

Break your fast with

APPetite

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Team AWeSome

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The Design Problem

Many studies have been conducted to look into the relationship between eating breakfast and academic performance. A study performed at Blinn College, for example, showed that students who ate breakfast performed better on tests. There were 1,259 college students in the study, which found that more than 70 percent of the students who ate breakfast passed an exam with a C grade or better, compared to 50 percent of students who did not eat breakfast (Jensen 2011). It's true that other factors such as time spent studying and amount of sleep were not considered. However, it certainly seems to give an indication that eating breakfast may be related to improved academic performance.

Unfortunately, it seems that college students are not very likely to eat breakfast. The U.S Department of Agriculture conducted a study which concluded that 76 percent of adolescents ages 12-19 eat breakfast compared to 38 percent of adults 21 years and older (Jensen 2011). This data implies that college students are more likely to skip breakfast than younger students are.

Based on interviews of our classmates, fellow undergraduates at the University of Washington, we found that eating breakfast was a problem for them. Even though most of them wanted to eat breakfast daily, it was common for them to skip at least a couple days a week. Their first major concern was time. It seemed that often it was more important to them to get a little extra sleep than to get up early to have enough time to make breakfast.

It seems like students would be able to solve this problem by eating out for breakfast but students also have numerous financial pressures. Oftentimes they must pay for tuition, housing, and food. This means that they might not be able to afford breakfast every day when prices for even a simple breakfast sandwich can range from \$7 and up (Starbucks Prices 2015).

This was what inspired our design: **how can we help UW undergraduates eat breakfast daily if they don't have time to cook or the financial resources to eat out?**

The Project Scope

The goal of our application, APPetite, is to provide a time and money-saving way for UW students to get breakfast.

The basic idea of our application is that UW students will be able to search for coupons for breakfast food, purchase them (which will be equivalent to purchasing the meal at a discount), and then redeem them either in the store or by ordering them through the application itself.

In Scope

- **Run on the iOS platform**

We will design our application for the iOS platform. The iOS platform holds 19.2% of the market share in smartphone sales. While Android holds 79% of the market share, this is split up among multiple brands with very different designs (Olenick 2015).

Because of this, we are choosing to focus on iOS. It is a single brand with a fairly consistent design and significant popularity.

- **Focus on undergraduate students at the University of Washington**

We made this decision because we were only able to interview undergraduate students from our class; we did not get the chance to gather information from graduate students. In addition, we think that undergraduates are a significant population of the UW because they make up 67.5% of the student population.

Specifically, we will focus on undergraduate students who either live close to the UW or spend time there in the morning. This is because the restaurants offering these discounts will be close to the University of Washington.

Because of the payment forms we accept, we are only targeting students that have funds in their Husky Card account or that have credit cards.

- **Provide a way for users to order breakfast**

Users can redeem coupons either by going to a restaurant and showing the cashier the coupon or by ordering from the application itself. If they order from the application, they will be able to select a location for pick-up.

- **Provide a way for users to purchase coupons**

With our application, users will be able to purchase coupons for breakfast food. There will be two ways of purchasing coupons via the application. Since the target population is students at the University of Washington, one payment option is linking the application with a Husky Card account. The other option is to add credit cards to the application. Users will only need to enter credit card information once and the information will then be stored in the system for future usage.
- **Provide a rewards system (Breakfast Points) as an incentive**

Users can gain rewards points when they use APPetite. When a new user with a unique UW NetID creates an account, they have the opportunity to choose 5 coupons out of a list of 10 coupons on the welcome page that they will get for free. Other coupons on the site have to be bought either with a Husky or Credit Card, or Breakfast Points. Each time the user buys a coupon, they accumulate Breakfast Points.
- **Provide a way for users to find coupons with specific filters**

With our application, users will be able to find coupons for breakfast food. The coupons will be displayed on the main page of the application as a list, so that users can scroll up and down to see all the available coupons. There will also be a search bar so that students can search for keywords, as well as the option to filter by popularity (how many of this coupon have been sold), cost, and distance (from the user's current location.)

Out of Scope

- **Connect ordering with restaurants**

We assume that the restaurants will be able to receive orders through email or through some system that we will not have to set up.
- **Communication with restaurants to negotiate Breakfast Point rate**

We assume that the restaurants will agree with the value of the breakfast points so that we won't have to negotiate with them.

- **Security will be handled by NetID**

We assume that we won't have to handle the login/validation of credentials and that NetID authentication will be able to handle this entirely.

- **External process for credit card and Husky Card payments**

We assume that we won't have to process the payments but rather send them to another service to process them.

- **Verification of the coupon data**

We assume that the coupon data provided to us by restaurants etc. is valid.

- **Students not attending University of Washington**

We assume that students outside of the University of Washington will not be included in the design of the application because they are not eligible for the coupons.

- **Data storage for information**

We assume that there will be sufficient storage for the information, including users credit card information, restaurant information, coupon information, and user information.

- **QR code process**

We assume that the QR code (used to redeem coupons when users go directly to the location without placing an order) will work properly. The QR code will expire after it is scanned at the restaurant.

- **Search functionality**

We assume that each of the coupons can be identified by certain keywords, such as the name of the restaurant, the name of the food, the ingredients of the food and so on, when users type into the search bar we provide.

- **Filter by distance**

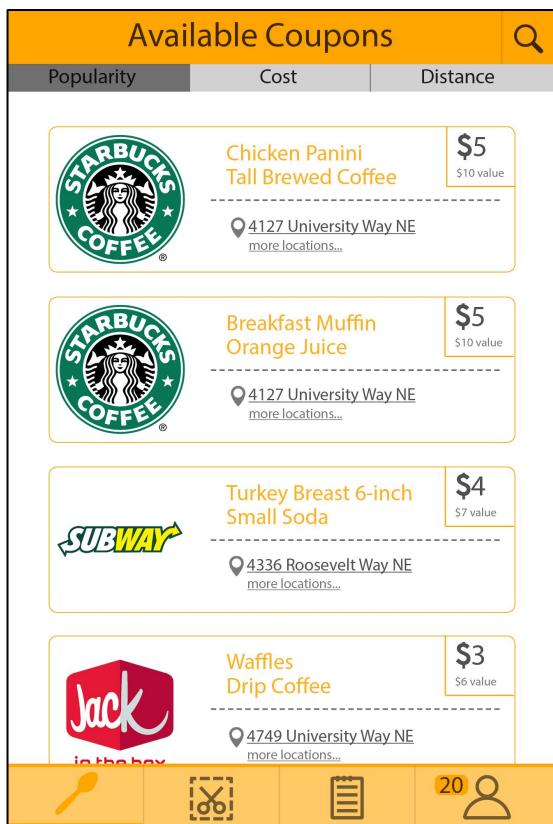
We assume that the application will calculate the distance from the current location of the users and the location of the restaurant implicitly when users choose to filter by distance and allow APPetite to user their current location.

Main Flow of Application

The basic idea of our application is to provide a platform for searching for, purchasing, and redeeming breakfast coupons, specifically targeted towards UW undergraduate students.

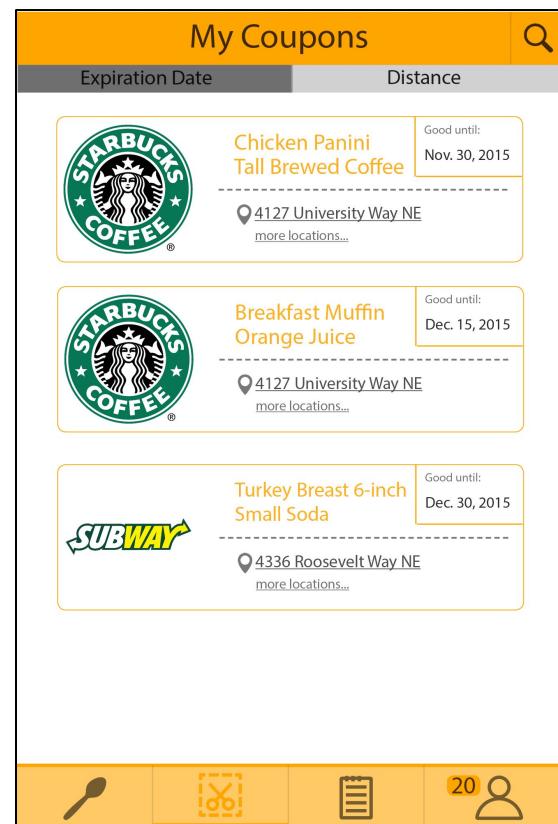
There are 4 main pages to the application. The first 3 are related to the coupon purchasing and redeeming process (Figures 1-3). The 4th page (Figure 4) is an administrative page to allow the user to view and edit payment and profile information.

Figure 1: Available Coupons



User searches for and buys coupons

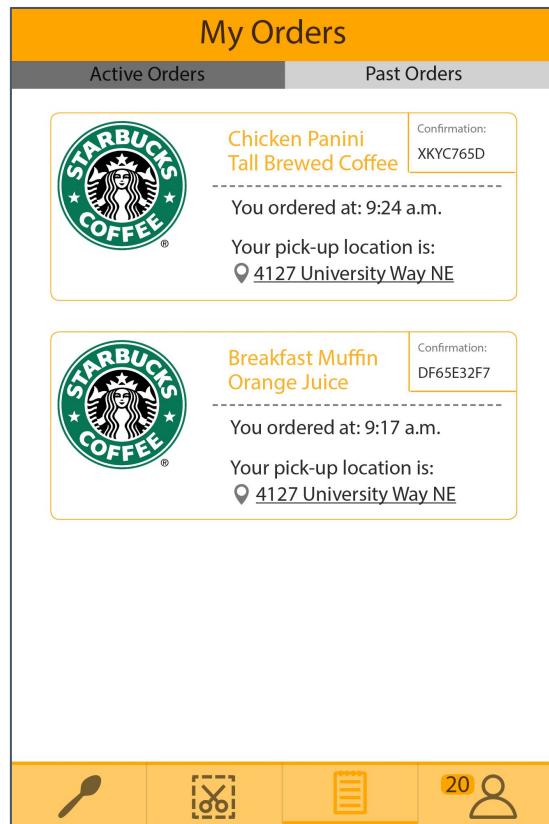
Figure 2: My Coupons



User places orders or redeems coupons in-store

Figure 3: My Orders

 (from
My Coupons)



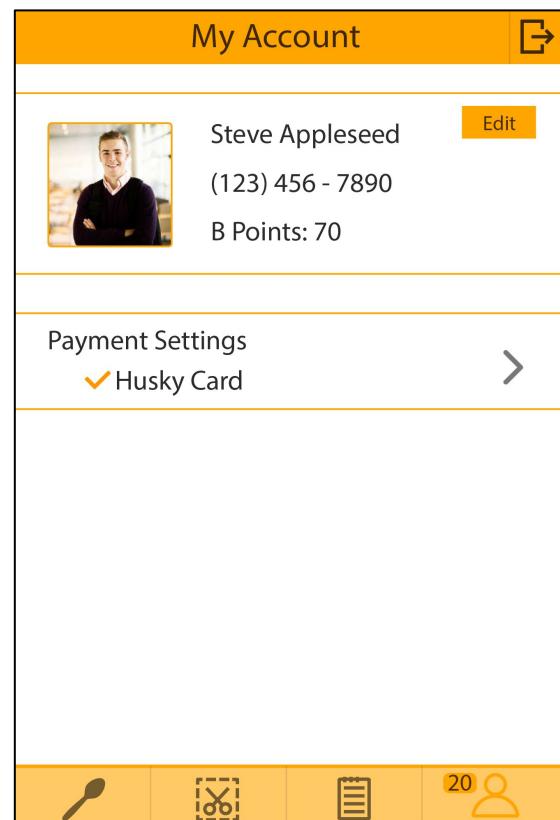
User keeps track of placed orders

The My Account page is not part of the main flow of the application. It provides a place for users to edit and view their information. This section of the application will also be discussed in greater detail later in the specification.

