GET ME CAFFEINATED!

Interface Goals

Table of Contents

Assignment Criteria

Interface Goals:
(1) describe user interface goals in terms of Shneiderman's five criteria, and
(2) describe all the features you plan to implement in your system.
The second part just define all functionalities that you plan to implement in the system. Please refrain from including information about design; think of this as part of the requirements. Design will come later.

Shneiderman's Five Criteria

The rankings for this application according to Shneiderman's criteria are given below.

Num	Criteria	Importance					Goal			
		Most				Least				
		1	2	3	4	5	Time			
1	Time to **learn**		x				2 min			
2	Speed of **performance**	x					30 sec			
							Low	Mod	High	Very High
3	Avoiding user **errors**					x	x			
4	**Retention** over time				x			x		
5	Subjective **satisfaction**			x				x		

User Interface Goals

Speed of Performance

The application will allow both new and advanced users to quickly find the information that is of interest to them. To facilitate this goal, the interface will scale based on the user's knowledge of coffee-making. New users will be offered an in-depth tutorial on the process of brewing coffee, while advanced users will be offered a streamlined process for finding out about new coffee drinks. These two levels of the interface will be presented as options to the user that they can choose based on their knowledge of coffee-making.

Time to Learn

The application will not be time consuming to learn for new users. The interface will be straightforward and concise so that users will not have to think too much about how they should use it. The terminology used will be appropriate to the user, and the definitions of domain-specific terms will be clearly conveyed by the interface. The intent is that users will spend most of their time with the application learning how to make coffee rather than learning how to use the interface.

Subjective Satisfaction

The application will provide users with information regarding the uses, side effects, interactions and warnings related to drinking coffee. It will also update the user with new recipes. In addition, users will be presented with fun features such as step-by-step guides and games. Last, but not least, the application will give the user some insight on the history of drinking coffee. All of these features will be provided in order to make the application enjoyable to use in addition to being informative.

Avoiding User Errors

Since this application will provide options for new and advanced users, both types of users will be less likely to commit errors due to the interface not accommodating their skill level. In addition, the interface will be simple and concise for all users in order to prevent confusion and decrease the chance of errors. However, because the consequences of a user error in this application would be minor, this particular criteria will not be emphasized in this interface.

Retention over time

The simplicity of the interface, along with its step-by-step nature, will make it so that the user will not have to learn much in order to use the interface properly. This will ensure that a repeat user will have an easy time using the interface again, because there will be less things to remember.

Design Features

General Implementation

Eye-pleasing graphics and Intuitive functionality

The home page will be designed to inform the user about the purpose of the application, provide a directory with a few buttons on a menu, and provide a search field on top of the menu styling with the logo of the application. There will be a conscious use of whitespace with the goal of making the page clean and readable so that users will not have a hard time identifying where to start at a glance. The vocabulary will be simple and all the terminology used will be consistent and appropriate to the user. With only one or two clicks the user will be able to get to their desired page.

All the interior pages will have a link to the homepage and navigation will be made easy to or from any page. These features will give the application a high speed of performance for users of all skill levels.

Specific Functional Implementation

Coffee Terminology Fundamentals

1. The application will provide a list of terms with concise definitions/descriptions and images in order to allow users to understand some of the recipes that will be taught.
2. A quiz feature will be included to allow users to evaluate their knowledge of coffee-making terms and concepts.
3. A matching game will provide an enjoyable way to learn coffee terminology and to recognize coffee-related items.

Coffee Drink Selector for Suggesting Drinks to the User

1. A questionnaire will be provided that will eventually lead users to a number of suggested drinks and their corresponding recipes.
2. This questionnaire will have two distinct modes based on the user's level of knowledge:
    a. Beginner mode: more general questions that lead a newbie coffee drinker to drink suggestions.
    b. Advanced mode: returns drink suggestions based on advanced search techniques such as caffeine content, drink name, prep time, etc. (for users with familiarity with coffee house terms and previous drink brewing experience).

Coffee Drink Recipe Slideshows

1. The application will display a step by step slideshow which educates the user on how to prepare a coffee drink.

2. This slideshow will describe necessary ingredients, equipment, prep time, and include a step by step guide to preparing beverages.
3. The application will provide a checklist for each ingredient/equipment and suggestions on where to find items online for users that do not already have them.
4. Animations in each step of each recipe. This feature will not be implemented for the project.
5. Sound in each step of each recipe. This feature will not be implemented for the project.

Resources

1. http://www.webmd.com/vitamins-supplements/ingredientmono-980-COFFEE.aspx?activeIngredientId=980&activeIngredientName=COFFEE