Final Project - Testing Screenshots

COIS-2240H: Software Design and Modelling
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Overview

For our testing screenshots, we will provide a walkthrough of our app, showing each possible path that the user can take, and highlighting important things along the way.

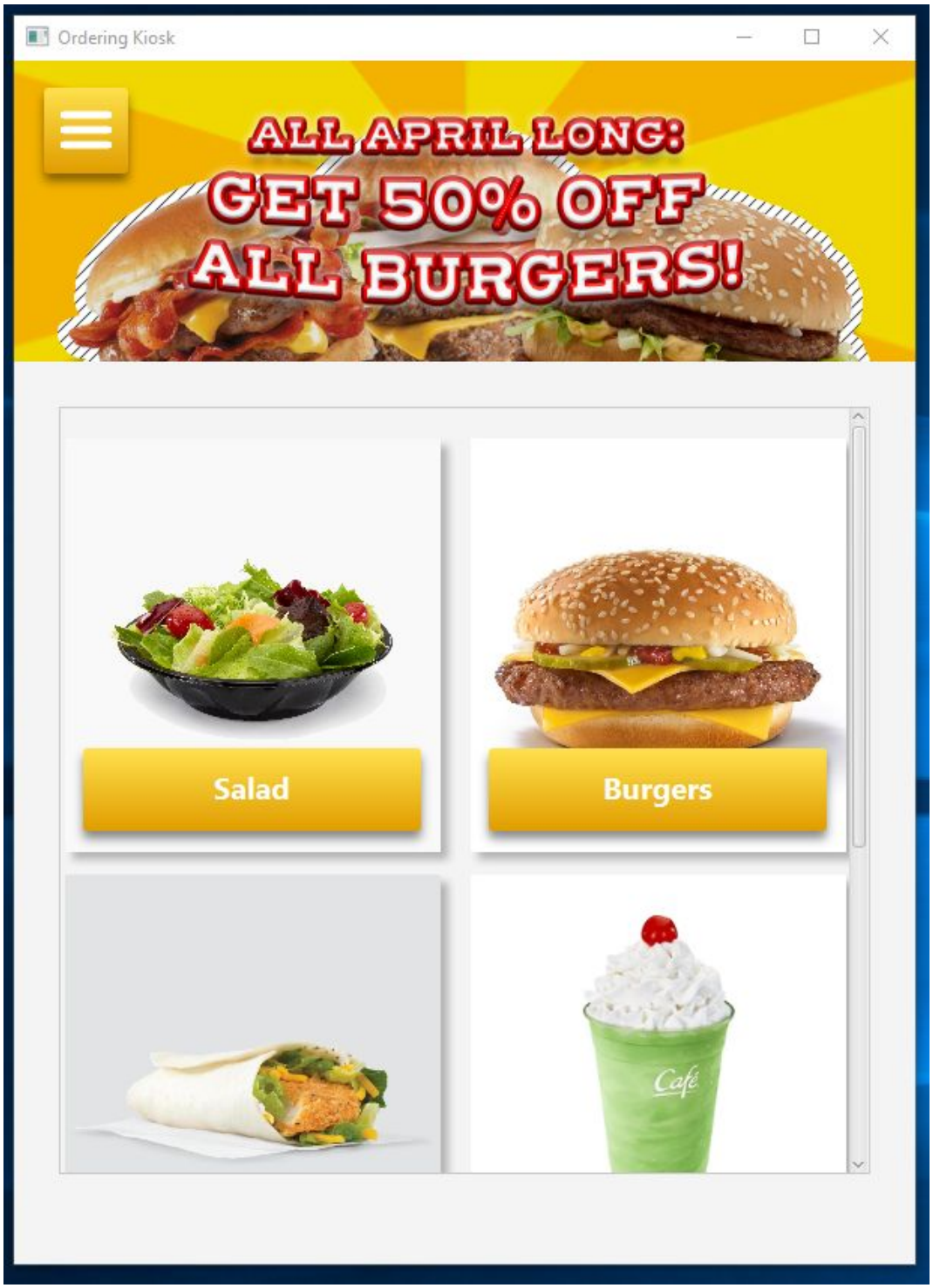
**Note that the screenshots in this document have been resized in order to fit on the pages. The program is 600 wide by 800 tall.*