The Available Coupons, My Coupons, and My Orders pages are the main screens of the application.

They are also responsible for most of the functionality of the application as they allow the user to complete the process of buying and then redeeming a coupon.

These screens will be discussed in detail later in this specification.

Figure 4: My Account

User views and can edit account information

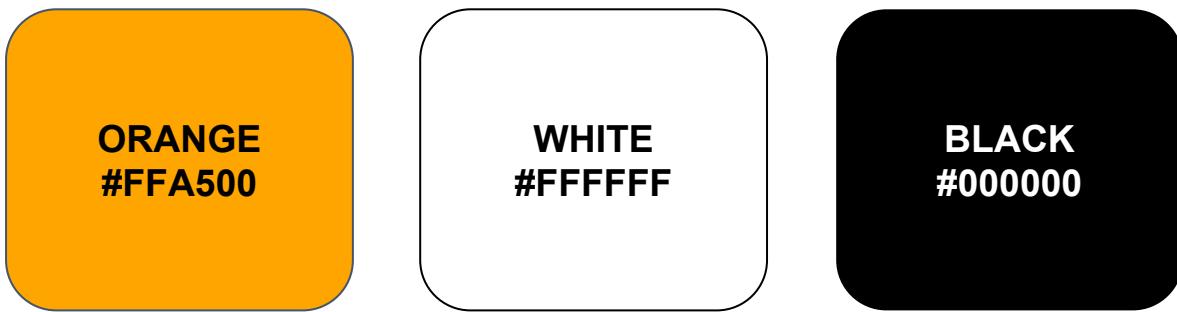
Design Decisions and Rationale

In this section, we will discuss the major design decisions throughout the whole application. In addition, we will provide our rationale for making the decisions.

The first part of this section discusses general features which are consistent throughout the application. The second part discusses details for the other screens of our application.

General Features

1. Color Scheme



Description:

As shown above, the color scheme of our application includes orange, white, and black. There is a white background with orange bars at the top and bottom. Some UI elements appear gray but are actually different opacities of black. Text is displayed in the same orange and opacities of black (75% opacity for black text over orange background, 38% hint text, 54% secondary text, 83% normal text).

Rationale:

We chose orange for the accent color because it is energetic and uplifting. We use it to highlight important text as well as for the header of the application because it draws attention (Color Psychology 2015). Furthermore, as a citrus color, orange is associated with food and can stimulate the appetite (Color Wheel 2015). We chose varying opacities of black as the main color for icons and text since it contrasts well against the orange and white backgrounds.

2. Top Bar

Figure 5: Available Coupons

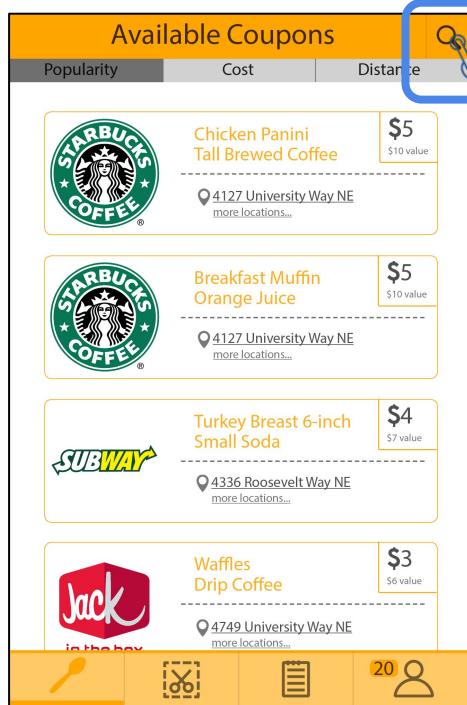


Figure 5.1:
Search button

Figure 5.2:
Expanded search bar



Figure 6: My Account

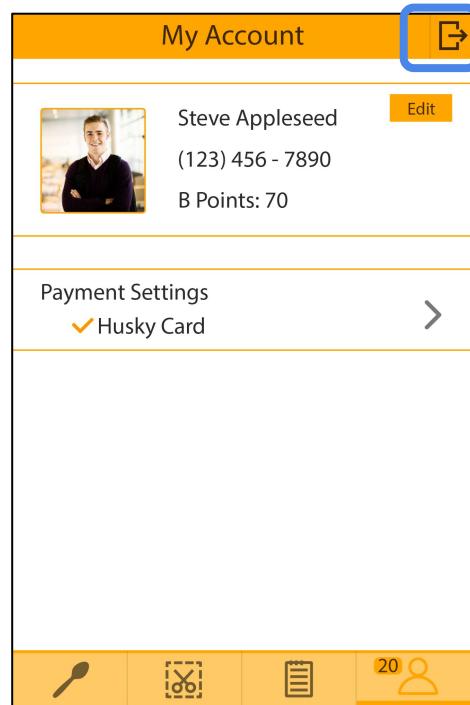


Figure 6.1:
Logout button

Description:

The top bar displays the current page title (corresponding to the bottom navigation bar). On most screens, the right side of the top bar is the search button (Figure 5.1). When the button is clicked, the page title is replaced with a search box (Figure 5.2). On the account page, the search button changes to the logout button (Figure 6).

Rationale:

We decided to include the top bar on every screen of the application to create consistency. When there is a search option, a magnifying glass icon appears in the top right corner. We chose this location because it is easy for the user to see, and easy for us to expand the search icon into a box that spreads across the whole top bar. In addition, the top right corner is easier for users to click on, because about 90% of the population is right handed (Kerns 2015). We chose to include the name of the current page at the center of the bar because it is very visible there and it helps users keep track of where they are in the application, fulfilling one of the Usability Heuristics for User Interface Design --visibility of system status (Nielsen 1995).

3. Bottom Navigation Bar

Figure 7: Available Coupons

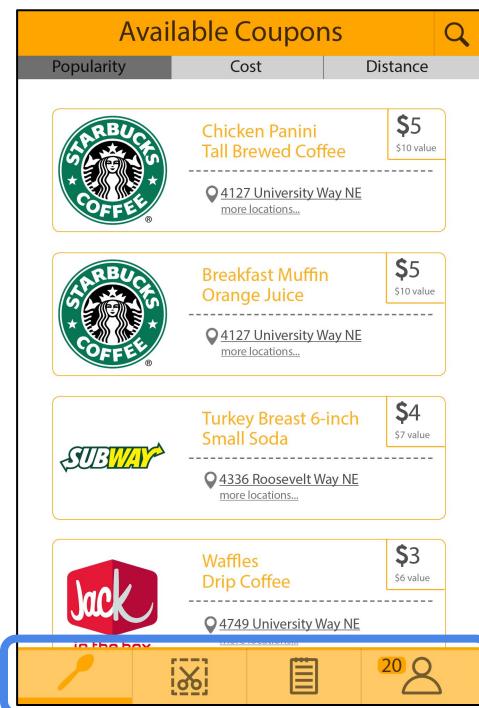


Figure 8: My Account

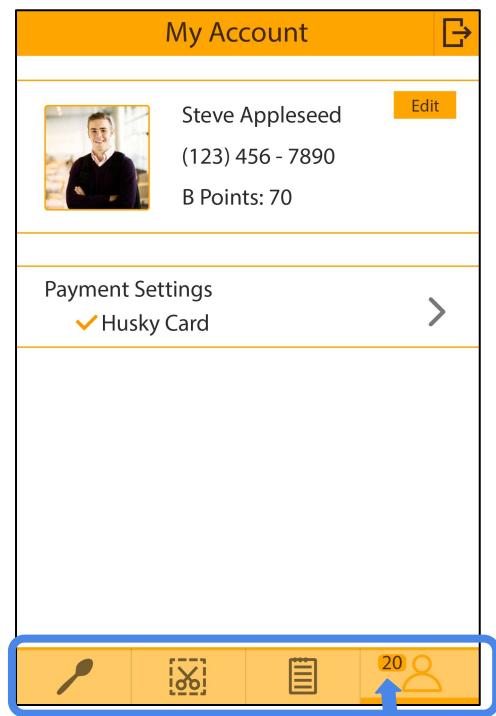


Figure 8.1:
Breakfast Points
indicator

Description:

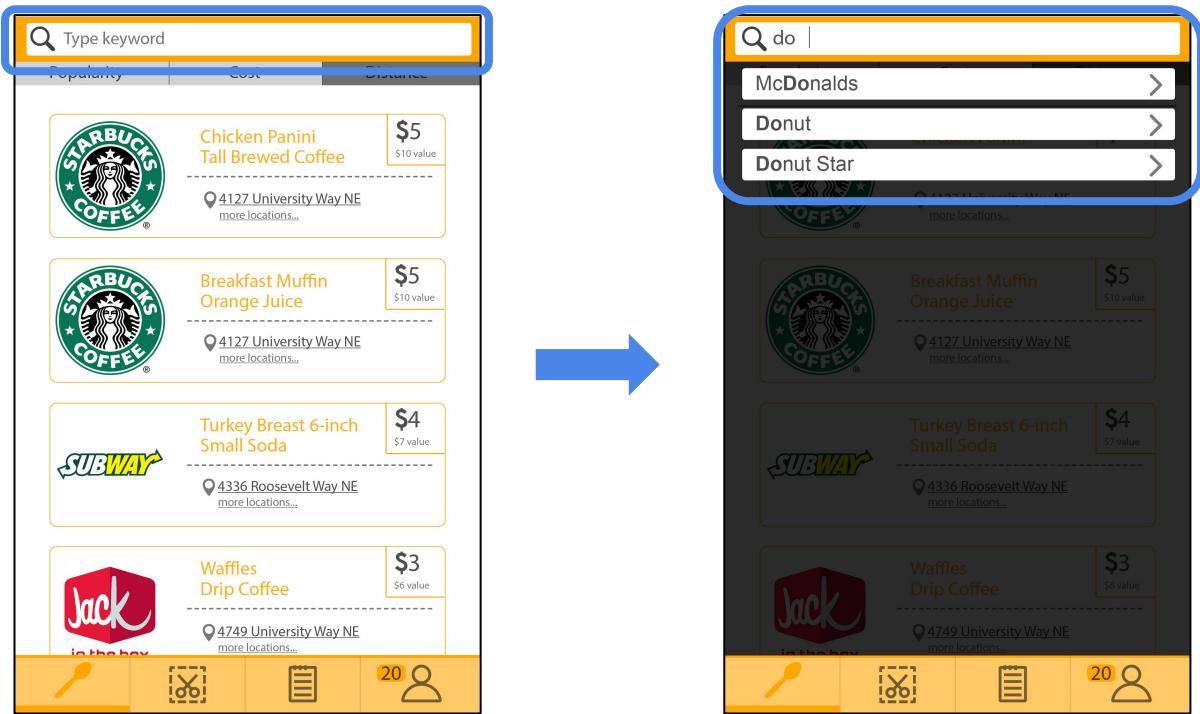
The bottom navigation bar appears throughout the application. Its main purpose is to indicate which page the user is on. As can be seen above, on the Available Coupons page (Figure 7), the spoon icon on the far left is highlighted in the navigation bar (it is orange while the rest of the icons are gray, and there is an orange bar at the bottom of that portion of the navigation bar). The other pages, from left to right are “My Coupons” (the users’ purchased coupons), “My Orders” (the orders that the user has placed), and “My Account” (where the user can view and edit their personal and payment information). When users click on any of the icons in the navigation bar, they are taken to the corresponding page, and 1) the icon for that page changes from gray to orange, 2) a thin orange bar also appears at the bottom of that section of the navigation bar to indicate that the box is selected, 3) all icons in other unselected boxes turn light gray and there is no orange bar at the bottom of those sections (Figure 8). The icon on the far right, “My Account”, also displays the number of Breakfast Points the user has (Figure 8.1). These are rewards points in the application.

Rationale:

We decided to include a bottom navigation bar based on some other coupon applications that we had looked at for reference. Specifically, we chose to model the bottom navigation bar of our application after the Specialicious application, designed by Andrew Greeson (Greeson 2015). This meant that we divided the navigation bar into evenly spaced boxes and gave each box an icon relating to that page's function. The order of the four tabs is based on the flow of the application. Starting from the left, users view and purchase coupons on the "Available Coupons" page, then order on "My Coupons" page. Next they can view and cancel orders on the "My Orders" page. The "My Accounts" tab is on the far right because the right side of a navigation bar is commonly associated with settings and additional options. We decided not to add any text under the icons because the boxes are quite small and we preferred to have larger, more visible icons. For the icon selection, we relied on user opinion. We revised the icons through user testing until most of our testers stated that the icons we chose matched with their knowledge and expectations.

4. Search

Figure 9: Available Coupons search



Description:

The search icon is located on the right side of the top bar on most of the screens, except for on the “My Account” screen. When the user clicks on the search icon, a search box will show up and expand to take over the whole top bar. The box will contain hint text asking users to enter keywords. A drop down list will appear after users type into the text box. The list will show all the possible results according to user input (Figure 9). The part of the possible result that matches what the user has typed will turn bold. The coupons list will update on each key press. Clicking on the search icon again allows the user to exit the search functionality.

Rationale:

We decided to allow for searching because several participants from our user testing indicated that it would be helpful if they could search for keywords in addition to using the other filters. However, having the search bar requires users to know exactly what they are looking for, so we decided to have a drop down list of suggestions come up to give options for users to choose from (reducing the amount of memorization that they have to do). The design of the drop down list

follows the pattern that major applications and websites are using. There is an arrow on the right side of each line of the list to indicate that the line is clickable. After the user clicks on a suggestion, the resulting text will be still shown in the search bar because users need to know what state of the application they are currently on, and they can redo the search for as many times as they want by changing their input. They can easily turn off the search function by clicking on the search icon, which provides consistency as users can turn the search function on and off by doing the same action (Nielsen 1995).

5. Interaction with Coupons

Figure 10: Coupon list after search

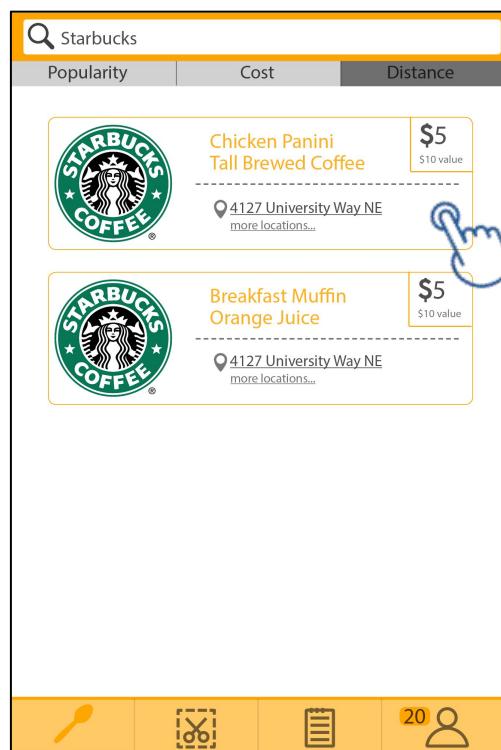
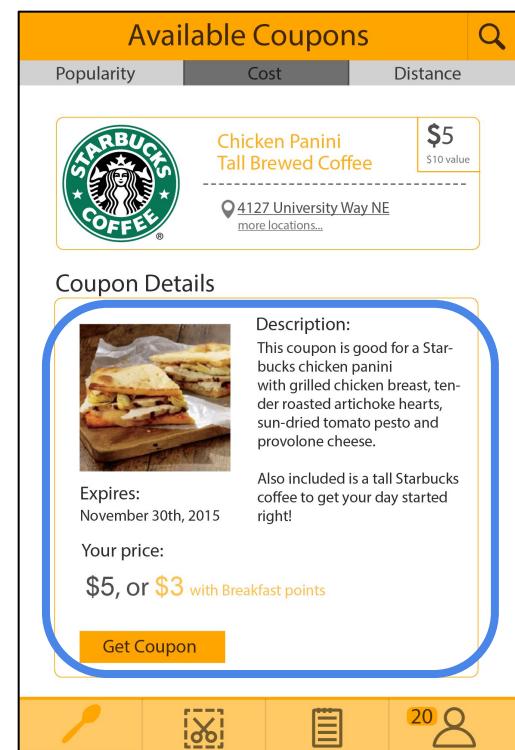


Figure 11: Coupon details



Description:

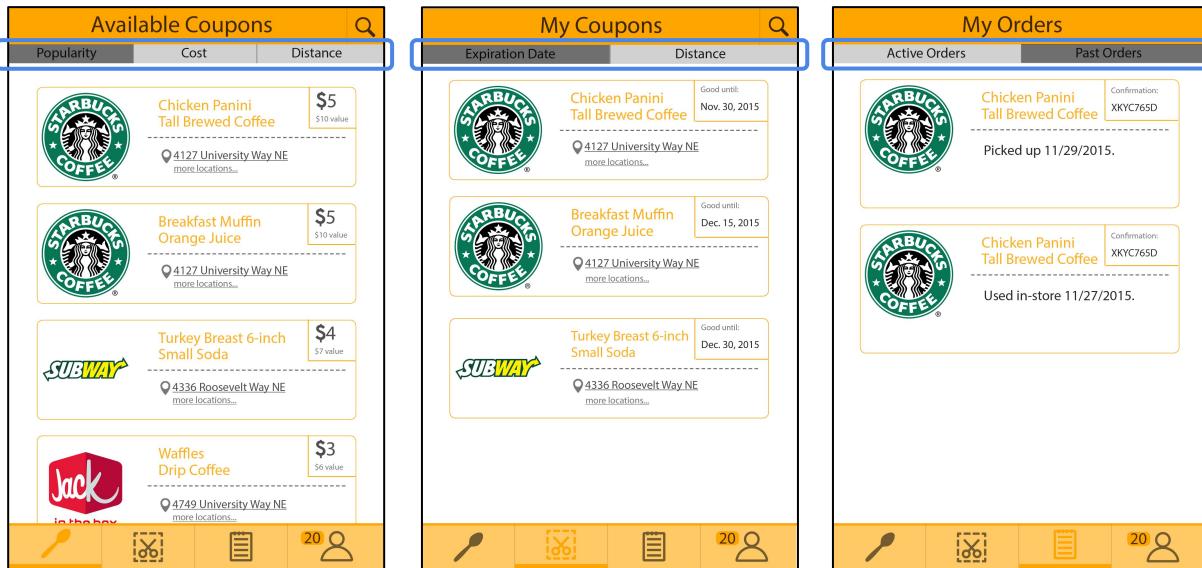
On every screen that contains a list of coupons, users can click on the coupon to see possible options on those screens and click on the same coupon to hide the options to continue scrolling up or down. For example, when the user clicks on a coupon on the Available Coupons page (Figure 10), Coupon Details and the Get Coupon option become visible (Figure 11).

Rationale:

We decided not to have a new screen show up if users click on the coupon to see if there are additional options. Instead we just provide all the possible options underneath the coupon to let the user easily close the dialog by clicking on the coupon again. The design prevents users from viewing back and forth and losing track of the current state of the application.

6. Filters

Figure 12: Filters change on different screens



Description:

The filter bar appears underneath the top bar on most of the major screens, except for on the “My Account” page. However, it shows different options depending on the screen. It has three sections on the “Available Coupons” page, two on the “My Coupons” page, and two on the “My Orders” page (Figure 12).

Rationale:

For the design of the filter, we decided to model the Specialicious application designed by Andrew Greeson as well (Greeson 2015). We decided to follow Greeson’s design because our user tests of the previous prototype indicated that we needed to change the filter display. We originally had a bar sliding in from the side for filters but users reported it was hard to keep track of which filters were being

applied when the bar was not open. In the current design, all available filter options are always displayed, which makes the current state of the filter much clearer to users. In addition, we chose to make the filter bar a different color than the top bar to indicate that it is a separate section. We chose the darker gray for the selected filter option so that users could see it more clearly. This design also matches with the real world because if physical button is pressed it will be visibly depressed and may change color. This reinforces one of the Usability Heuristics for User Interface Design: match between system and the real world (Nielsen 1995).

