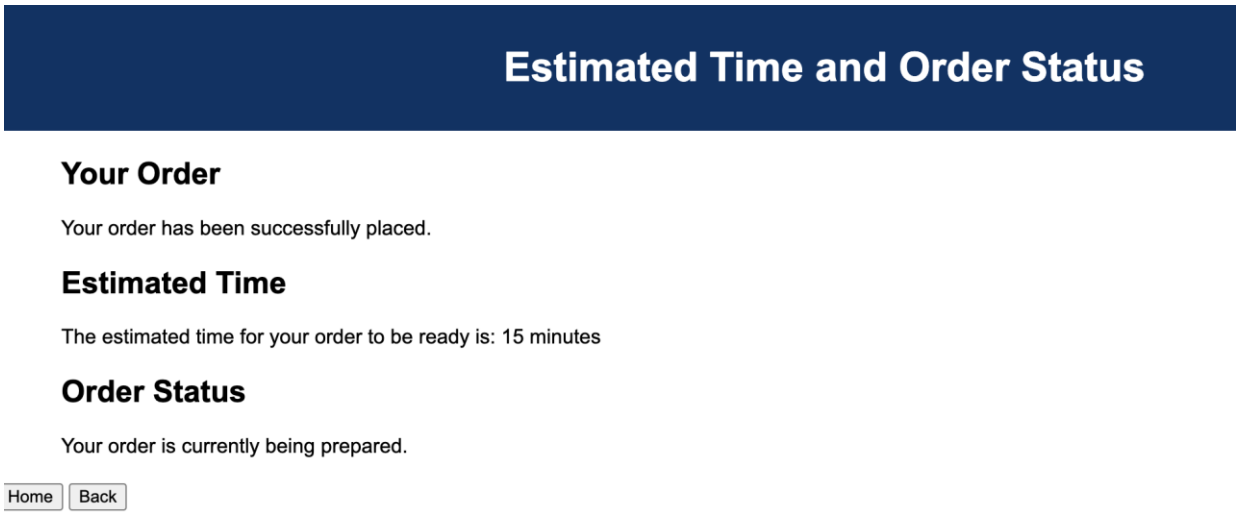
Once the items selected and added to the cart, a notification pops up if it is successfully added to cart. Then if the user selects “proceed to checkout” they will be directed to the payment page.



Below is the payment page with Items selected from the menu section. Payment page displays the total amount with payment methods (Meal exchange, Flex points and credit/Debit card). If Credit/Debit card Is selected it will ask user to enter card details, after which they can successfully place an order.



Once the order is placed it will be directed to status page which shows estimated time and order status.