Splash Screen

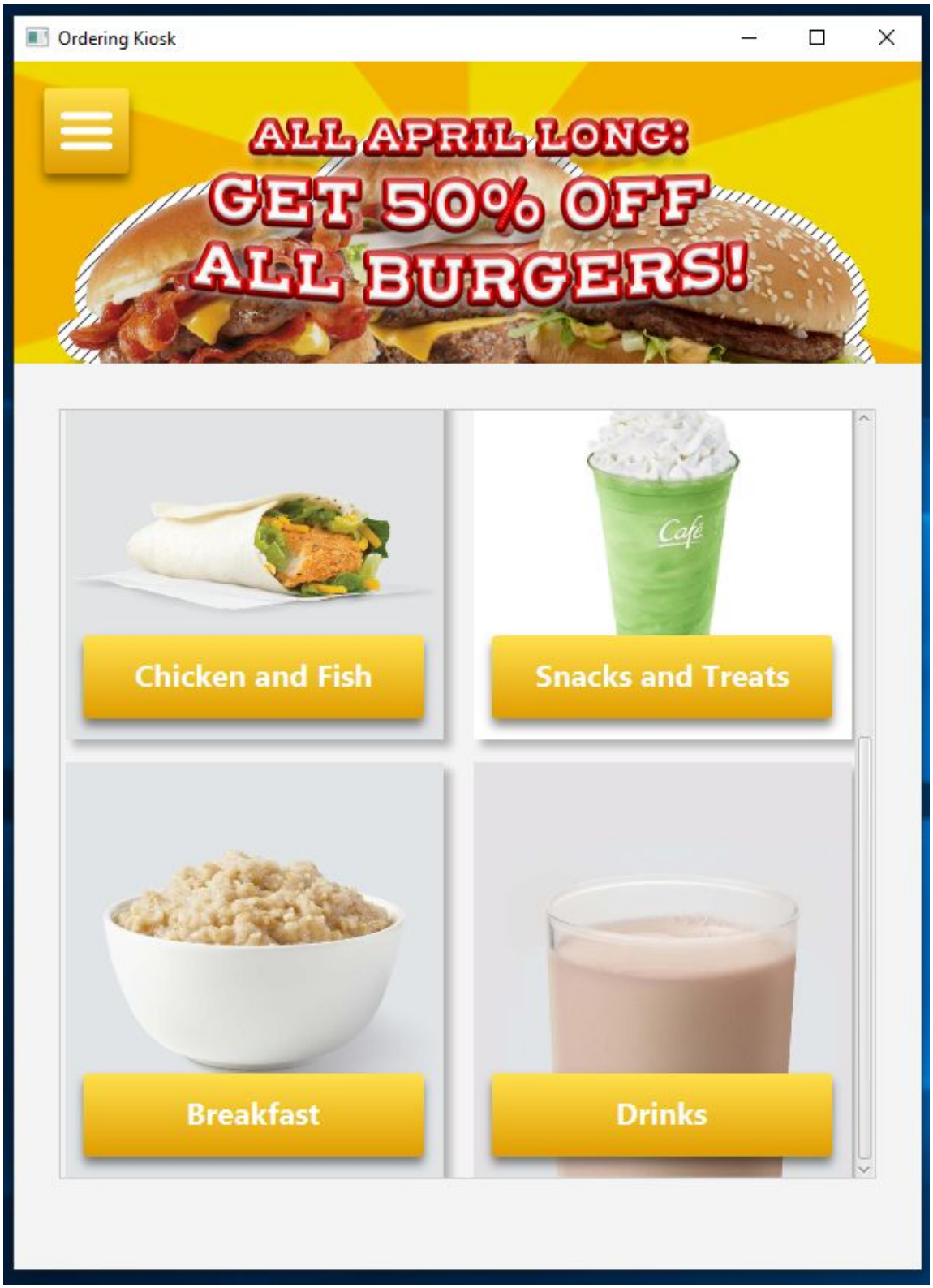
When the user first opens the app, the splash screen is displayed:

Home Screen

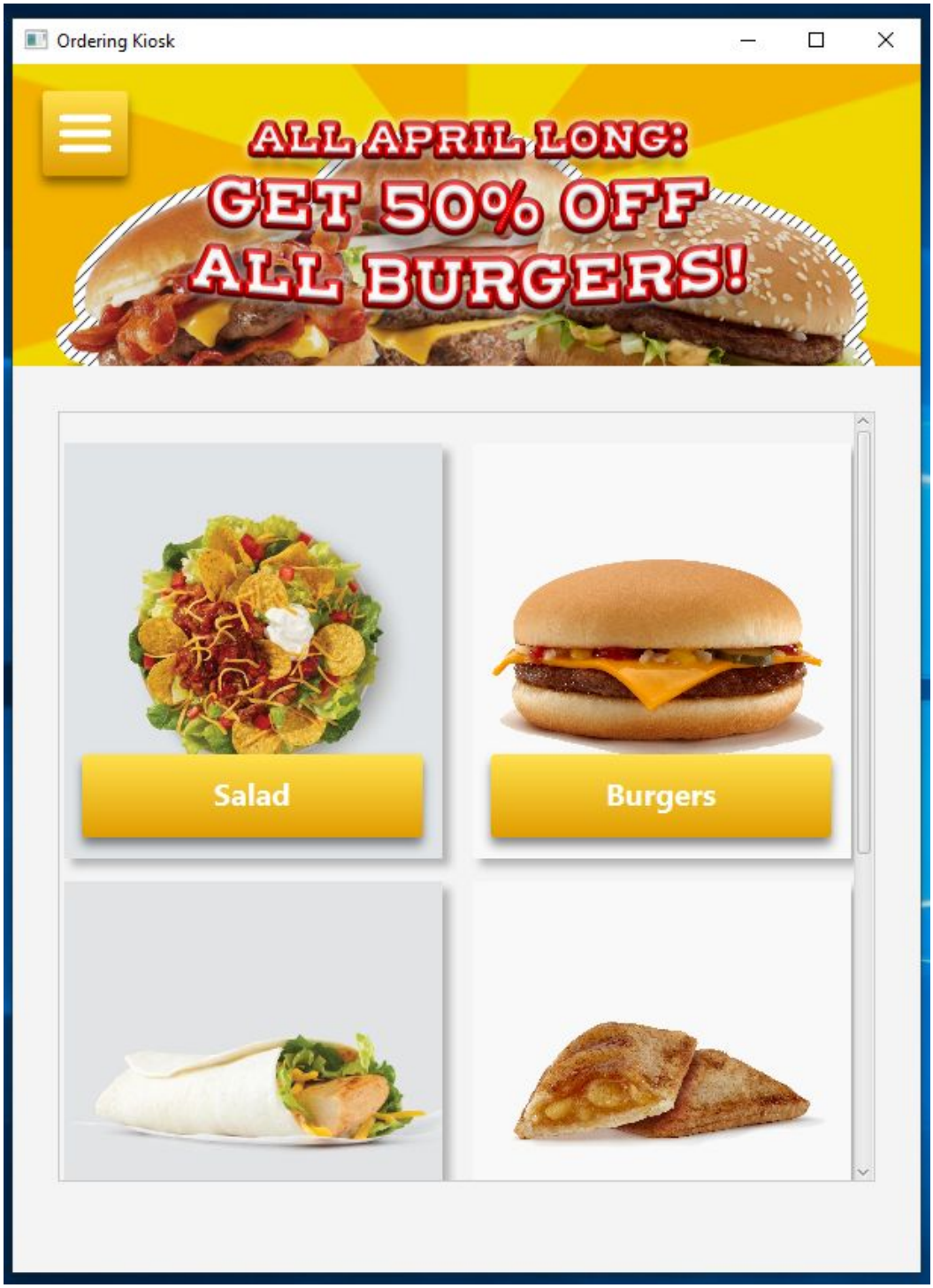
When the user taps anywhere on the splash screen, the home screen is displayed:



From the home screen, the user can use the scroll bar to view all 6 categories:



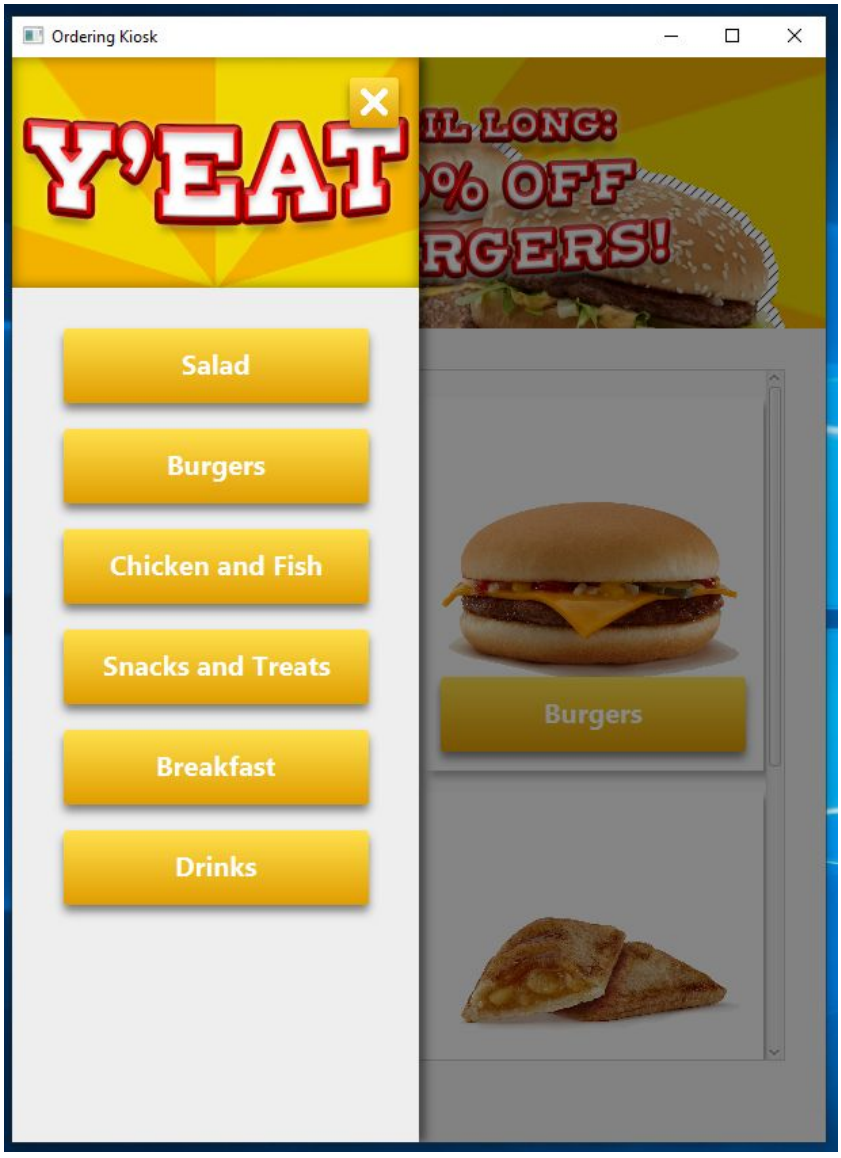
It is important to note that the images chosen for the home screen are random -- for example, each time the customer opens the app, there will be a different hamburger pictured on the “Burgers” section of the home screen. Consider the following example where the app is reopened:



