

Introduction on preliminary design

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Assignment :

We picked a project and generated the initial design of our project. Part of this project was discussed about what product we were interested in building. This is a fast food ordering kiosk.

Requirements:

Brainstorm

We brainstormed the project for the semester. Each of our teammate had about a minute to have an elevator pitch about his/her ideas.

User and Task Analysis

We performed a user and task analysis. On the user analysis, we answered questions like the target audience, scenarios that our product will be used, under what contexts, environments , and frequency.

For the task analysis, we identify several usability goals on the following issues, including start order, ordering process, changing order, submit order and making payment.

Conceptual Model

Once again, this is a repeat of what you performed in assignment 1. We picked key objects(restaurant, person, menu, food item, order) in

our product with attributes, relationships, actions on objects, actions on object attributes, and actions on object relationships.

Functionality and usage scenarios

We showed several functionality and usage scenarios describing how a user interacts with your system.

Deliverable:

5340hw2.pdf,

including elevator pitch, user analysis, task analysis, conceptual model, functionality and usage scenarios.