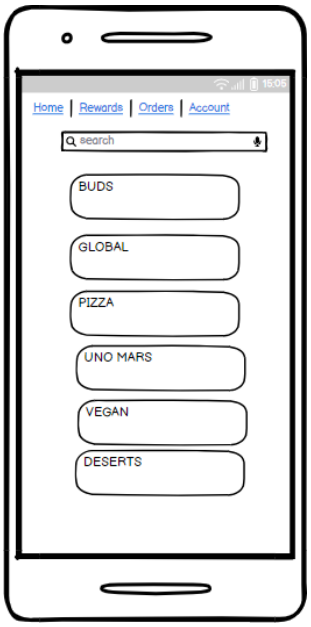


Part 2: Briefing about the scenarios developed for the website

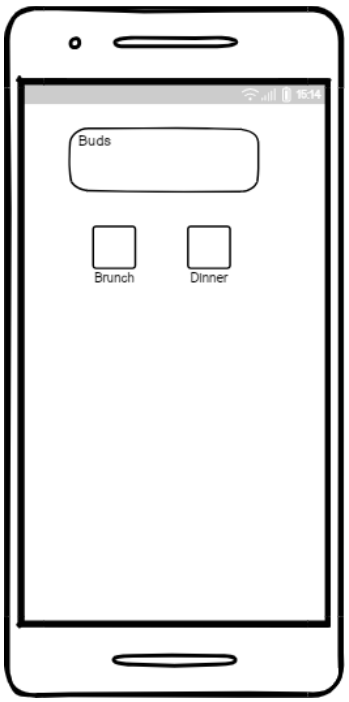
For this assignment, I have chosen the challenges students face when dining at Broderick Dining Commons on campus. As an observer, I have noticed a significant demand for the bud's section, which offers popular items like fried chicken, beef, and fries. Consequently, students often wait for a long time in this section compared to others, leading to inefficiencies and frustration during peak dining hours. To alleviate this issue, I propose the development of an application that helps for the food selection and pickup process for students. This would allow students to browse the menu offerings from various sections, including pizza, vegan options. By offering a convenient platform for food selection, students can make informed choices and reduce wait times by avoiding overcrowding in specific sections.

Upon selecting their desired items from the menu, students can place their orders through the application. The orders would then be processed by the dining staff, who will prepare the meals accordingly. Once the food is ready for pickup, students will receive a notification through the application, prompting them to collect their packed meals from a designated pickup area.

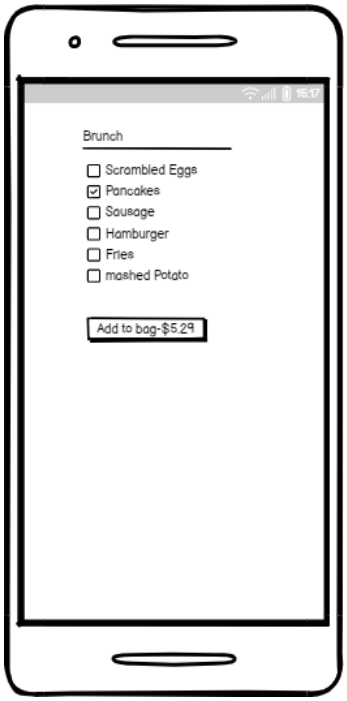
To visualize this proposed scenario, I have designed a wireframe that illustrates the user interface and key functionalities of the application. The wireframe showcases the menu layout, order placement process, and notifications system, providing a framework for the application's development.



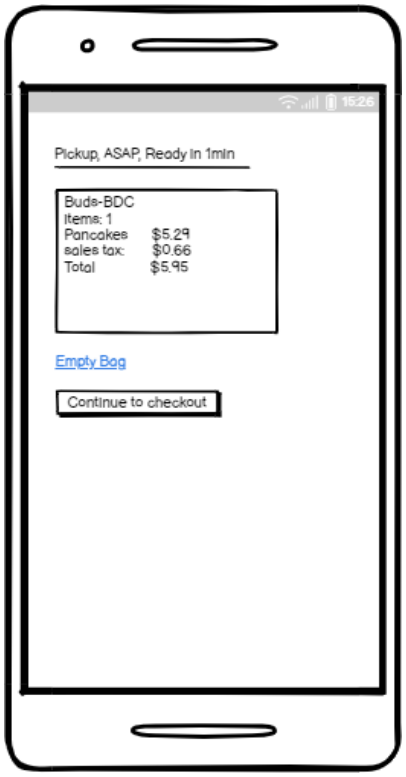
In the wireframe provided above, students can explore the diverse dining offerings available at Broderick Dining commons. With an array of choices available, students can select their preferred meals based on their individual preference and dietary requirements.



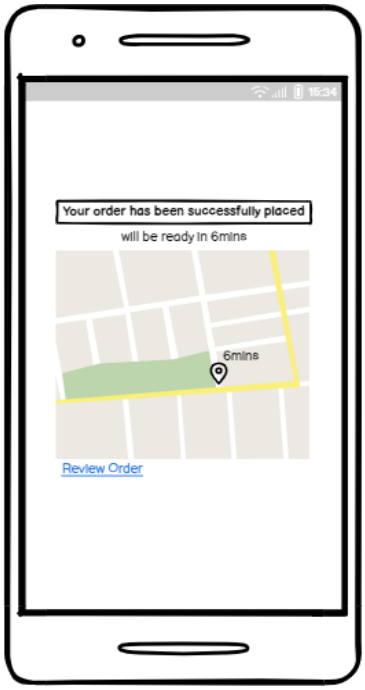
In the above wireframe, Once the choice is made from the available counters. Students can then select options provided under that counter.