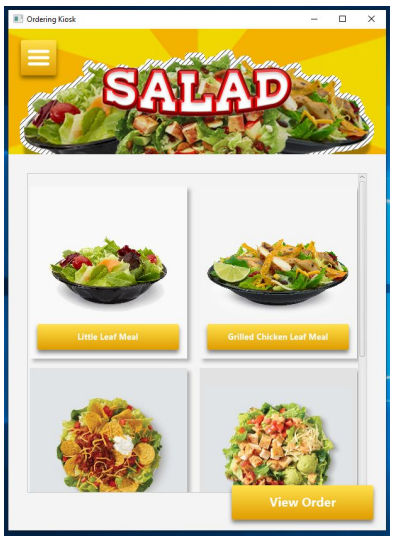
Once the user finished with the home screen, they have a number of options. They can either click one of the categories, or click the hamburger button in the top left to view the navigation drawer. First, we will show the navigation drawer.

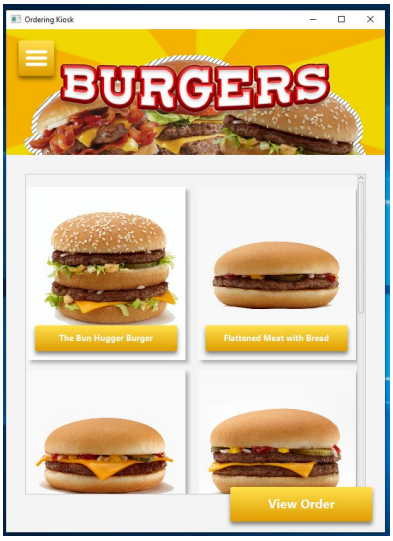
Navigation Drawer

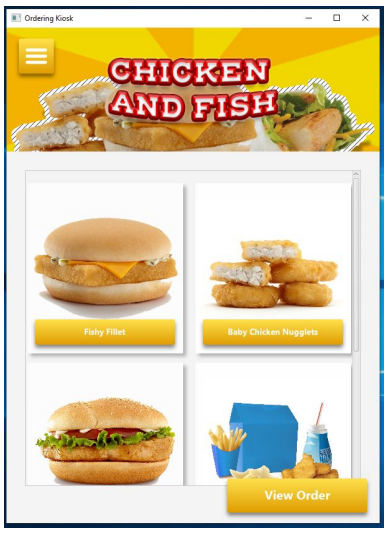
The navigation drawer opens up a side menu on top of whichever screen is currently showing.

