Kiosk Project UI Design

The kiosk project will have a simple text based UI. The UI will consist of menus, items to pick, and information to enter. Each menu will be repeatable so that the user can keep doing whatever the menu is until they are finished. Once finished, a sub-menu will go back to the previous menu.

Most of the entered information will consist of counts, like how many items are needed. The exception is the maintenance person can enter item names and colors. The following UI shows sample menus with actual text as well as sample data.

```
MAIN MENU
=========
1. Purchase
2. Maintenance
3. Kiosk Results
Q. Quit

PURCHASE
========
1. Purchase Item
2. Detailed Bill
Q. Quit

PURCHASE ITEM
=============
1. Cell Phone Cover
2. Toy Boat
Q. Quit

(Choose #1)

Cell Phone Cover:

How many would you like?
Pick a color:
```

1. Red

2. Green

3. Blue

Order placed

(Return to Purchase Item menu)

DETAILED BILL

============

2 – Cell Phone Cover - $12.95

1 – Toy Boat - $3.33

Total: $16.28

Press any key to return

MAINTENANCE

============

1. Add item to kiosk

2. Add raw material to kiosk

3. Clear kiosk

4. Update raw material quantity

Q. Quit

ADD ITEM TO KIOSK

================

Enter item name: _____

Enter item cost: _____

(return to maintenance menu)

ADD RAW MATERIAL

================

Enter color: _____

Enter quantity: _____

(return to maintenance menu)

CLEAR KIOSK

==========

Are you sure you want to clear the kiosk? __

(return to maintenance menu)

UPDATE RAW MATERIAL AMOUNT

============================

1. Red
2. Green
3. Blue
Q. Quit

(User picks 1)

Enter the quantity for Red: ____

(return to maintenance menu)