After selecting a meal, students can choose from the available items within that category and add them to their cart.



In the above wireframe, the checkout page will appear once the user selects their desired food items and adds them to their cart.

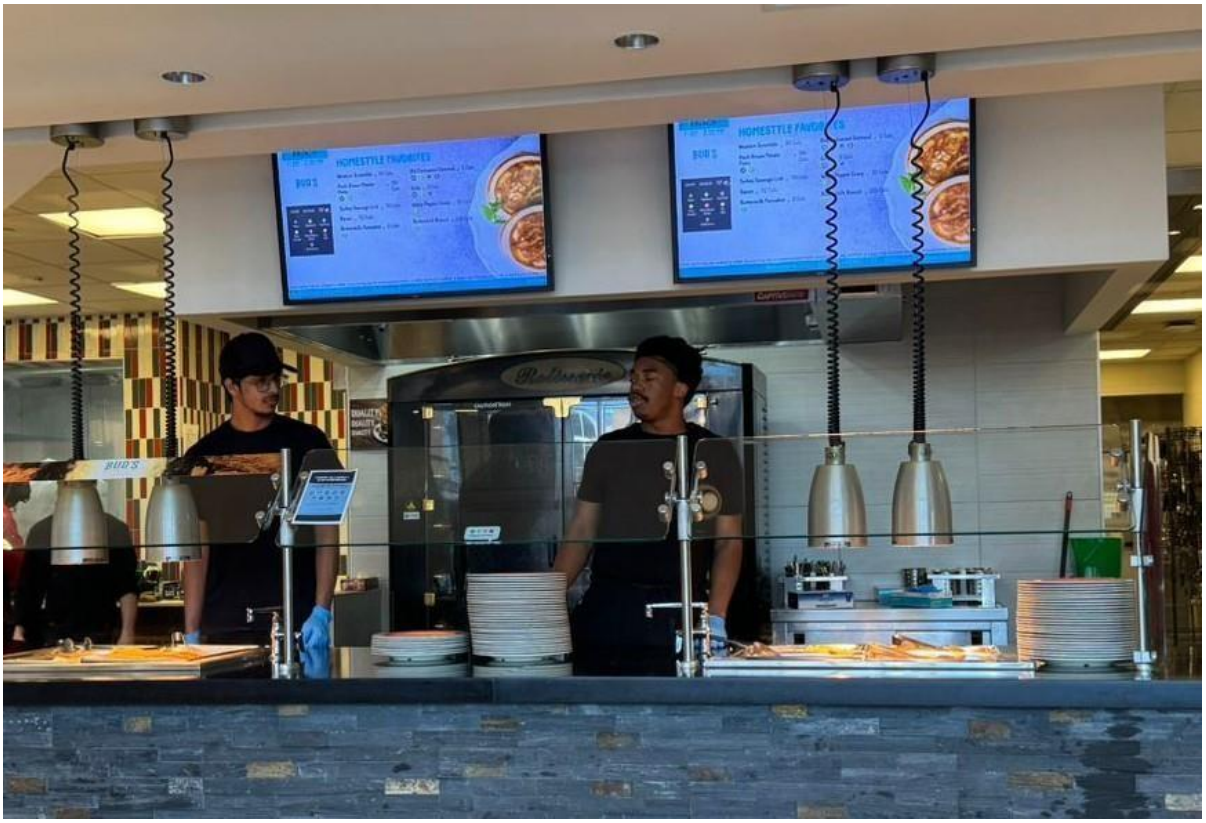


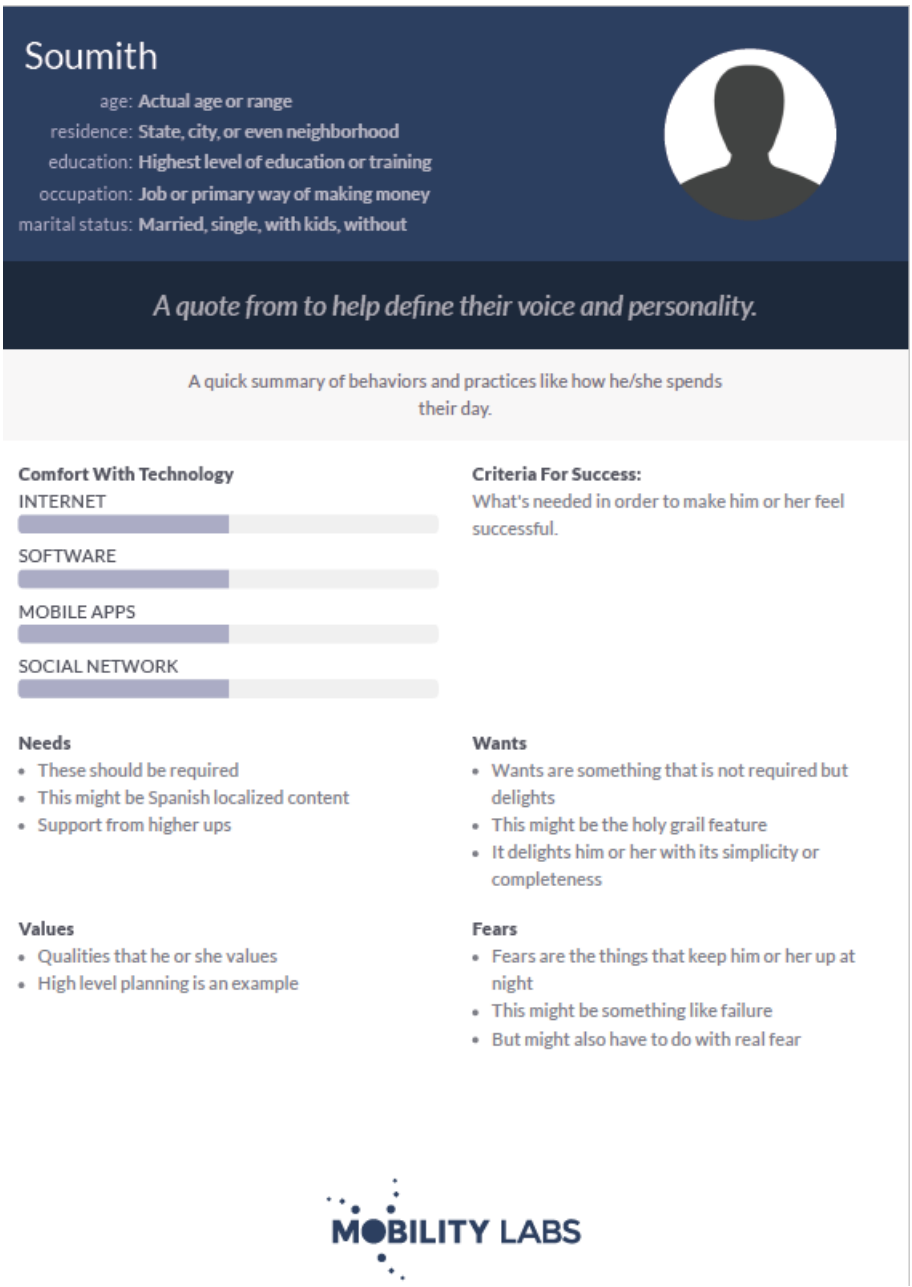
The user would be then directed to the next wireframe, where they could check the time for preparation and has access to review the order.

I had a conversation with one of the students working at BDC named Soumith. He is a 23-year-old Graduate student. He works as a part-time food server at BDC. He shared an insightful idea with me, prompting the development of the wireframe for an application. During the rush hour, he tirelessly served the incoming students despite the lengthy queues.