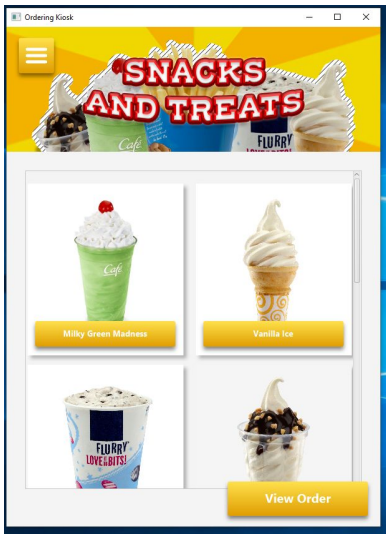


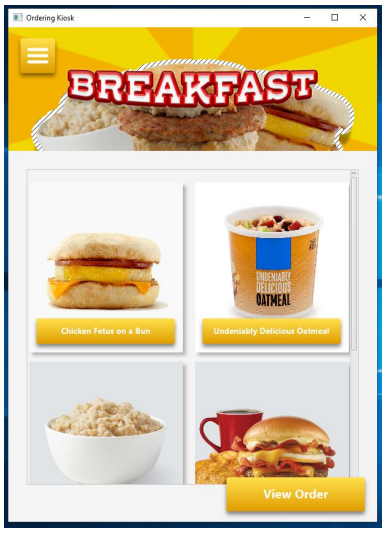
To demonstrate that the buttons in the navigation drawer work, here are screenshots of the app when the buttons in the navigation drawer are pressed. We will visit these other screens in more detail later. For now:

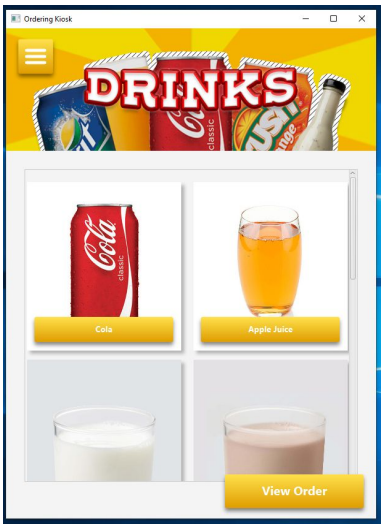






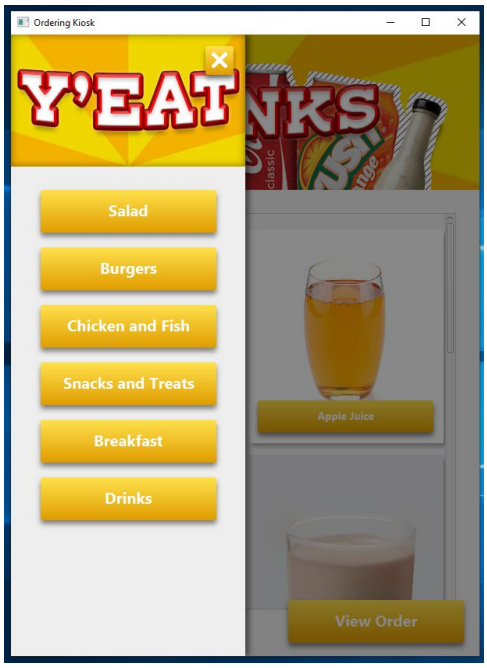




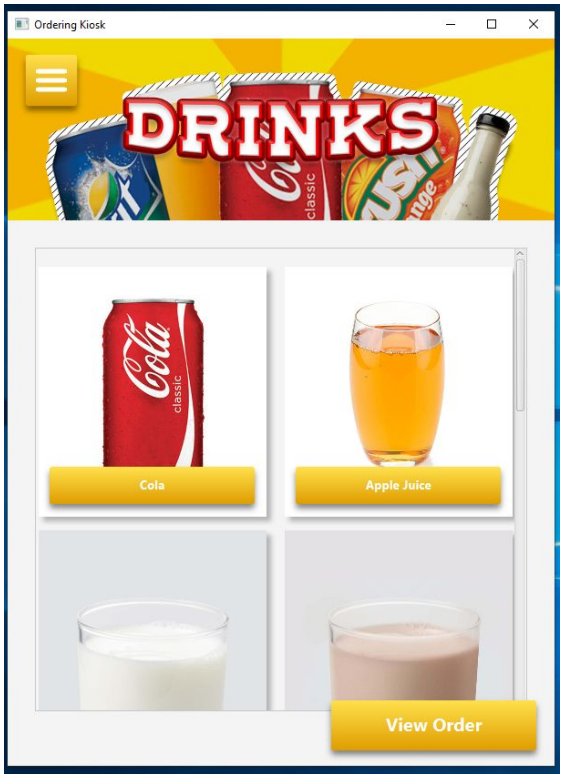


Notice that in all of the above screenshots, the user has not added anything to their order yet. Thus, there is no icon displaying the number of items in the user's order.

