*CS22310 Assignment March 2014*

# Fishing Association Website Prototype Development

This assignment requires application of usability engineering techniques to the development of a website for managing fish and their sale. The assignment is worth 50% of the marks for this module in the supplementary assessment.

A report must be submitted via Turnitin Blackboard. The submission link will be available and will close at 10:00pm on 11th April.

Submit the report as a single pdf file – any other format will not be marked.

The assignment will be assessed in line with the "Assessment Criteria for Development", Appendix AA of the Student Handbook (http://www.aber.ac.uk/~dcswww/Dept/Teaching/Handbook/). You should work on your own for this assignment. Your attention is drawn to the plagiarism warning given in the Student Handbook where more information on what constitutes plagiarism can be found. Proper attribution should be given to any material taken from other sources which is included in the submission.

## Tasks

An outline requirements specification for a new website is provided. You are to take this through to a prototype implementation. You should therefore produce:

1. A task analysis. This should include identification and characterisation of user types.
2. A high level design of interaction, covering style of interaction, user class specific features, navigation and overall layouts.
3. A high-fidelity prototype implementation of the interface.
4. An evaluation of the prototype against Shneiderman's 8 golden rules.

The analysis, design and discussion should be documents and constitute the final report. These may include both formal and informal graphical notations, such as use rich pictures, use case diagrams, hierarchical task analysis etc.

The prototype should be an accessible web site or sites. The quality and style of the underlying code will not be assessed. The use of CMSs, graphical HTML editors (such as SeaMonkey http://www.seamonkey-project.org/, NetBeans or Eclipse) or other tools is allowed and indeed encouraged. No functionality is required of this implementation.

Your report **should give clearly the URL of the web site** as a clickable pdf link. This must be on the AU Information Services network – in your public_html.

If you are unable to use Blackboard for the submission and the AU web server for the prototype, contact Nigel Hardy (nwh@aber.ac.uk) before the submission date to discuss the situation.

## Marks Allocation

| | Percentage of marks for this assignment |
|---|---|
| Task Analysis | 25 |
| Interaction Design | 25 |
| Prototype | 25 |
| Evaluation | 25 |
| **Total** | 100 |

Nigel Hardy 2014-03-17

# CS22310 Assignment 2014
# Fishing Association Project
# Requirements Specification

Author: Nigel Hardy
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Status: Release

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# CONTENTS

# 1. INTRODUCTION

## 1.1 Purpose of this Document

This document is an initial requirements specification for a website to manage fish landing, handling and auction for a fisheries association.

# 2. GENERAL DESCRIPTION

## 2.1 Product Perspective

The Consolidated Fishing Association (CFA) represents over 100 fishermen operating along a particular coastline. Working together allows them to market and sell their product more effectively than would be the case if each of them worked separately.

Fish caught by all members of CFA are combined and sold in larger batches. By offering their combined catches, the members are able to sell to larger commercial organisations, attract better prices and sell more of what is caught.

Each catch of fish needs to be properly recorded so that when the fish is sold, the money can be allocated to the fishermen fairly.

CFA want to introduce a web based system to manage fish caught and to offer them for auction.
The system will be used to record information from fishermen about catches that have been landed by the fishing vessels. The fish are taken to a single warehouse. It will also provide an auction management system.

## 2.2 Product Operation

This section describes the general operation of the site.

On landing a catch, the fisherman will sort it into batches, one per species and size category. Each batch, consisting of a number of crates, will be weighed and labelled before being put in a common warehouse, from where they are sold by auction. Details of the catch and all its batches must be entered into the web site by the fisherman.

In the warehouse, staff combine batches from different catches into attractive lots for auction. Each lot will therefore be of a single species but potentially from different catches and boats. Once a lot is created, it is available for auction.

Buyers are registered on the site, with their contact and bank details. The auction of a lot will run for a specified time and buyers may make bids and see the progress of the auction. At the end, buyers will be able to see that it has ended and see whether they have won the lot. Arrangements for payment and delivery will not be administered via the web interface.

## 2.3 User Characteristics

The software will need to be accessed from many different sites by different types of users, as listed in the following subsections.

The fisherman does the initial entry of catch data at the quayside. It is a noisy, busy environment, with large potential for errors. Data entry should be made as simple as possible, with good error checking and data editing facilities.

Creation of lots from newly landed batches is done at the warehouse by trained staff using desktop machines.

Buyers will access the site from their own equipment.

There is a system administrator who should be able to add new fishermen, new warehouse staff and new buyers.

# 3. SPECIFIC REQUIREMENTS

## 3.1 Functional Requirements

This section lists the key functional requirements for the system, relating to user interfaces.

- **FMS-FR3 Entry of catch information**
  Fishermen should be able to enter information about their catch, associating it with their account. It should be entered as a set of batches, where each batch has a number of crates, the species (from a standard list of species), the size category (chosen from the list “Large”; “Medium”, “Small”) and a total weight in kg. Labels should be printable for each batch in the catch.
- **FMS-FR5 Combination of batches**
  In order to make a sale, the warehouse staff will combine available batches into auction lots of the same species and size and of similar age since landing, and then make the lots available for auction. To do this, It must be possible to view and select available batches not already associated with a lot
- **FMS-FR12 Authorisation and authentication**
  Each of the 3 classes of user (Warehouse staff, Fishermen, Buyer) will require passwords to access relevant features. Administrative users must be able to register new users of each class.
- **FMS-FR23 Running the auction**
  The auction will start when the lot is created and will run for 4 hours. In that time, buyers are able to see details of the lot and they can bid. They can see when there are new bids from other buyers. At the end of the auction, each buyer can see that it has ended and whether they won the lot.

## DOCUMENT HISTORY

| Version | Date | Changes made to document | Changed by |
|---|---|---|---|
| 1.0 | 2014-03-10 | Initial Draft | NWH |
| 2.0 | 2014-03-16 | For review | NWH |
| 2.1 | 2014-03-17 | Release | NWH |