

ENSE271 Report and Lessons learned

Team name & members

Team Oranges

Hayden Jin

Jibao

Ihab

Project sponsor

Dr. Tim Maciag (ENSE 271 Lecturer)

Business need/opportunity

The system can import and export data and can integrate through an application programming interface (API). Its application was better suited to real-time sign up (i.e. when clients were already online). The opportunity here is to design, prototype, and (likely later) explore the development of a solution that allows clients to book cart orders that aligns with their schedule opportunity and they can choose to pick up or shipping ways on 24/7 to receive food. Thus, eliminating barriers to access and potentially freeing up time to grow the overall impact of the Food Bank on the lives of people facing food insecurity.

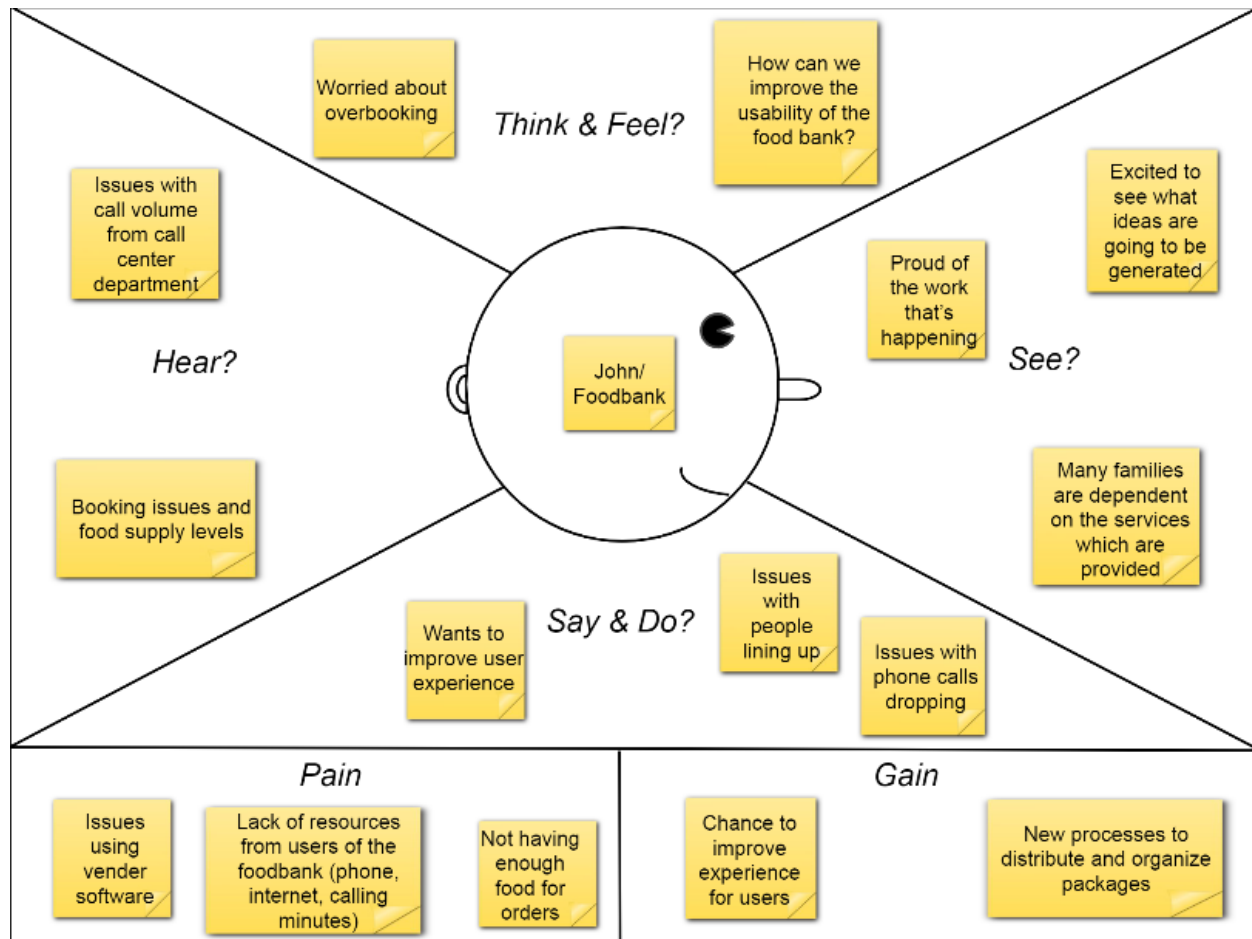
Reflections on project planning

Overall, we felt that the planning process of the project went fairly well. We properly identified that our northstar customer would be the frequent users of the foodbank, and we designed the website with their needs and wants in mind. In addition to the northstar customer, we also had the potential for workers of the foodbank to be carryover customers, as they would also be able to utilize the ordering system. One other carryover customer we envisioned would be one time users of the foodbank, but we did not end up seeing this through due to the need of creating an account to order packages.

Going in, some assumptions that we made included the fact that we would be using wordpress in order to build a website. We also assumed that the site would likely not end up being used, and that the main contribution we would be providing to John and the foodbank was

unique ideas and possible user interface designs. Some constraints we listed included technology constraints, especially considering the fact that we would be using wordpress.

Some key findings as a result of our affinity diagramming and empathy mapping include possible website layouts, worries from John, and the problems that the foodbank was currently facing.



As seen above, we listed various pain points that the foodbank was experiencing which helped us when it came time to start designing our solution.

Our initial USM looked very similar to the current food bank website, with the only new addition being the order page. After meetings with John and considering his comments and recommendations, we added in the ability to create user accounts as well. After further development and feedback, we ended up dropping both the donate and volunteer pages as they did not contribute to solving the main problem. Our final MVP satisfies all of our listed objectives, so it can be considered a successful minimal viable product.

