|  |  |
| --- | --- |
| **Project Case** |  |
| COMP8129  User Experience |
| **Computer Science** | **E212-COMP8129-WR01-00** |
| ***Valid on*** *Even Semester Year 2020/2021* | **Revision 00** |

1. Seluruh kelompok tidak diperkenankan untuk:

*The whole group is not allowed to:*

* + 1. Melihat sebagian atau seluruh proyek kelompok lain,

*Seeing a part or the whole project from another groups*

* + 1. Menyadur sebagian maupun seluruh proyek dari buku,

*Adapted a part or the whole project from the book*

* + 1. Mendownload sebagian maupun seluruh proyek dari internet,

*Downloading a part or the whole project from the internet,*

* + 1. Mengerjakan soal yang tidak sesuai dengan tema yang ada di soal proyek,

*Working with another theme which is not in accordance with the existing theme in the matter of the project,*

* + 1. Melakukan tindakan kecurangan lainnya,

*Committing other dishonest actions,*

* + 1. Secara sengaja maupun tidak sengaja melakukan segala tindakan kelalaian yang menyebabkan hasil karyanya berhasil dicontek oleh orang lain / kelompok lain.

*Accidentally or intentionally conduct any failure action that cause the results of the project was copied by someone else / other groups.*

1. Jika kelompok terbukti melakukan tindakan seperti yang dijelaskan butir 1 di atas, maka **nilai kelompok** yang melakukan kecurangan (menyontek maupun dicontek) akan di – **NOL** – kan.

*If the group is proved to the actions described in point 1 above, the score of the group which committed dishonest acts (cheating or being cheated) will be “Zero”*

1. Perhatikan jadwal pengumpulan proyek, segala jenis pengumpulan proyek di luar jadwal tidak dilayani.

*Pay attention to the submission schedule for the project, all kinds of submission outside the project schedule will not be accepted*

1. Bila Anda tidak membaca peraturan ini, maka Anda dianggap telah membaca dan menyetujuinya

*If you have missed to read these regulations, so you are considered to have read and agreed on it*

1. Persentase penilaiaan untuk matakuliah ini adalah sebagai berikut:

*Marking percentage for this subject is described as follows:*

|  |  |  |
| --- | --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* | **UAP**  *Final Exam* |
| 40% | 60% | - |

1. Software yang digunakan pada matakuliah ini adalah sebagai berikut:

*Software will be used in this subject are described as follows:*

|  |
| --- |
| **Software**  *Software* |
| Axure RP Pro 9  Chrome / Firefox / Microsoft Edge  Android Studio 4  Android SDK API 23 |

## Ekstensi file yang harus disertakan dalam pengumpulan tugas mandiri, dan proyek untuk matakuliah ini adalah sebagai berikut:

*File extensions should be included in assignment and project collection for this subject are described as follows:*

|  |  |
| --- | --- |
| **Tugas Mandiri**  *Assignment* | **Proyek**  *Project* |
| RP, Image Files (JPG / PNG) | RP, Image Files (JPG / PNG), Android Folder Project (JAVA, CLASS, XML, Image Files (JPG / PNG)) |

## Soal

*Case*

**WR Comic**

**WR Comic** is a simple mobile app that provides comics for users. The company that wants to create **WR Comic** needs a design to rely on when creating the app. You are asked to create the prototype for this app that consists of 5 pages:

1. Login
2. Home
3. Comics
4. Comic Detail
5. About Us

Here are some requirements listed below that you must follow to create the prototype using **Axure RP 9**:

1. **Login**

This page will be used by users to log in into the apps. The form consists of **username** and **password** **text** **fields** with **validations** oneach **field**. The components and requirements used in this page are:

* + **Image** used to display the **app**’**s** **logo**
  + **Textfield** used to input the **username**. Provide a **hint** (**placeholder**) for this widget
  + **Textfield** used to input the **password**. Change the **Text Field** type to be **password.** Provide a **hint** (**placeholder**) for this widget
  + **Button** used to process the **login** feature. Provide **MouseDown** **interaction** that will:
    - Change the widget’s **background** **color**
    - Validate the **username** and **password text field**:
      * **Username** must be **filled**. If it’s **empty**, then **display** the error message
      * **Password** must be **filled**. If it’s **empty**, then **display** the error message
      * **Username** length must **be greater than 4 and less than 8**. If the validation fails then **display** the error message
      * If the validation is **success**:
        + Store the **username** to the **global** **variable** that will be used later
        + Redirect to **Home** page

