Design Project 2: Desktop P2P seller

Due: November 21, 201 by 11:59pm
Points: 30
Submitting: a file upload

Desktop Web Application for peer-to-peer purchasing

(every student gets a different scenario)

- You will have one of two scenarios:
  - One-time seller: Moving to a new city and needs to sell one or many items in a specific category (your choice).
  - Professional seller: Sells items in a specific category in bulk (your choice).
- You will be given one of two locations, and context (e.g. urban vs rural). This is part of the "setting" from DP1.

Overview

You are asked to prototype the interaction for people to sell goods or services within a peer-to-peer service (think craigslist) through a web application.

You will focus on several key tasks, happening using the scenarios, location and context from above:

- Sign up as a new seller
- Listing items and managing stock
- Getting paid and auditing sales

You will generate an interactive prototype for a web-based application running on a desktop/laptop computer. Show evidence and justify your design decisions through citing design patterns you used, microinteractions, and personalization or incentives.

Objectives

In this assignment, you will:

1. Explore form design and take advantage of microinteractions.
2. Simplify repetitive actions.
3. Implement a form of personalization or incentive structure to ensure a good buyer experience (via the seller).
4. Create low fidelity mockups for key interaction points.
5. Call out key design patterns in use in order to justify your design decisions.

What to turn in

1. Upload a **single** PDF document containing all of the following:

a) The setting:

   o Scenario, location, and context you were given
   o Information architecture of the seller sign-up, product-related pages, management, and auditing parts of the web app.