During the prototyping phase, we made sure to try and incorporate as many design ideas from the class as we could. One design concept incorporated was the idea of reducing complexity, especially in the order page. Users who are ordering from the food bank website are likely not tech savvy, so we made an effort to make our pages as simple as possible to use and navigate. We also incorporated consistency into our design by having buttons and headers consistent throughout all of the pages on the site. Lastly, incorporating the principles of gestalt, we kept elements with common elements together, such as different ways to contribute to the foodbank.

Reflections on project results

This was a challenging project which put the skills that we learned in the lab to apply in real life and create a wordpress site for the customer. We as a group faced some challenges and hardships which we overcame and worked as a group. Overall, we all enjoyed this project as a team because we got an idea what it will be like working on a project with a team to meet the customers demands. Since we had the knowledge and experience working with wordpress in the lab, the project was not too difficult and we all distributed the workload fairly to the members in the group which made it easier for us to finish the project and put maximum effort on each part. We enjoyed the learning experiences we gained from making the website for customers and the fact that we had to present the end project to the customer. This was different from the class learning because we had to meet the customer expectation to solve the issue they were having, which put little pressure on us because we had to keep the site relatively simple and easy to use for the customers.

For our group everything with the project went very well and as planned. We completed every task we set to accomplish the best result for the project and each group member did his part in the best way possible. We have successfully translated our Hi-Fi prototype into WordPress website. We also have created the site before the time to present, which has given us time to practice presenting and also time to do some small changes or editing to the site. We could have done better in presenting the final result to the customer. We can say that our presentation could have used some improvement due to nervousness and being worried if our result satisfies the customer. For the future, we can use the time management and the workload distribution we have done for this project since it worked very well for us and helped us stay

focused on tasks. For improvements, we should have more faith in the project and not be too worried since we have done our best.

The people-centered design ideas that were discussed in the class lectures were very helpful, as we have taken the customer feedback on our Hi-Fi prototype and tried to implement everything he said in our wordpress site.

WordPress themes and plugins

- Jetpack
 - Rating: 4/5 out of 1748 ratings
 - Last updated 1 month ago
 - 5 million+ active installs
 - Provides improved security, stats, and extra blocks
- Starter Templates
 - Rating: 5/5 out of 2726 ratings
 - Last updated 2 weeks ago
 - 1 million+ active installs
 - Provides themes for all kinds of website styles