7. Design of the Listed Coupons

Figure 13: Available Coupons

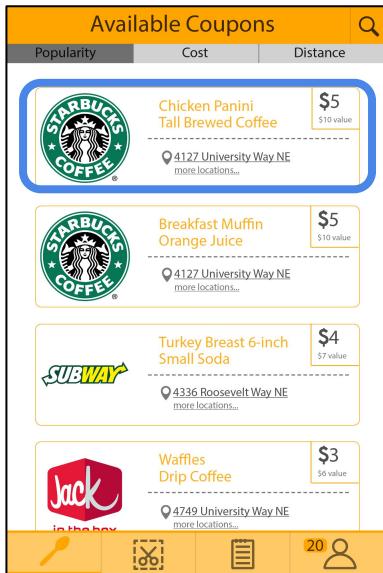


Figure 14: My Orders

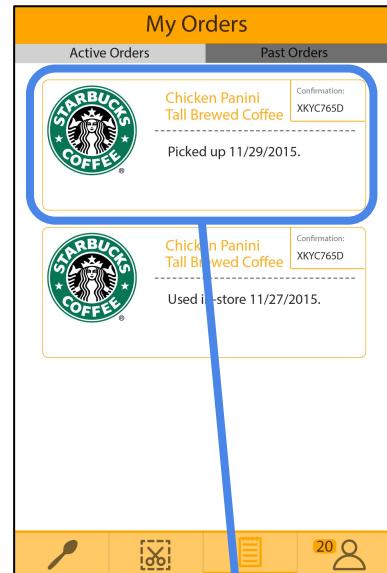
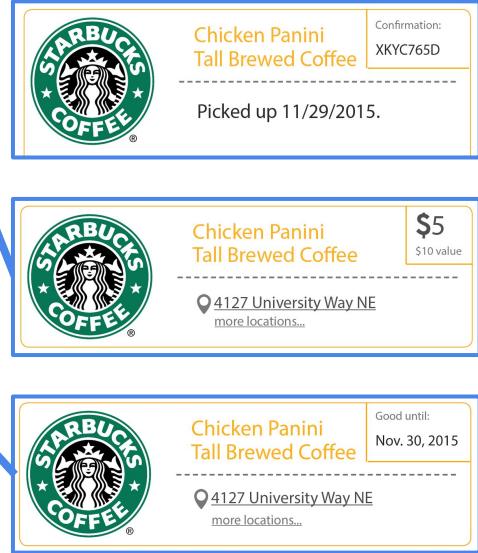


Figure 15: My Coupons



Figure 15.1: Top right corner



Description:

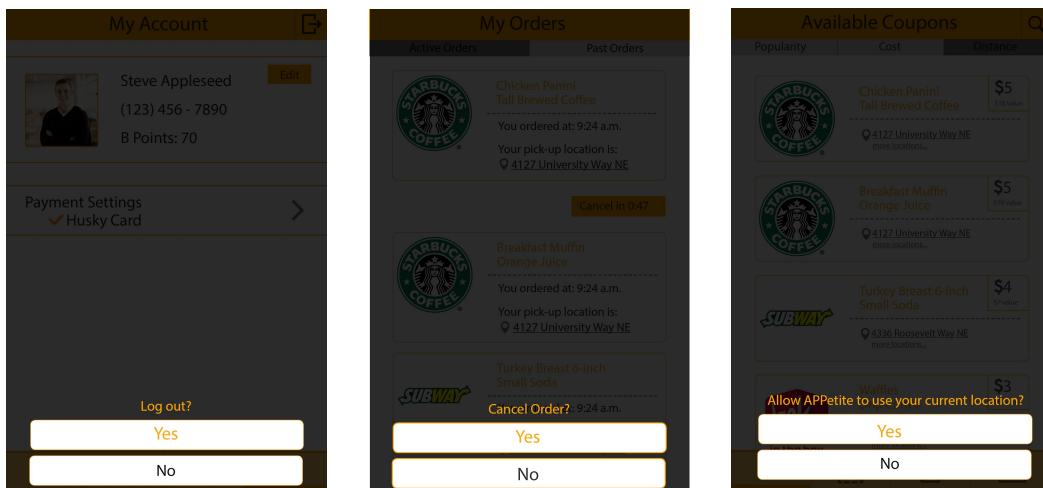
All coupons on the “Available Coupons” page (Figure 13), the “My Orders” page (Figure 14), and the “My Coupons” page (Figure 15) will be displayed in list. Information for a listed coupon will be displayed inside an orange outline, with the restaurant’s logo on the left, the name of the breakfast on the upper right half and locations where that coupon can be used on the lower right half. The upper right corner shows the price of the coupon on the “Available Coupons” page, the expiration date on the “My Coupons” page, and the confirmation number on the “My Orders” page (Figure 15.1).

Rationale:

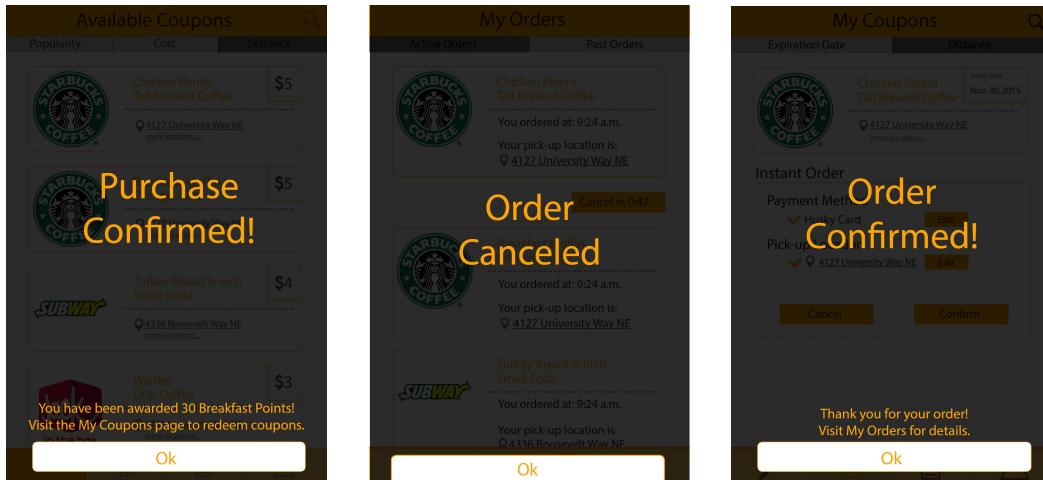
We chose to display the coupons in this way because we wanted the restaurant's icon to be very visible. This was partially because it was a graphical element and partially because brand loyalty can draw attention (Starbucks, for example). We also included the title of the offer ("Chicken Panini", for example) in a large orange font to draw attention to this part. In the separated box we include information that is relevant to that page. This is why it changes from page to page. Users on the "My Coupons" page, for example, will not be concerned about the price of the coupon because they have already bought it. This is why we show the expiration date instead on the "My Coupons" page. We chose to include the location information in a slightly smaller and lighter font because this is additional information that the user may want to investigate after absorbing the main points.

8. Design of Notifications/Confirmation Dialogs

Figure 16: Notification and confirmation dialogs



Notification Dialogs



Confirmation Dialogs

Description:

All of the notifications in the application will be displayed with the main messages at the center of the screen. Extra information will be given at the bottom of the screen with one or two buttons appearing from the bottom of the screen. The background will be darkened to enable users to see and focus on the notification (Figure 16).

Rationale:

This design for notification or confirmation dialogs follows the common design trend currently used in iOS applications. Since our application is only designed for the iOS platform, we expect that users will be familiar with this type of notification and want to take advantage of that.

Other Features

Starting Pages

The starting pages are what users will see after they open up the application. There are two different screens: a splash screen and the login screen.

1. Splash Screen

Figure 17: Splash screen



Description:

When the application is opening, the splash screen will appear (Figure 17). It displays the application's logo in the center of the screen.

Rationale:

The splash screen shows to fill time while the application updates the coupon list by downloading new changes. When the process is done, the screen changes to the Login screen or directly to the Available Coupons page if the user is already logged in.

2. Login Screen

2.1 UW NetID Login

Figure 18: Login Screen

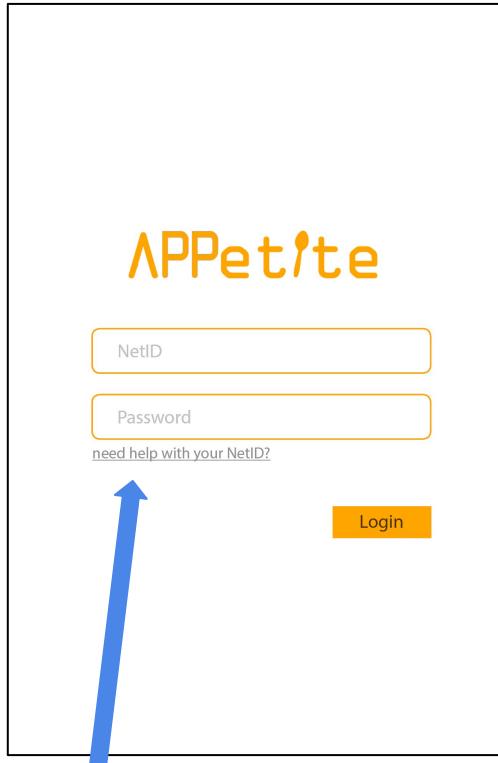


Figure 18.1: Help link

Description:

Users will be provided two text boxes to type in their UW NetID and password (Figure 18). Then the users can click the Login button to enter the application (after being authenticated).

Rationale:

We chose to use the UW NetID and password to log in because we want the application to only be accessible to students from the University of Washington.

2.2 “Need help with your UW NetID” Link

Description:

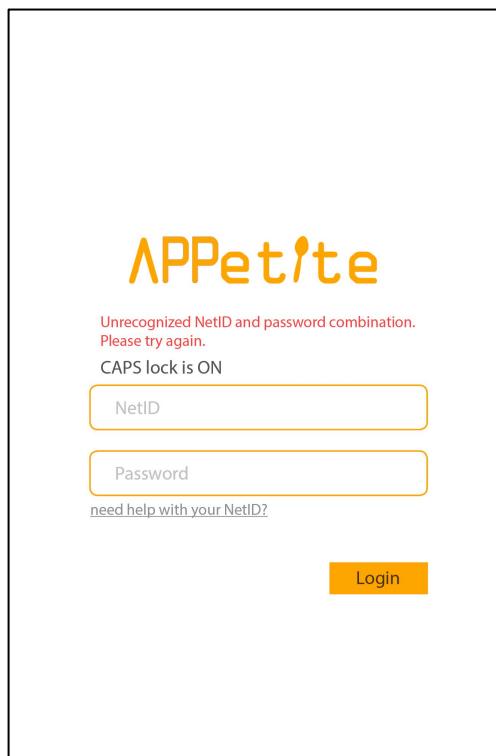
There is an underlined link below the login fields (Figure 18.1). Users can click on the link if they forget their NetID or password to go the UW page for NetID support.

Rationale:

Since the application uses NetID accounts for authentication, we provide a link that redirects to the NetID account setting page. We don't let users reset their NetID information through our application. This provides some help documentation for users. We chose to underline the text so that it would be easily recognizable as a link (following conventions).