Scenario

Andy is a good cook, he just moved into Broad Str. He just opened a restaurant that he cooked and his wife and sister, a few employees will serve it. He will open the restaurant in the morning until evening, the food and drinks made by himself. However, he realized that most people living in the neighborhood are office workers, they do not have much time to go out to eat and drink. Andy devised a way to set up a website, where show all the restaurant's dishes and customers just need to choose, write the address and he would deliver it on site, could be paying online or cash.
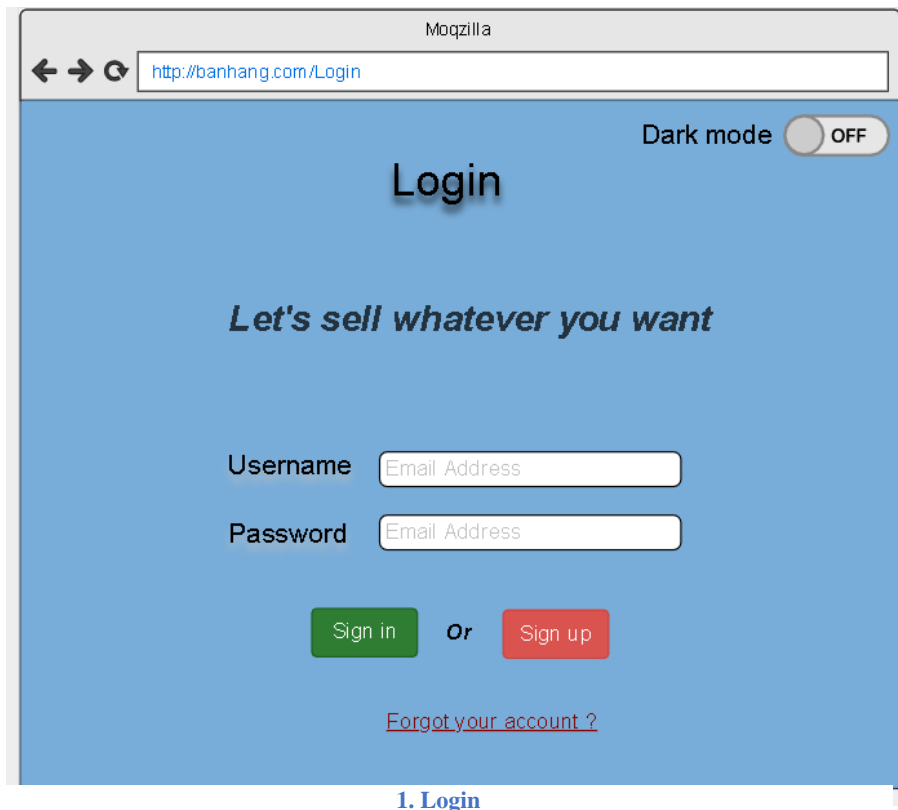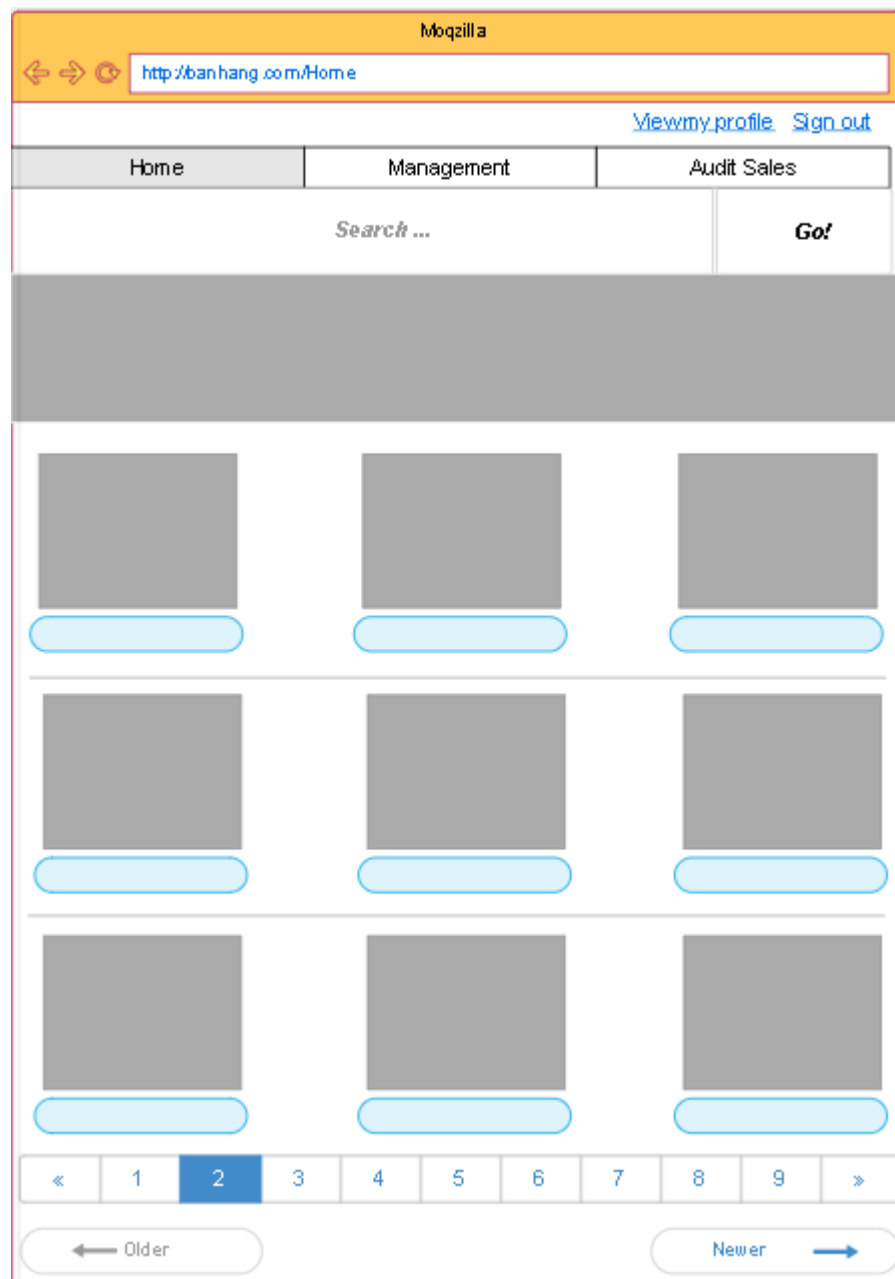
Context

A good man in cooking - Andy, opened a restaurant on Broad Str. However, his customers are few because most of the people living nearby are office workers. He devised a way to set up his restaurant website and sell all the dishes on the menu. The customer simply needs to open the website and select the food, write the address and he will deliver the foods and the customers can pay online or cash.