During our conversation, Soumith highlighted several key points:

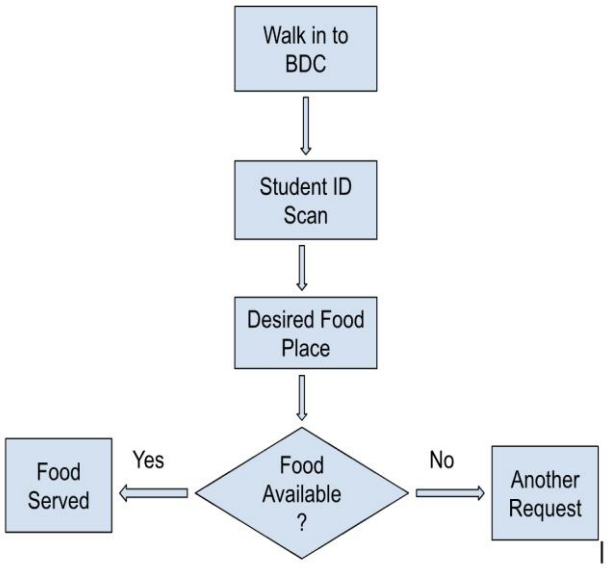
1. He proposed the idea of an online application that allows students to view the daily menu and place orders conveniently via mobile devices or we browsers or laptops.
2. Orders placed through the application are received by the BDC.
3. Upon completion, students receive notification to pick up their orders.





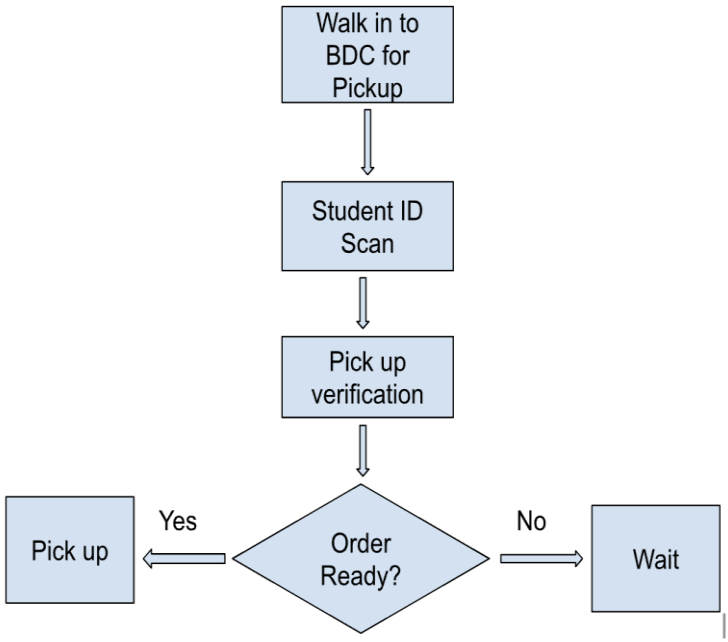
HTA-Existing System:

Below diagram is the Existing system. Currently Students should go to the dining hall entrance and swipe their cards who have meal swipe or flex points or payment method for entering the BDC to enter the dining hall and approach the respective food counters and view the menu offerings displayed at each counter by verbally communicating food preferences and choices to the server and await food preparation and receive the ordered items and will be proceed to find a place to dine within the dining hall.



HTA-Proposed System:

As per the proposed system, Launch the dining application on the mobile devices or access the website on a laptop and browse through the menu offerings from different scenarios (e.g., buds section, pizza, vegan) Select desired items from the menu and customize options (e.g., toppings and sides) and add selected items to the cart for checkout. Confirm the order and proceed to payment. Then, choose a preferred payment method and enter payment details securely within the application and the student can place an order.



Use Case Diagram:

Use case diagram below illustrates interaction between users and the proposed dining application at BDC. It highlights the key functionalities offered by the system and how different actors interact with them.