3.3 Error Message Display

Figure 19: Login Screen with error message



Description:

If the user enters a non-matching NetID and password combination or invalid input, a red error message will appear between the application logo and the text entry boxes telling the user that the combination was invalid and showing them a message if they have CAPS lock on (Figure 19). After users enter the correct NetID and password combination, they will be logged in.

Rationale:

The error message is written in plain English so that it will clearly describe the problem to users. This makes it more likely that they will understand the problem and be able to solve it. This fits with a heuristic discussed by Nielson: helping users recognize, diagnose, and recover from errors (Nielson 1995). The message also helps the user with troubleshooting by informing them if they have CAPS lock on.

Available Coupons Page

The Available Coupons page is the default page that the user sees when they log into the application. On this page, there is a list of available coupons. By default, they are sorted by popularity. As mentioned before in the general features, users can select different filters and search by entering keywords. Users can then view coupon details and purchase a coupon by clicking on it.

1. Filter Options

Figure 20: Available Coupons

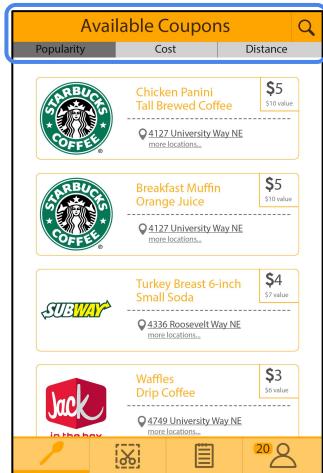


Figure 20.1 : Available Coupons filtering options



Description:

When the user opens the application, the default sorting of the coupon list is by popularity (Figure 20). Popularity is determined by the number of users that have purchased that coupon. The more popular the coupons is, the closer it is to the top of the list.

Rationale:

We chose to make this the default screen because the popularity rating seems important to us: it means that more students are purchasing those coupons. We are assuming that since all our users are UW students, they may share interests and it may be useful for them to be able to see which coupons are most popular among their peers.

2. Filter Options

Figure 21: Available Coupons

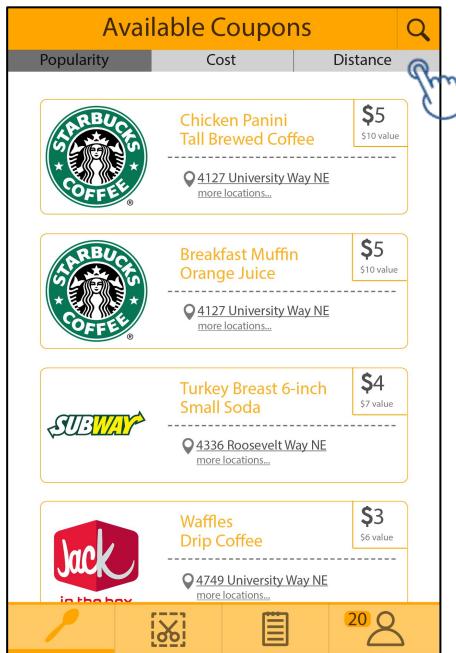
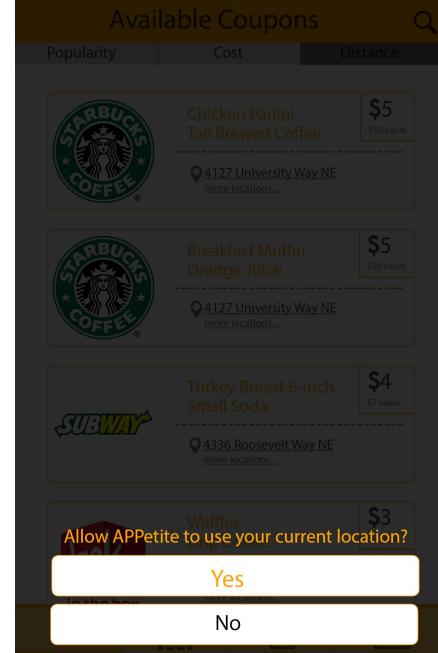


Figure 22: GPS permission dialog



Description:

Users can search for certain coupons by filtering with three categories: popularity, cost, and distance. The popularity filter displays the coupons that have sold the most at the top and those that have sold the least at the bottom (Figure 21). The cost filter displays the coupons that cost the least at the top, and those that cost the most at the bottom. The distance filter is based on the distance between the user's current location and the nearest restaurant offering that coupon. The coupons with the locations closest to the user display at the top, and those that are farther away display at the bottom. The first time the distance filter is used, the application will ask the user for the permission to access their GPS in order to use their current location (Figure 22). If they select “Yes”, the coupons will be sorted by Distance and the system will remember the GPS authorization until the user manually turns it off. Otherwise, the list will be sorted by Popularity (default) and the message will pop up again next time when users click on the distant filter.

Rationale:

Instead of providing several filter options, we decided to provide three major filters so that the user is not overwhelmed by options. As mentioned earlier, we also chose to display the filters at the top so that the user doesn't have to change pages to use them. We included the dialog to ask the user for permission to access their GPS because it is important for user control and privacy (Nielsen 1995). The user should be able to decide if they want the application to have access to that information or not. During testing, potential users mentioned it would be better if the system could memorize the GPS authorization setting and not ask again unless the setting is changed.

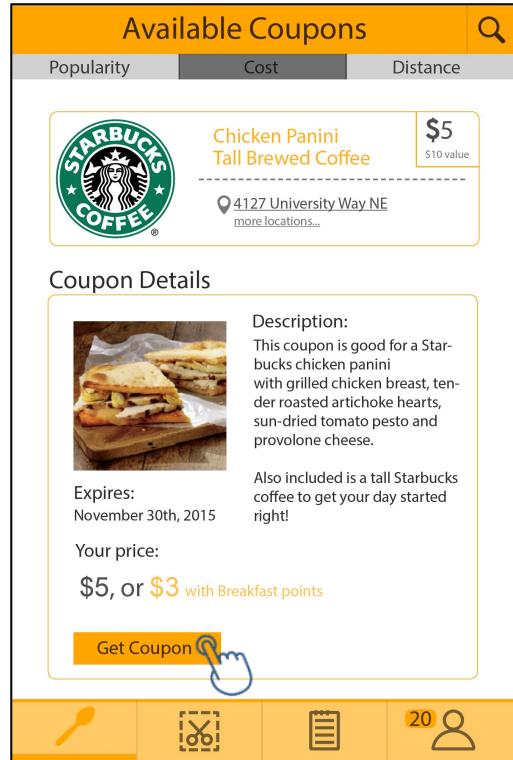
3. Purchase Coupon Dialog

Figure 23: Available Coupons



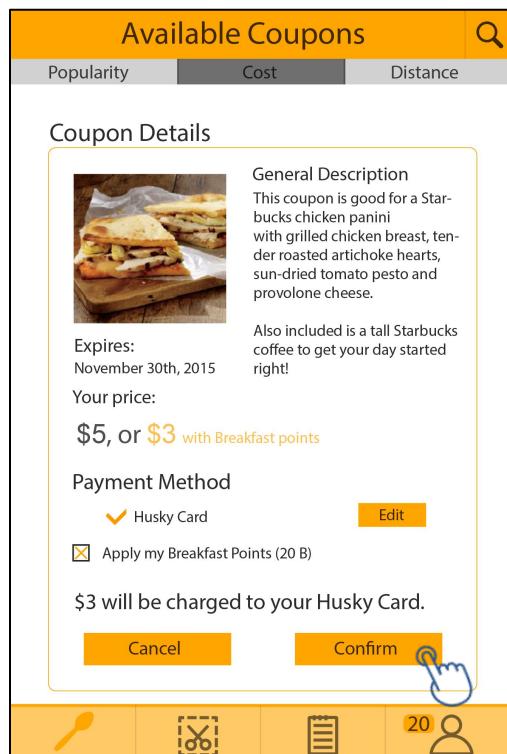
Click on a coupon

Figure 24: Coupon details



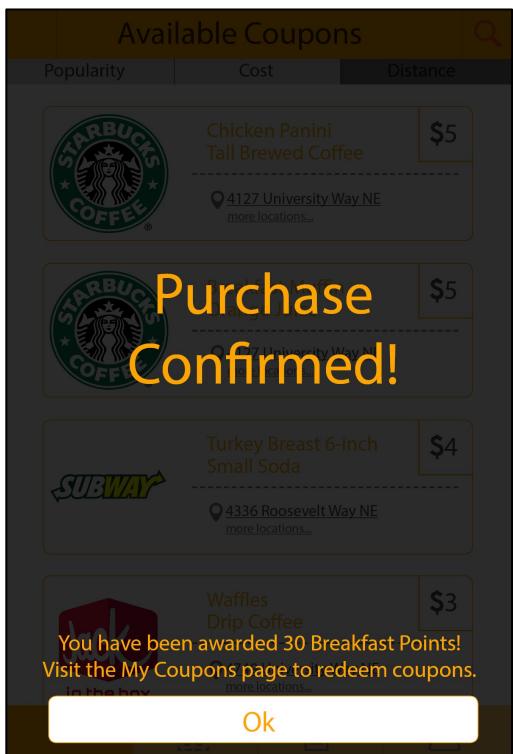
Click "Get Coupon"

Figure 25: Payment dialog



Payment options are displayed

Figure 26: Confirmation



Payment confirmation is displayed

Description:

The user can purchase coupons by clicking on a coupon in the list (Figure 23). This brings up a description of the coupon, as well as its expiration date, detailed pricing information, and a “Get Coupon” button (Figure 24). If they click on the button, this brings up the “Get Coupon” dialog, allowing the user to choose whether or not to apply their Breakfast Points for a discount, as well as choose their payment method (Figure 25). Then the user can either confirm or cancel (Figure 26). If the coupon is confirmed, it is added to My Coupons list for future use and a confirmation message pops up. The message informs the user that the coupon has been added to My Coupons list and that the user is awarded Breakfast Points for the purchase. Otherwise, the user is redirected back to the Coupon detail page when the user cancels the purchase confirmation.