Information architecture
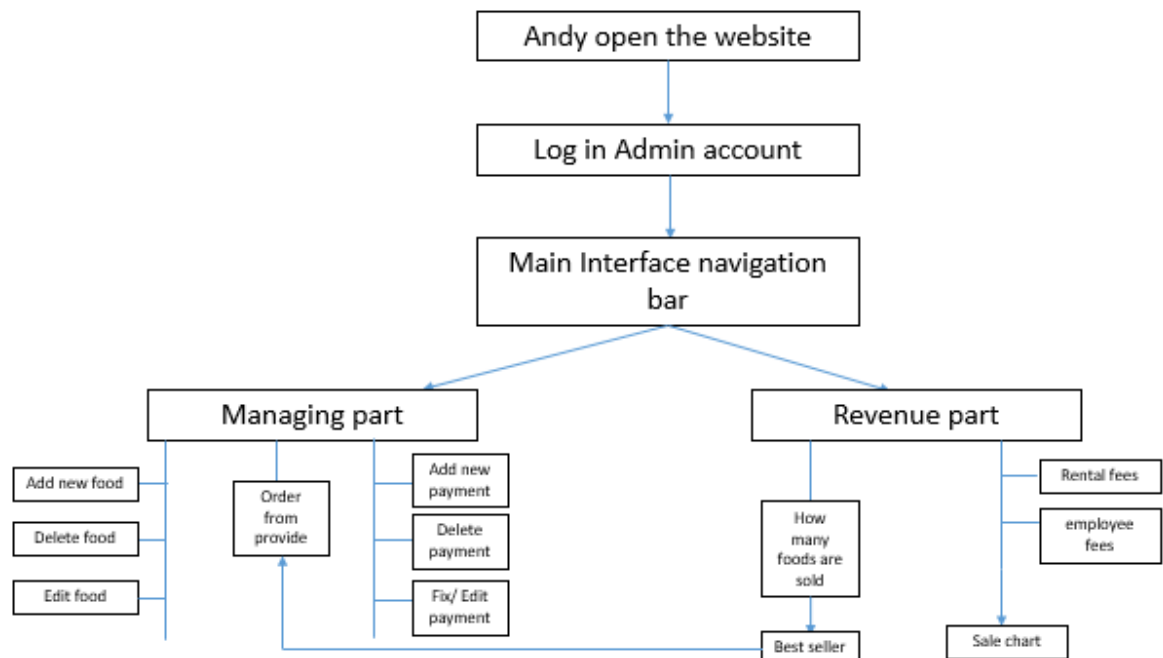
b) Images of early sketches or mockups in any fidelity to show your ideation process. Document key features and concepts you are exploring.

1. Login

http://banhang.com/Home

View my profile   Sign out

| Home | Management | Audit Sales |

Search ...   **Go!**

« | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | »

⟵ Older   Newer ⟶

2 Home

Back

Search...

Add more   Delete all   Price ▼

1 2 3 4 5 6 7 8 9 »

