**Comp 3020: Project Milestone 3**

**Project Description**

Our prototype was built with everyone in our group developing different sections of our website and linking them together. We regularly set up scheduled meeting times to discuss what functions should be implemented and how they should be designed. We referenced our designs in the low fidelity prototype and chose to design the website in the way we had initially envisioned, keeping in mind the user feedback from milestone II. In the end, we decided to do vertical prototypes of all three of our chosen tasks for our hierarchical task graph as we feel like all three tasks are essential to our website’s functionality. We used HTML files to set up the core elements of our web design. Our initial idea was to use one HTML file however, the file became too unorganized and hard to manage with four people working on the same file. We styled our elements using CSS and stored them in different files for better encapsulation. Furthermore, we used JQuery and Javascript to develop the core functionalities of our website.

**Choosing a Movie Experience**

One of our main features exposed in the interface is the ability to select theaters and purchase tickets based on the showtime. The showtime screen is easy to navigate as it is not cluttered with choices. All the options are laid out on the screen with clear indications of the type of movies the customers can select. The seat button allows the user to know how many seats are still available for that specific theatre, providing them with a visual indication of how many seats are left. This feature is designed by following the feedback we received in the informal prototype evaluation in milestone II. Implementing these features on our website accomplishes the learnability and memorability requirements set in milestone I as the web page has a simple design and is easy to remember upon future use. Additionally, we decided to use bigger fonts in our buttons to make it easier to navigate for users that are visually impaired, which is beneficial to all our potential customers. In the ticket purchase page, we allow the customers to purchase all three of the ticket types easily by clearly indicating the type of the ticket visually. This page is made to be intuitive to follow, as many of our customers would already be familiar with this feature since it is present on many other theatre websites. The seat selection page will clearly mark the row and seat number the user can select to avoid confusion when getting in the theatre. By making a distinction in the color used for seats already reserved and the seats that the customers are reserving, the customer can review their seat selection with ease. We also made it impossible for the customer to proceed unless they have selected all their seats to avoid potential conflicts that might occur. These features are designed to satisfy the functional requirements we set in milestone I as well as implementing a new safety feature that can ensure a better experience for the customers.

**Creating an Account**

Another main feature that our interface exposes is providing the user with a means of creating an account. This feature was chosen as one that would become a vertical prototype because of our functional requirements from milestone I. Allowing the user to create an account will provide them with the benefit of making easier and faster purchases in the future as they can save their credit card information. Exposed in the sign-up feature is also many of our usability requirements, such as the requirement of learnability and efficiency. The sign-up feature provides an easily learnable and efficient experience by providing a short 4 step process to creating an account. Each step of the process does not overload the user with information but rather provides the user with descriptive titles that explain what information is required. This feature also provides the user with an option to skip parts of the sign-up that are not critical for the creation of an account. By allowing users to skip certain sections, the user does not have to provide information they are not comfortable with. We also chose to stick with a common sign-up process to cater to our target audience which is mainly comprised of novice/casual users. Our users will commonly be between the ages of 18 and 29, which we found when we conducted our research back in milestone I. This allows us to confidently say that our users have created accounts on other websites. This further provides an easily learnable experience for the user as we provide exactly what they expect to see when signing up for a website. The sign-up feature also provides the user with the ability to dismiss the dialog box by clicking anywhere in the background. This has become a common feature on many websites and we wanted to make sure to incorporate it into our design as we do not want to limit the user with how they naturally interact with websites.

**Payment**

Another feature that our design provides is the ease of payment when using our website. Our website allows the users to split the bill equally when purchasing as a group. This feature separates us from other sites like cineplex as it allows groups to save a lot of time by reducing the number of people who buy tickets separately. By being able to split payment for tickets among different users, this satisfies our environmental requirement of users potentially purchasing tickets in a group. With our system, only one person needs to go through the process of purchasing a ticket while the other users simply need to wait for an email to confirm their share of the payment. Our payment process also allows our users to pay for their purchases without logging in. This feature is necessary because most of our users are very casual movie watchers that watch less than one movie a month. In addition, we took our user feedback into consideration by adding tooltips on the group payment screen to avoid confusion. These features allow us to have a very simple and versatile payment process compared to other competitors.

**Problems and Known Bugs**

**Screen Sizing Bugs**

We noticed that on smaller screens, some pages have difficulties displaying the full screen. This is most noticeable in the “Ticket purchase” and “Payment” screen where on small some devices, the buttons at the bottom of the screen are not visible. The current fix right now is to zoom out through your browser.

**Proceeding without Filling in Forms**

Another bug that the website has is that a user can proceed to the next set of pages even without entering proper values. For example, you are allowed to pass through the whole process of purchasing a ticket, selecting your seats, and paying for your ticket without putting any values in the fields that are necessary.

**Pressing back in Food and Drink page**

Another bug that we know about is that when you press the back button in the food and drink page, you skip the seat selection page and go all the way back to the ticket purchase screen where you must reselect the amount of tickets you would like to purchase.

**Past Bugs With Payment Pool Table**

We came across a lot of bugs with this table which resulted in us having to change up the implementation we planned for it.

Initially, we planned on having the percentages each user pays to be changeable, however we couldn’t figure out how to get the percentages to work together so we ended up having the bill split equally between the users in the payment pool.

We also wanted to allow users to delete specific friends from the list instead of just removing the last row in the table. This resulted in incorrect values when deleting a row from the table. This implementation had a lot of bugs and was a nightmare to try and fix so we decided to only delete and add from the last row to provide accurate information to the user.

**Current Bugs With Payment Pool Table**

A problem with the payment pool table is that the initial row displaying “Select a friend” should not exist until the user presses add. However, we couldn’t figure out how to implement this so we decided to always have an empty last row instead. This was not intended and is a bug that we ended up designing around.

Another bug we have is that when you repeatedly use the add and delete buttons, sometimes the table will not display values for a certain pool member, however it will still keep track of the values correctly.