Rationale:

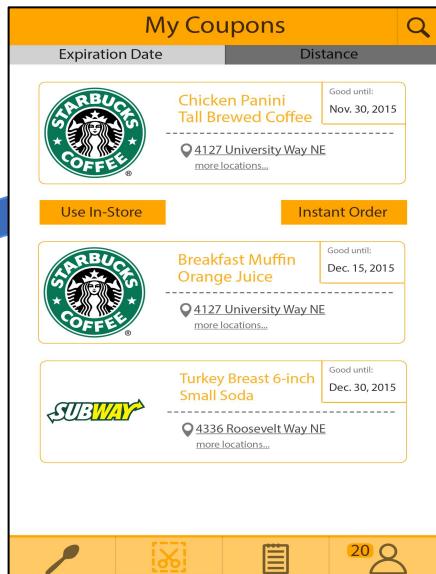
We wanted users to be able to purchase coupons in the same way that Groupon sells coupons. Buying a coupon for a breakfast means that the user is getting the offer at a discounted price. After buying the coupon, they can redeem it without ever having to pay more. We chose to have a dialog that lets users choose whether or not they want to use their Breakfast Points because this allows the users to have control over whether or not their points are used. Before user testing, we only displayed a “Get Coupon” button after the user clicked on the coupon, but based on feedback, we decided it was necessary to show more information about the coupon, such as description and expiration date of the coupon, before showing the Get Coupon option. We added the confirmation message because we wanted to let users know that the purchase had been made. We also wanted to take the opportunity of pointing out that they had received more Breakfast Points for their purchase and that their purchased coupons appear in the “My Coupons” section of the application.

My Coupons Page

The “My Coupons” page displays a list of purchased coupons. Users can click on a coupon and then can either redeem their coupon in a store or order breakfast to be picked up on-the-go. The list of coupons can be filtered by expiration date (default) and by distance from the user. There is also a search feature, allowing users to find coupons by restaurant.

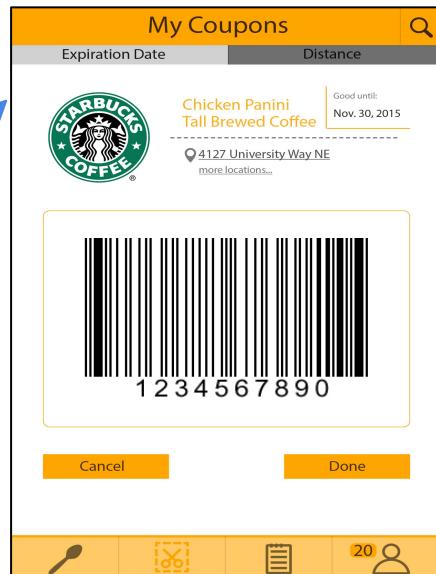
1. “Use In-Store” and “Instant Order” Buttons

Figure 27: My Coupons options



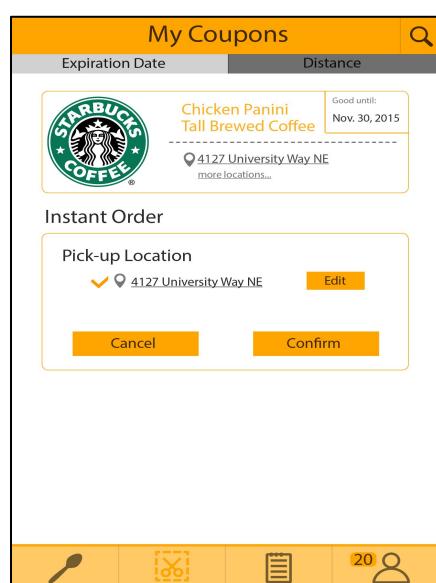
Two buttons show up when the coupon is clicked

Figure 28: Use In-store



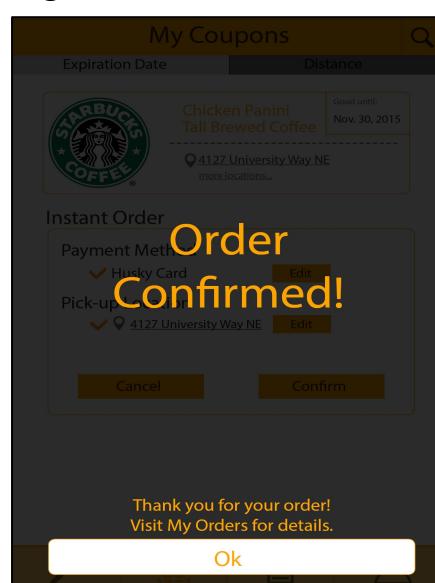
Barcode is displayed to allow cashier to scan

Figure 29: Instant Order



Pick-up-location is displayed

Figure 30: Order confirmation



Order confirmation dialog is displayed

Description:

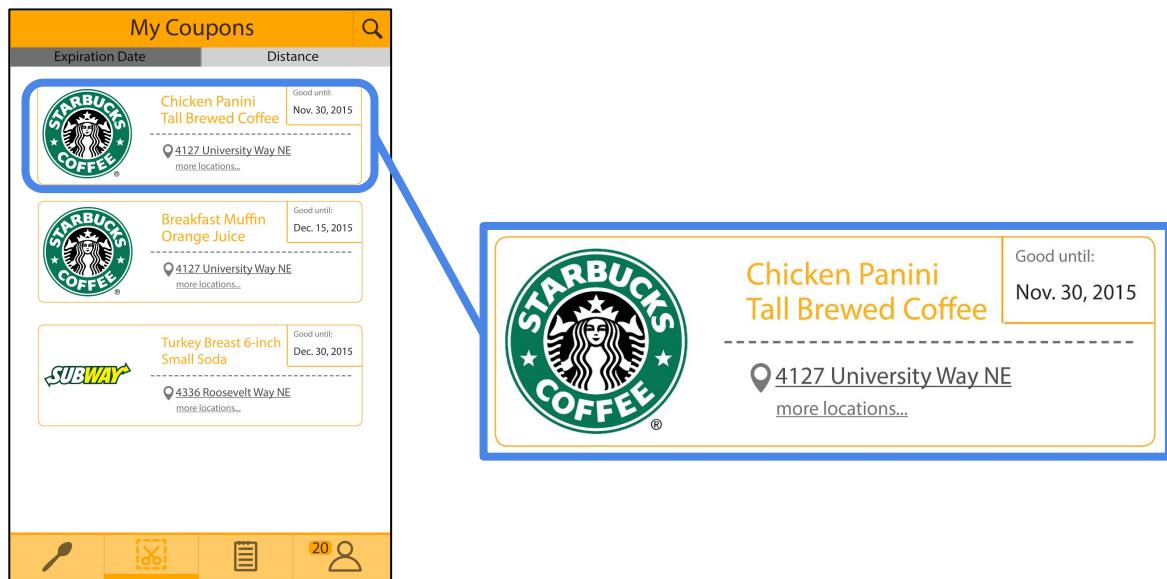
“Use In-Store” is one of the buttons that will show up after users click on one of the coupons in the list on the “My Coupons” screen (Figure 27). This option will display a barcode which can be scanned by the cashier. Users can click on “cancel” button to go back to the previous page if they accidentally clicked on “Use In-Store” button (Figure 28). On the other hand, if they click “Instant Order” button, they are shown a dialog that asks the users for pick-up location (Figure 27). Then they can either click “Confirm” to send their order or “Cancel” if they don’t want to order (Figure 29). If they click “Confirm”, they are sent to the confirmation dialog (Figure 30). If they cancel, they are returned to the My Coupons screen in the state that it was in before they clicked “Instant Order”. In either case, once the user has placed an order, the coupon disappears from the My Coupons list and is added to the My Orders page.

Rationale:

We wanted users to be able to redeem their coupon in store or by ordering ahead of time and then picking up in the store. We thought that the best way to offer this would be to provide them with a barcode for the in-store option because it is easy for the cashier to scan, and to also provide an ordering system with a confirmation number if they prefer to order ahead and go to the store to pick up their food.

2. Information on Coupons

Figure 31: My Coupons page



Description:

For the My Coupons page, we decided to display the coupon expiration date and the locations of the restaurants that the coupon can be redeemed at (Figure 31). Instead of displaying a map or having a map feature within the application, we decided to redirect the user to Apple maps. When the user clicks on the first location listed, they are taken to Apple maps with a pin at that address. When they click on “more locations”, they are taken to Apple maps with pins for all the other locations of that restaurant that accept the coupon (centered on the user’s current location with a 5 mile radius).

Rationale:

We thought that the expiration date and restaurant location were the most important pieces of information to display. After the user has bought the coupon, they are not concerned about the price, so this information can disappear. The expiration date is important to the users because they want to make sure to use the coupon before it expires. The restaurant location is also important because if they want to use the coupon, they need to be able to see where the restaurant is to pick up their order.

3. Filter Options

Figure 32: Expiration Date filter

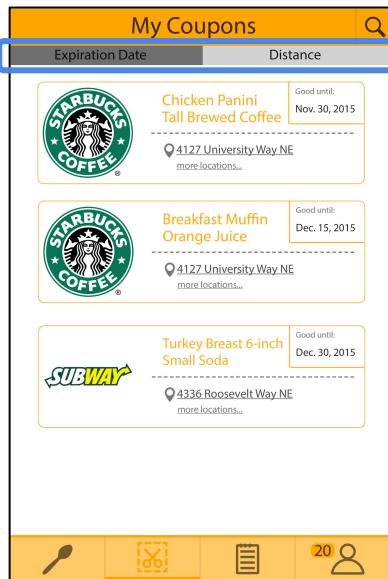
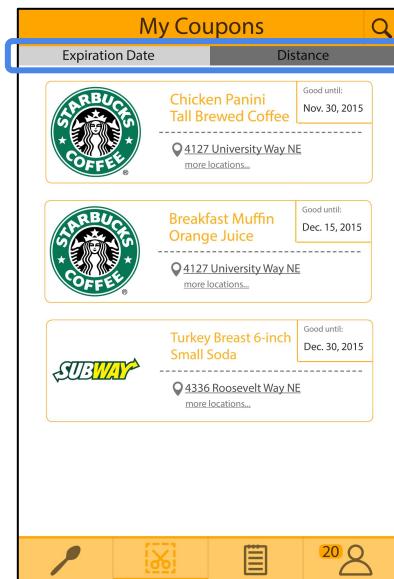


Figure 33: Distance filter



Description:

Users can sort the coupons by expiration date and distance. When the user clicks on Expiration Date, the coupons with the closest expiration date will appear at the top and coupons with later expiration dates will appear further down on the page (Figure 32). When the user clicks on Distance, the page will appear with the coupons closest to the user's current location at the top (Figure 33). If it is the first time that they have sorted coupons by distance, a dialog will pop up, asking for permission to use their location (Figure 22). If they accept, the page will show the coupons sorted by distance. Otherwise, it will show the page sorted by the default, expiration date.

Rationale:

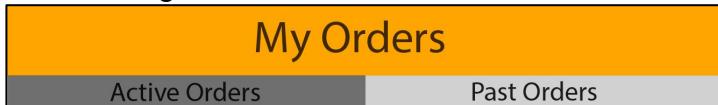
We chose expiration date and distance as the sorting options because during user testing with our first prototype, one of our users immediately asked "How do I know when the coupon expires?" We realized this was a big concern and added this sorting option. Another concern during user testing was location. People wanted to know where these deals were available and wanted to see the locations on a map. For this reason, we incorporated the sort by location feature, and included the link to Apple maps for every location.