1. **Home**

This page will be accessed automatically when user has already logged in. The components and requirements used in this page are:

* + **Navigation Drawer** used to show a list of menus that user can access. It consists of:
    - **See All Comics** used to link to the **Comics** page
    - **About Us** usedtolinktothe **About** page
    - **Log out** used to link to the **Login** page
    - Make sure to create a **hide button** to hide the navigation drawer
    - Show **username** with this following format in the navigation drawer

“[username]”

Retrieve the **global variable** to use it as the **username**

* + **Image Carousel** used as a showcase of images. Here is the requirements for the carousel:
    - **Has an Animation** for every image change
    - **Automatically** change the image for every **3 seconds**
    - **Minimum 3 image** to display
  + **Repeater** that displays 3 top available comics and each item must **consist of comic cover image, title, and description**. If an item is clicked from the repeater, move to **Comic Detail** page and store the comic information to the global variable that will be used later

1. **Comics**

This page will display all the **Comics** available along withits **property**. The components and requirements used in this page are:

* + **Navigation Drawer** used to show a list of menus that user can access. It consists of:
    - **Home** used to link to the **Home** page
    - **About Us** usedtolinktothe **About** page
    - **Log out** used to link to the **Login** page
    - Make sure to create a **hide button** to hide the navigation drawer
    - Show **username** with this following format in the navigation drawer

“[username]”

Retrieve the **global variable** to use it as the **username**

* + **Repeater** that display all of the available comics (minimum 5 comics) and each item must **consist of comic cover image, title, and description**. If an item is clicked from the repeater, move to **Comic Detail** page and store the comic information to the global variable that will be used later

1. **Comic Detail**

This page is shown after the user clicked an item from the **comics** repeater that is available on the **Comics or Home** page. This page consists of **comic cover image**, **title, description**, **quantity text field** with a validation, and **add to cart button**, here are some details:

* + **Back button** to direct back to the **previous** page (whether it is **Home or All Comics**)
  + **Display comic cover image**, **title**, **and description**. Retrieve the **global variable** to use it as the **comic cover image**, **title**, **and description**
  + **Text field** to input **quantity** provided with a **hint** (**placeholder**)
  + **Button** used process the **add to cart** feature. Provide **MouseDown** **interaction** that will:
    - Change the widget’s **background color**.
    - **Validate** the **quantity must be greater than 0**:
      * If the validation is **success, display success message** using **dialog box** that is available in the **Android Material library**
      * **Otherwise, display** an error message using **dialog box** that is available in the **Android Material library**

1. **About Us**This page shows all the information about the app that includes:
   * **Navigation Drawer** used to show a list of menus that user can access. It consists of:
     + **Home** used to link to the **Home** page
     + **See All Comics** usedtolinktothe **Comics** page
     + **Log out** used to link to the **Login** page
     + Make sure to create a **hide button** to hide the navigation drawer

“[username]”

* + - Show **username** with this following format in the navigation drawer

Retrieve the **global variable** to use it as the **username**

* + **Tab Menu** used to **show the application**’**s About and Contact Us** information**.** Here are the requirements for the tab menu:
    - **Tab About** to show the application’s introduction including the logo and paragraph about the application
    - **Tab Contact Us** to show the application’s contact information including the logo and paragraph about the location of office

After you finished the **mockup**, then you are required to create the application using **Android Studio** based on **mockup** that has been made and **must be exactly same**. Every single page must be **consistent** and have a **good color combination**. Follow the **eight golden rules** to create an **interactive** **UI design** for the users. Ensure to include **external** **documentation** of your project that consist of explanation of every page and screenshot of every page along with its references.

**Must be collected:**

1. Axure prototype (\*.rp)
2. Android Studio Project
3. Images files
4. External Documentation (\*.doc, \*.docx)

Here are the rules that you must follow to create your project:

1. Use appropriate software for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya
2. Use the techniques taught during practicum
3. Collect appropriate files for this subject based on **Sistem Praktikum** that can be downloaded from Binusmaya
4. Include the other files that can support your project, such as:
   * All files in your project
   * Other files (image, audio, video, etc.) used in your project
   * \*.DOC file (documentation of your project) that contains all pages in your project, reference links of additional files (image, audio, video, etc.) used in your project, the description about how to use your application, etc.

**If there is something you don’t understand, feel free to ask your Assistant**