← Older   Newer →

3 Management

< Back

Jan	Feb	March	April	May	June	July	August	Se	Oct	Novembe	December

Process

4 Audition
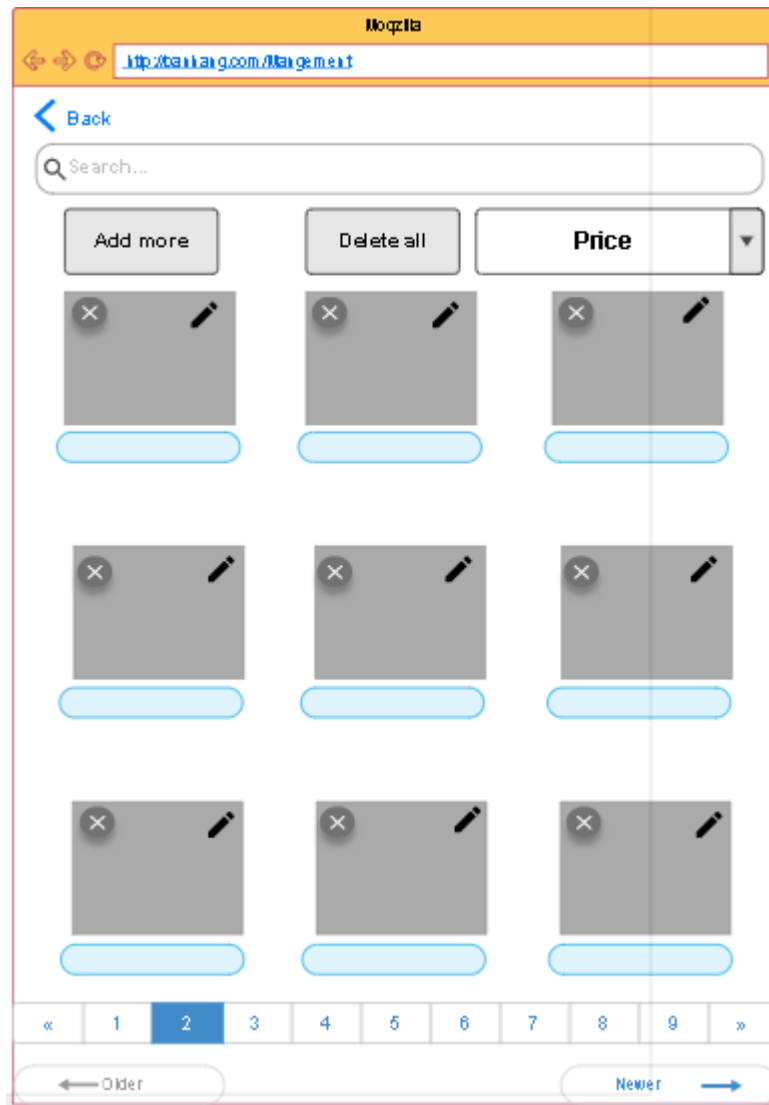
Features :
1. Login:
   We can control and manage the accounts through Login using Authentication from Firebase Authenication and we will save cookies to authorize the account
2. Register
   We can create a new account through this feature. It allows user can use our service without fee.
3. Rembemer me
   This feature let user make a decision which whether save their account or not. It makes users feel comfortable and convenient when using our web app.
4. Dark mode
   It switches between dark mode and normal mode depending on the environment of each user, so they can easily choose which background they want to feel as comfortable as much.
5. Forgot account
   Sometimes, user forgot their account, this feature helps users can get their own account if they have enough information about it
6. Search
   It is a searching bar which helps users or admin find products on our web. We develop this searching with "AI searching-engine" which not only can find exactly the input users want, but also the closely similar words. This feature helps users find products when they don't remember exacly its name
7. Navigation bar
   It is the core item in the web, it navigates to all of the another part of our web. User can easily interact with navigation bar because it is very understable and have the context which is human readable such as Mangement button.
8. Delete
   It is one of function of the most powerful functions in our management system allows user can modify and superivse their product. This feature so easy to click and use. Moreover, it is expressed by using icon, not text, so it makes the UI becomes more beautiful and interactive.
9. Edit
   This feature allows user the permisson to change the information about product they want.
10. Remove all
    It is created for the one-time-sale's comfortness because they could don't want to sell the current product, so they change it into the another type. They want to remove all of the old rest, so they just simply click on this button and everything disappears
11. Audition
    If you want to be professional on a thing, you need to track on it. Therefore, we create the auditon system for users can supervise and see what are going on in a month.

Documentation of 5 key design patterns used in your final design:

- One for form design

  Dark mode is the best convenient feature in this app web, maybe your app has a complex structure and various wel-serivce but it looks bad and not supporting the users comfortness. Your app cant growth.

  Why does it work ? : People can switch around them depending on the environment

  How does it work ? : People need have a dark background when they work in night and vice versa

- One for a microinteraction (that would be unexpected)

  When you hover the button, the text will be displayed to make clear what it is

  Why does it work: People will feel it smooth when have animation and get more information

  How does it work: People want to know what function of the button is

- One for simplifying repetitive tasks

  The back arrow to come back the previous screen orr the button on navigation bar. It is a must for any app.

Protype uploaded to AxShare. Turn in the URL in the comments section of the assignment.
https://app.moqups.com/s0JGjTwnBy/view/page/a184070bc?ui=0&fit_width=1

Additional Notes

These deliverables are a low-fi interactive prototypes (keep it black and white). Users in a usability study should be able to follow the scenarios and navigate from one page to another. Do not work on screens for other potential features that are not part of the three key scenarios. Use actual content. If you don't have any, make some up. Include both verbose and short content to push the boundaries of your design.

Rubric:

IA and early mockups (10 pts)

Lo-fi clickable prototype (10 pts)

Design patterns with breakdown (10 pts total, 2 pts each)

Useful Links

- Design Pattern

http://www.welie.com/patterns/index.php
https://www.google.com/design/spec/patterns/swipe-to-refresh.html#swipe-to-refresh-swipe-to-refresh
http://bradfrost.com/blog/web/complex-navigation-patterns-for-responsive-design/

- Microinteraction

https://www.youtube.com/watch?v=D-byKA5HIUE
https://www.youtube.com/watch?v=l42qHBP-9ng
https://www.youtube.com/watch?v=an68EwRY14M
http://littlebigdetails.com/