My Orders Page

The “My Orders” page displays orders that the user has made through the “My Coupons” page (Figure 33). The list is filtered by “Active Orders” by default and can optionally be filtered by “Past Orders”. Under the “Active Orders” category, the orders will be shown with the most recent at the top and the oldest at the bottom.

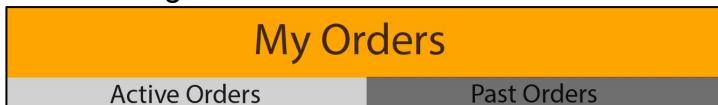
1. Filter Options

Figure 34.1 . Active Orders filter



Default filtering option is “Active Orders”

Figure 34.2 . Past Orders filter



Users can also filter by “Past Orders”

Figure 34: My Orders page



Description:

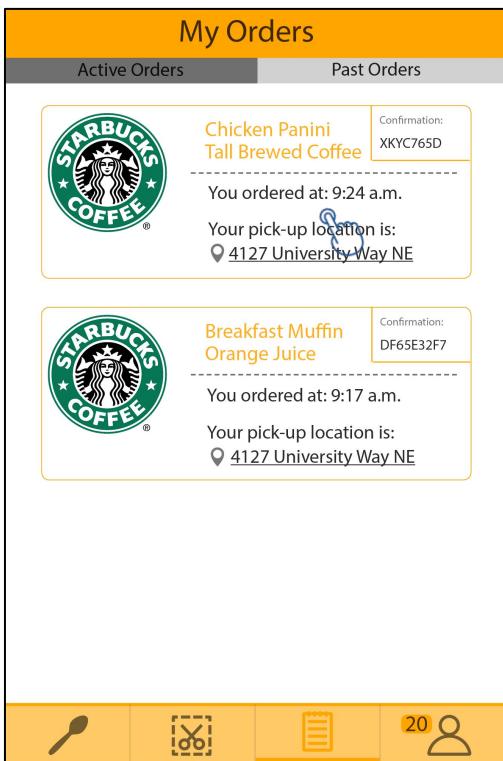
Users can select Active Orders to see orders that haven't been picked up yet (Figure 34.1). They can also select Past Orders to see orders that they have picked up in the past (Figure 34.2). The orders are sorted with the most recent ones at the top and the oldest at the bottom.

Rationale:

We wanted users to be able to easily see which orders they have in progress so that they can refer to the location or confirmation number as necessary. We also wanted users to be able to see orders they had placed in the past. We thought it was best for these to be separated so that they could focus on the active orders without being distracted by the past orders. However, if they do want to reference a past order, that option is also available. We also want the most recent orders to appear at the top because those are the ones that are probably most important to the user, and we want them to have quick access to those.

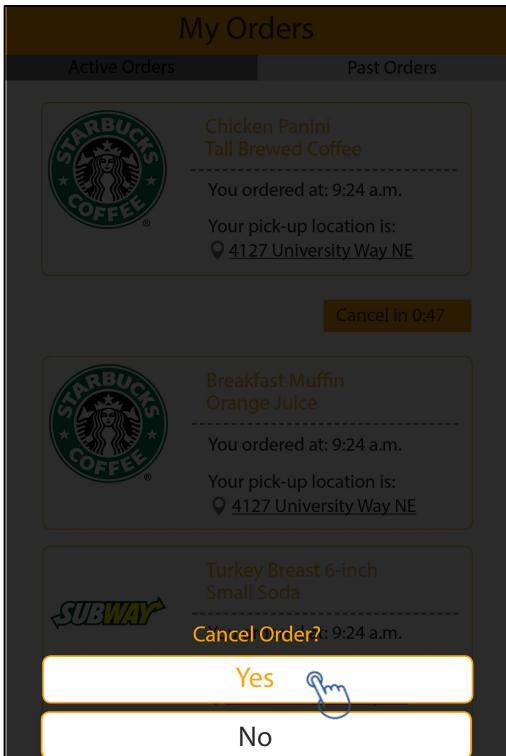
2. Order Canceling

Figure 35: Sorted by Active Orders



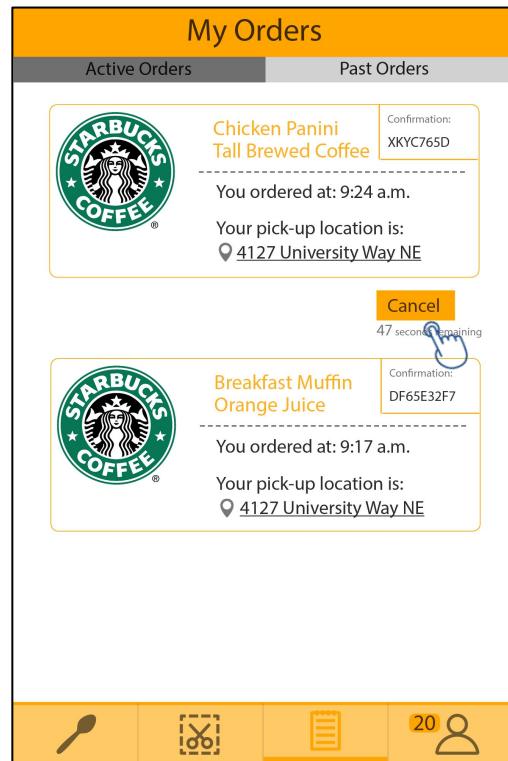
Click on the coupon to display options

Figure 37: Cancel dialog



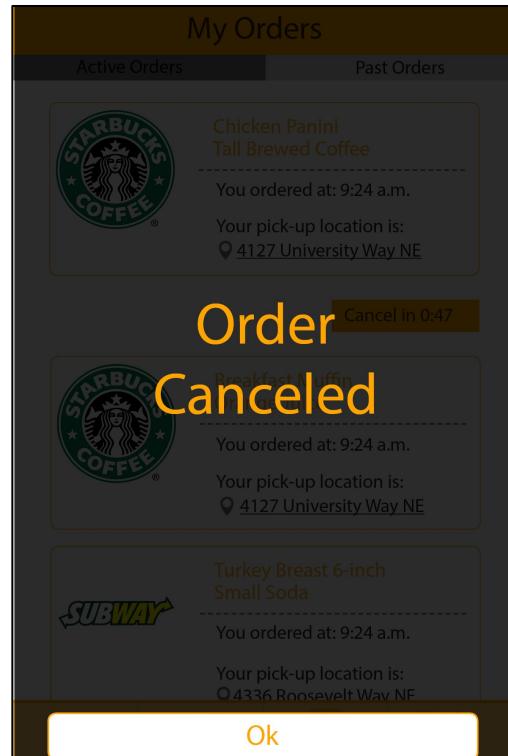
The user is given the option to confirm their cancellation.

Figure 36: Cancel button



The cancel button is only available for a minute after ordering

Figure 38: Cancel confirmation



Cancellation confirmed

Description:

Users can cancel their orders within one minute after ordering by clicking on an order in the list (Figure 35). During this period, a cancellation button is visible below the order (Figure 36). After clicking on the “cancel” button, the timer stops and a dialog will ask if the user really wants to cancel the order, followed by two options, yes and no (Figure 37). This gives the user another minute to make a choice. If they do not act to cancel the order within that time period, the order is sent. If the user clicks yes, a confirmation message will show up to inform the user that the order has been canceled (Figure 38). Then, the order will be removed from the list under the “My Orders” page and added again to the My Coupons page. If user clicks no, it will return to the previous screen with the list of orders.

Rationale:

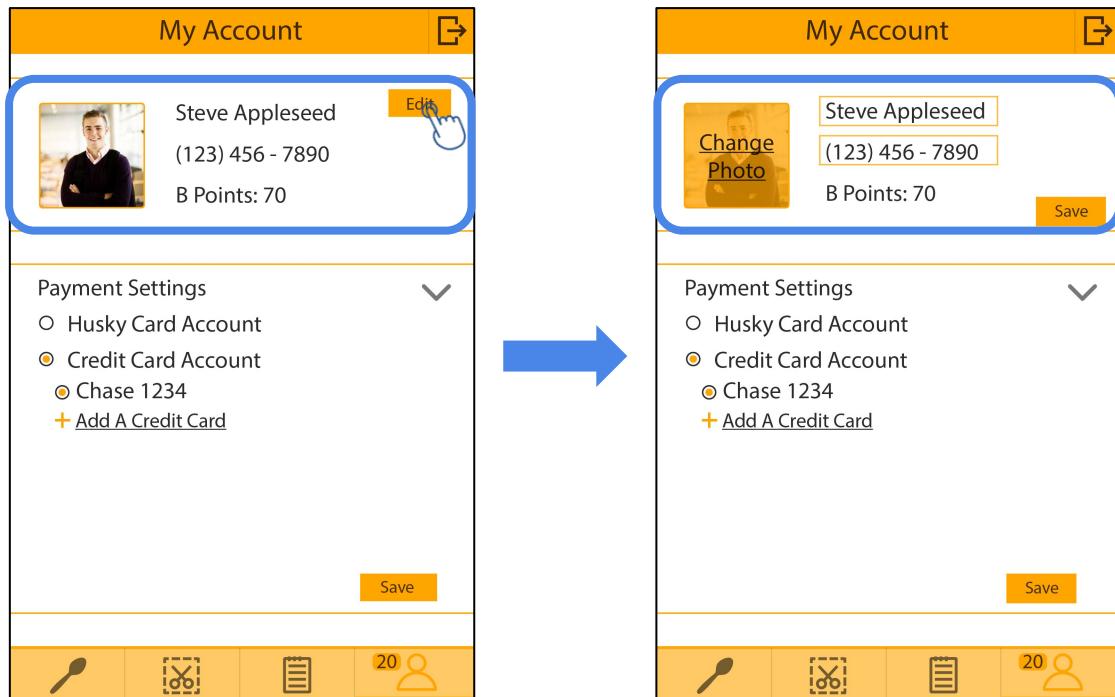
We wanted to make it possible for users to have control over the ordering experience. If a user accidentally clicks “Confirm”, this gives them a chance to cancel the order. We added a confirmation message so that the users can see that the system has received their input and has deleted their order. We chose the minute-long timeframe to be fair to both the restaurants and the users. The students would want as long as possible, but this is bad for the restaurant if the user cancels after the restaurant has already started making the order. This system allows a minute delay before the order is actually sent to the restaurant, allowing the user to cancel if necessary with minimal effect.

My Account Page

The “My Account” page displays the user's general information, including their name, phone number, and their available breakfast points. There is also a payment settings section that lets users manage their default payment method, as well as manage the cards on their account.

1. Personal Information Editing

Figure 39: My Account page and information editing



Description:

Users will be able to edit their general information by clicking on the edit button on the right side of the personal information area (Figure 39). This information includes their name, phone number, and a profile picture. Their number of breakfast points will also be displayed here.

