# CS 338: Graphical User Interfaces

## Project Stage 1: Prototyping and Evaluation

### Project Description and Evaluation Report

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## Task

After your project interface prototype discussions and evaluations each person will have to fill in the following form to summarize (1) the comments received about their sketch and code and (2) what to do to revise the interface and/or implementation to improve the final product.

## Project Idea

**In 1 paragraph, please summarize your project idea:**

Our project idea is to create a coffee ordering website for a coffeeshop. There are three main users in this system: a barista, a manager, and a customer. The customer is able to browse different beverages (coffee or tea) and select the one that they want to order. Once they have selected their items, they can check out to purchase their beverage. A customer is also able their past orders. The barista is able to create new drinks on the menu and update an existing drink. The manager can delete drinks from a menu but cannot create new drinks.

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## Comments

**In about 2 paragraphs (3-4 sentences each), please summarize the comments you received about your interface sketch and implementation diagram. What did the users or evaluators like most about your initial design and implementation? What did they think could use the most improvement? Please list specific evaluation heuristics as well as general comments:**

At first glance, evaluators liked the detail of our diagrams because they clearly define the three users in our system. The sketch incorporates different diagrams based on each user. They thought it helped make the system clearer from a third person perspective. They liked the flow of our diagrams because they show what happens on success and on fail, and what views would be visible based on each case. They commented on what type of permissions the users should have and suggested we include that into our diagrams.

After scrutinizing our sketches more, the evaluators encouraged us to define what type of data structures and classes we were thinking for our users. They said the more we define our structures now, the easier it will be in the future when we start implementing the code. They suggested we structure our sketch like a UML diagram.

Additionally, they commented on several permissions each user should have. For example, the barista user should be able to accept or reject an order. Also, the manager should not have permissions to make a drink because that is not their role. Another nice to have functionality is for a barista to be able to view their recently fulfilled drinks and for a customer to have a “favorites” section.

Finally, the evaluators commented on the overall aesthetics of our project such as having icons for different drinks, so the customer has a feel for what they are ordering. The icons should resemble the real-life drinks to give it a familiarity feel. The price of each drink should not only be shown next the drink but also on the cart, so the user knows the total price. Overall, the evaluators thought our idea was good because a coffeeshop system is specific enough unlike a generic food ordering system. They encouraged us to choose a theme for our system to make it even more specific.

## Necessary Revisions and Improvements

**In about 2 paragraphs (3-4 sentences each), please summarize any changes or improvements you would like to make to your interface sketch and implementation diagram. You may include both changes that were directly suggested to you as well as changes that came to mind reflecting back on your discussions.**

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| Some changes we will be making based on the evaluator feedback is adding functionality to the users. We will be adding an accept or reject option to the barista so they can have the option to accept or reject a drink from a customer. Another change we will be making is adding a recently ordered option where the customer will be able to view their recently ordered drinks as well as their favorite drinks. We will also be implementing this option for the barista so they can view their past fulfilled drinks. For the manager, we will only allow them to cancel and delete drinks, but not make new drinks.  Some other general changes include choosing a theme for our coffeeshop and make it more catchy. Another change we are thinking about is to include drinks from multiple coffeeshops; however, we are doubt we will have enough time to incorporate that. For now, we are focusing on one coffeeshop and if time permits we will be including additional storefronts. |