Rationale:

We wanted to allow users to be able to edit their information. Their name and phone number may be given to a restaurant in case of an emergency (order being cancelled, etc.). Because of this, it is important to update the information. However, if the user does not want to add information to these fields, they are not required.

2. Payment Settings Button

Figure 40: Payment settings button

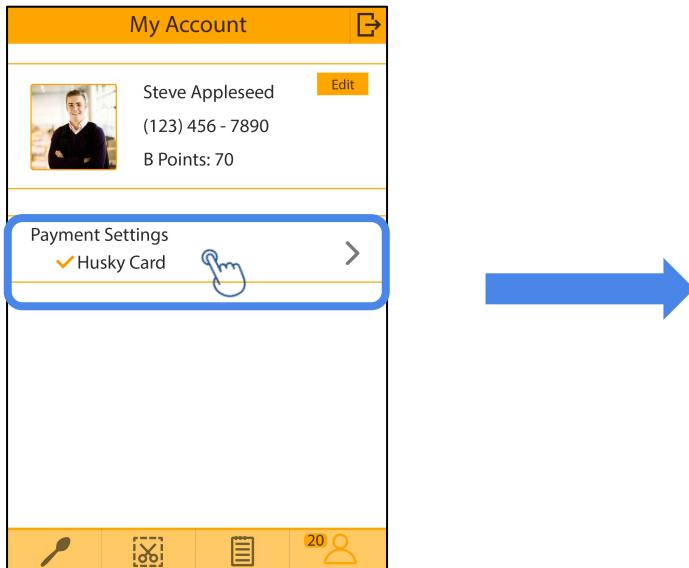


Figure 41: Payment settings

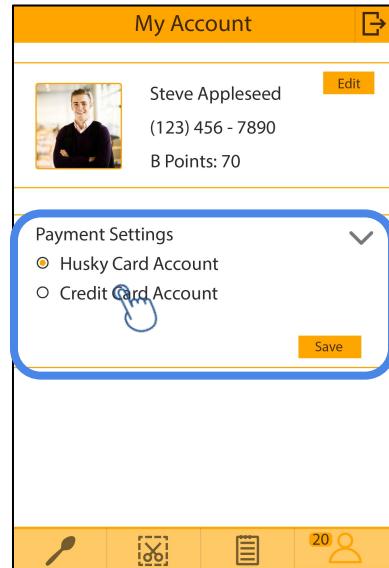


Figure 42: Add a credit card

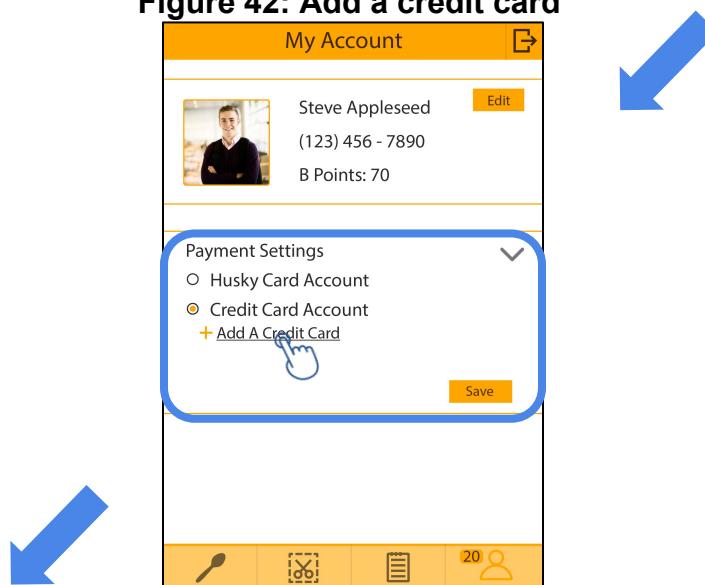


Figure 43: Add a credit card

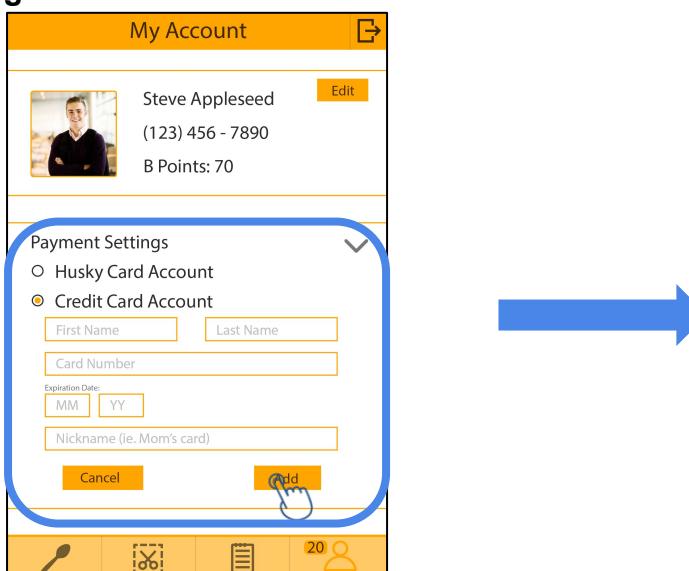
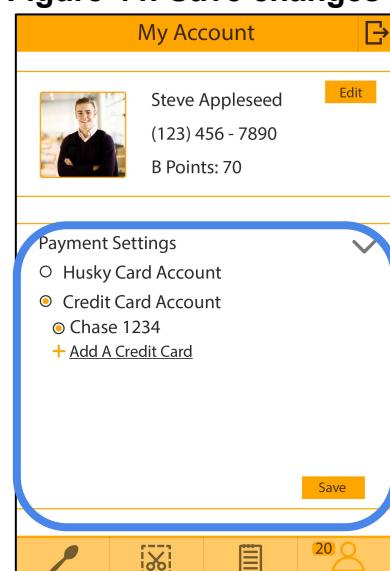


Figure 44: Save changes



Description:

The payment settings button is for users to manage their payment settings (Figure 40). It allows them to set their default payment method and allows them to add new payment methods. There is a line of text under the Payment Settings section of the screen indicating which payment method is the user's current default. It changes when users change their default payment option. For example, if they choose "Husky Card" as their payment option, "Husky Card" will be shown there. If they choose a credit card account as their payment, the company related to the card (Visa or American Express, for example), or nickname (if provided) plus the last four digits of the card number will be shown. After clicking on the button, there will be a radio list to let users choose their default payment method (Figure 41). If the user has not selected a default, the system will use the user's Husky Card account. Users can choose to switch to a credit card account by clicking on "credit card", and "add a credit card" will show up to enable users to add a credit card (Figure 42). After clicking on "add a credit card", a form for users to enter their credit card information will show up, and the button on the lower right corner will be changed to "add" instead of "save" (Figure 43). After users enter their new credit card information and click on the "add" button, they will be redirected back to the previous page and their new credit card will show up as an option under "credit card". Users can then choose their default option with the radio buttons and click on "save" to save changes (Figure 44). After saving, users will be redirected to the initial "My Account" page, and the text under the Payment Settings section will be changed to reflect the option that the user has chosen.

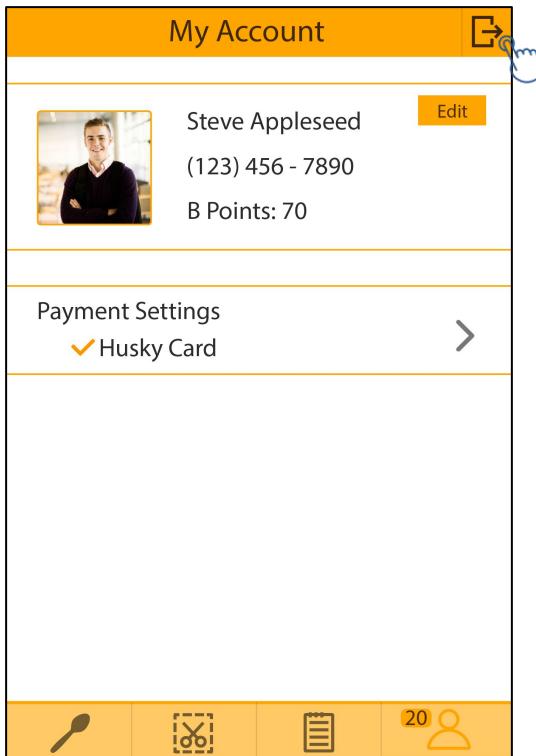
Rationale:

We chose to add the Payments Settings section so that users would be able to choose their default payment option. This makes "Instant Order" a useful accelerator because they don't have to choose which payment method they want to use each time they use the feature. We

chose Husky Card for the default account because it is linked to the user's NetID. If they have a NetID, they must at least have a Husky Card account. We allow users to add credit cards in case they don't like paying with Husky Card, or only want to pay with it sometimes. The user's credit card information is saved so that they are not forced to re-enter it every time they want to purchase another coupon, also saving time.

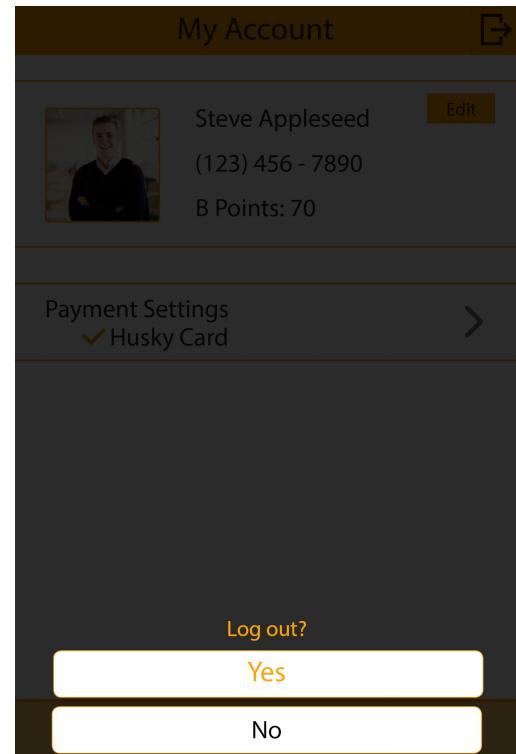
3. Log Out Feature

Figure 45: My Account page



The logout button is on the top-right corner

Figure 46: Log Out dialog



Logout confirmation dialog

Description:

This feature allows the user to log out of the application (Figure 45). After the user clicks on the logout button, a logout confirmation dialog will show up (Figure 46). If they click "Yes", they will be redirected to the login screen, and if they click "No" they will be returned to the "My Accounts" page.

Rationale:

We added the logout feature because applications with a login feature necessarily have a logout feature. We see it being useful in the case of APPetite for several reasons. First, there might be multiple users of the application on one phone, in which case one user would need to log out for the other to log in. Also, a user might not want other users seeing or accidentally using their coupons. Another concern might be the information accessible by the application, including credit card information. For all of these reasons, we decided to increase user control by allowing users to log out.

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