At any screen, the user can tap the hamburger button to have the navigation drawer appear:

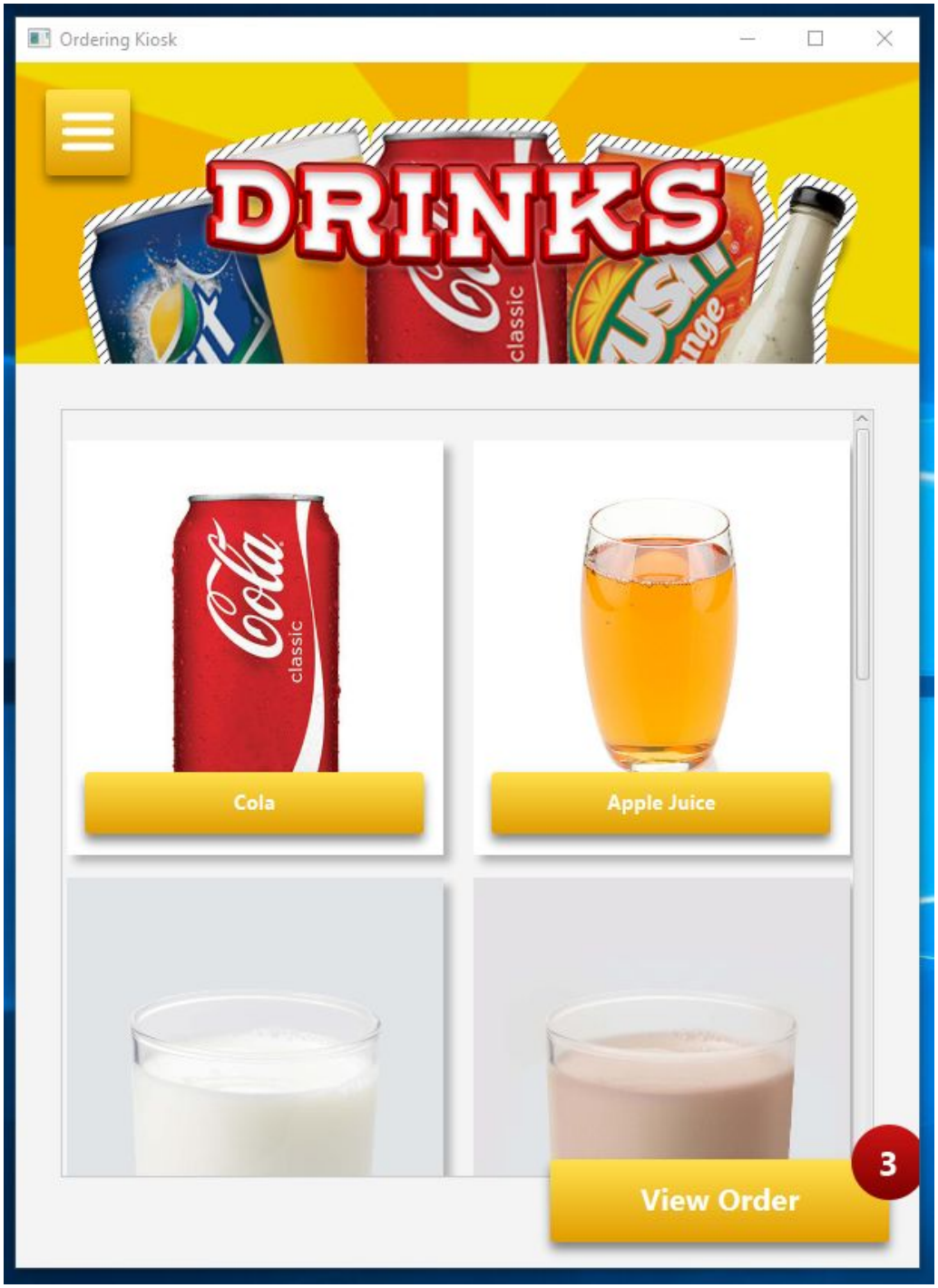


To exit the navigation drawer, the user can tap the “X” button in the top right of the drawer, and will return to whichever screen they were previously on:



Adding Items to Order

To add an item to your order, simply click the button which contains the name of the item you'd like to add to your order. Each time an item is added to your order, the red circle icon will update and tell you how many items are in your order. For example, if we click "Apple Juice" twice, and then click "Cola" once, the screen appears as so:

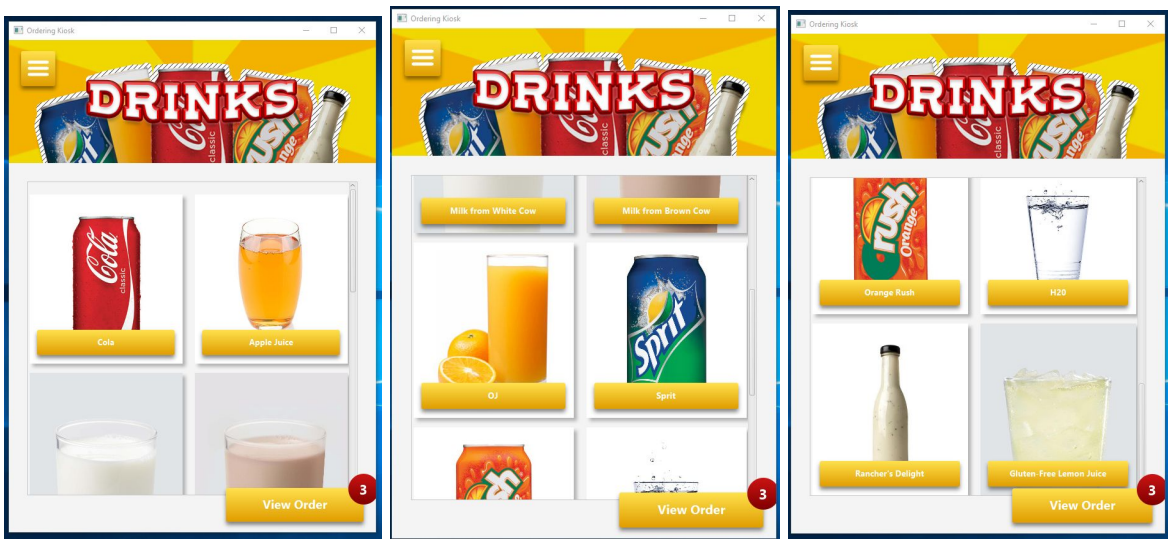


Category Screens

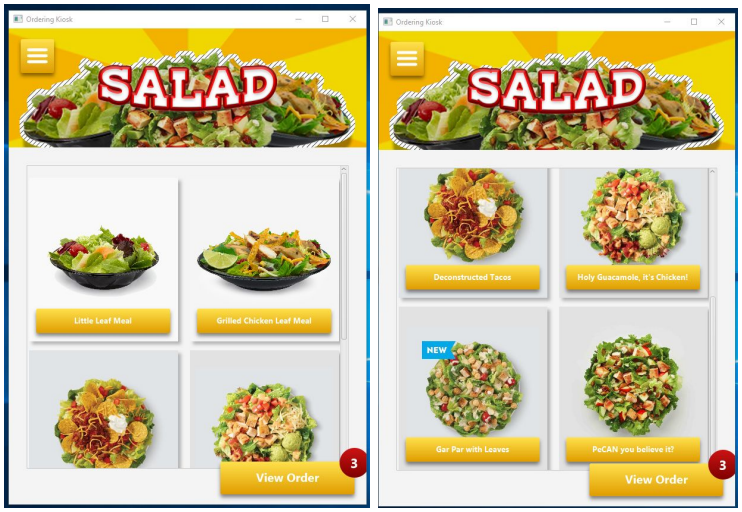
There are 6 category screens: Salad, Burgers, Chicken and Fish, Snacks and Treats, Breakfast, and Drinks. When navigating between the screens, the red circle containing the number of items in the order remains constant.

We will now demonstrate this, and also show the entirety of each category screen. On each category screen, there is a scrollbar, which allows the customer to see all of the available food options for the category they are currently in:

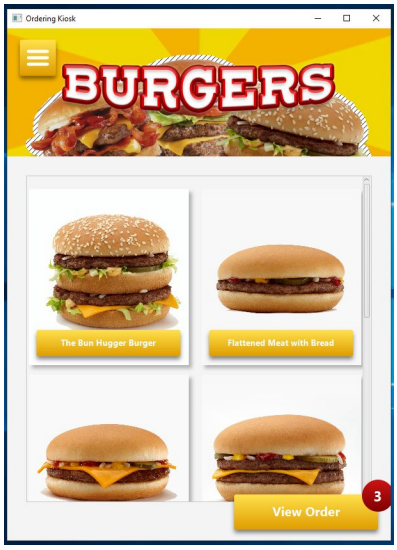
Drinks

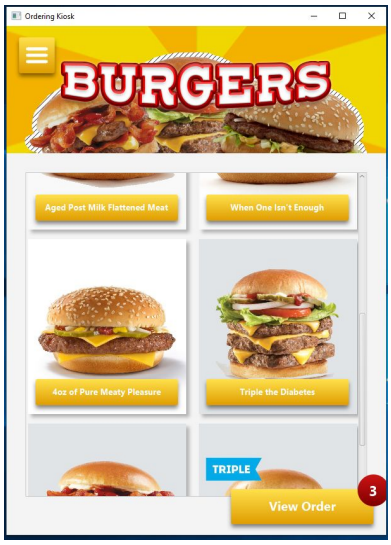


Salad

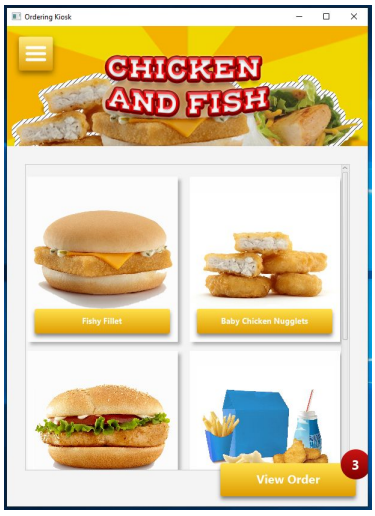


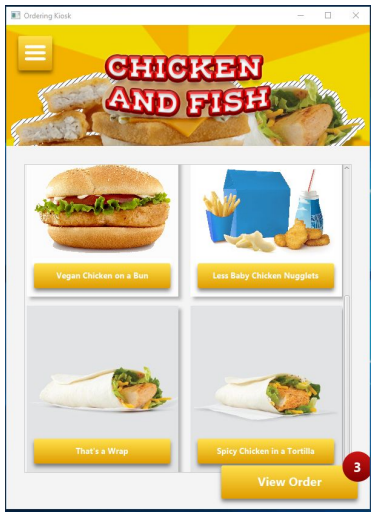
Burgers



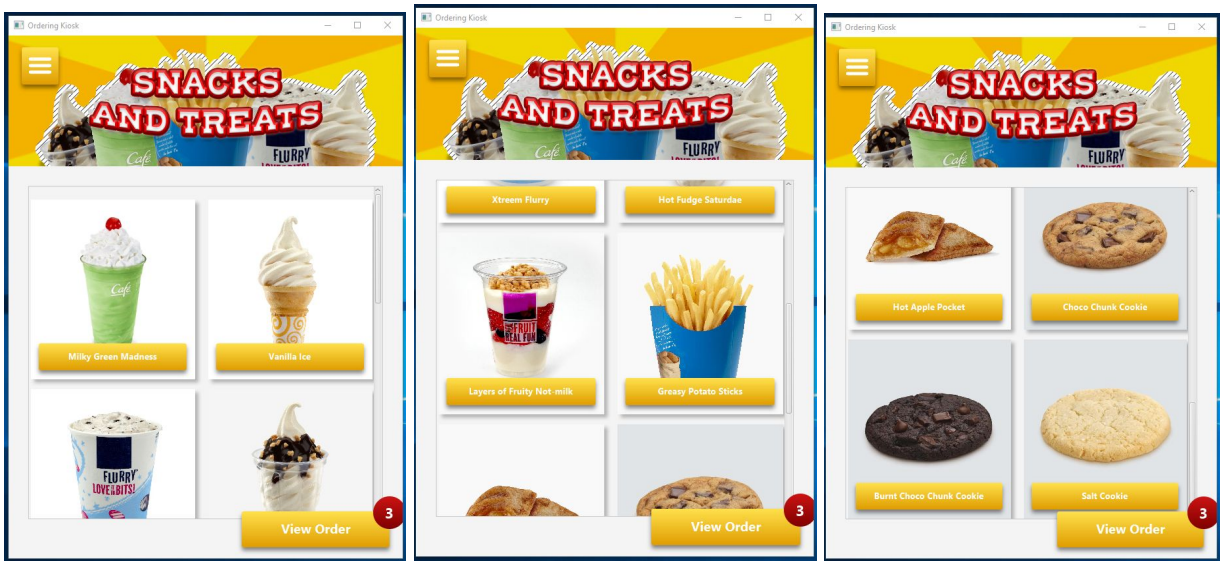


Chicken and Fish

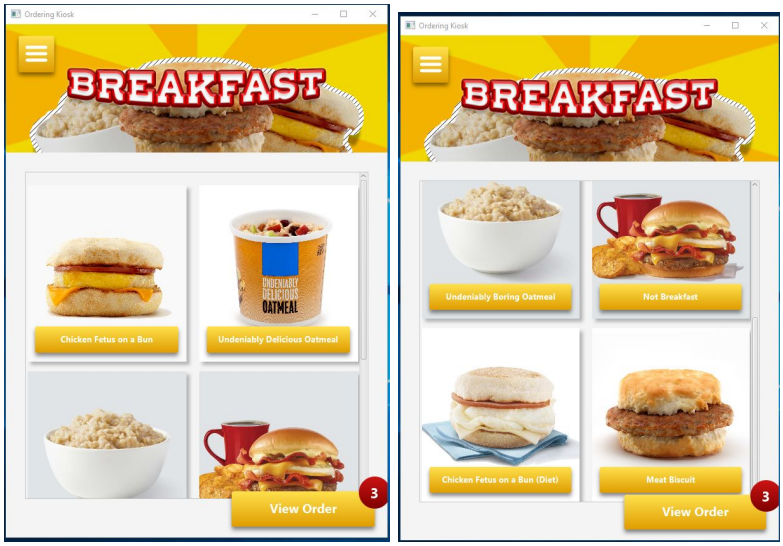




Snacks and Treats

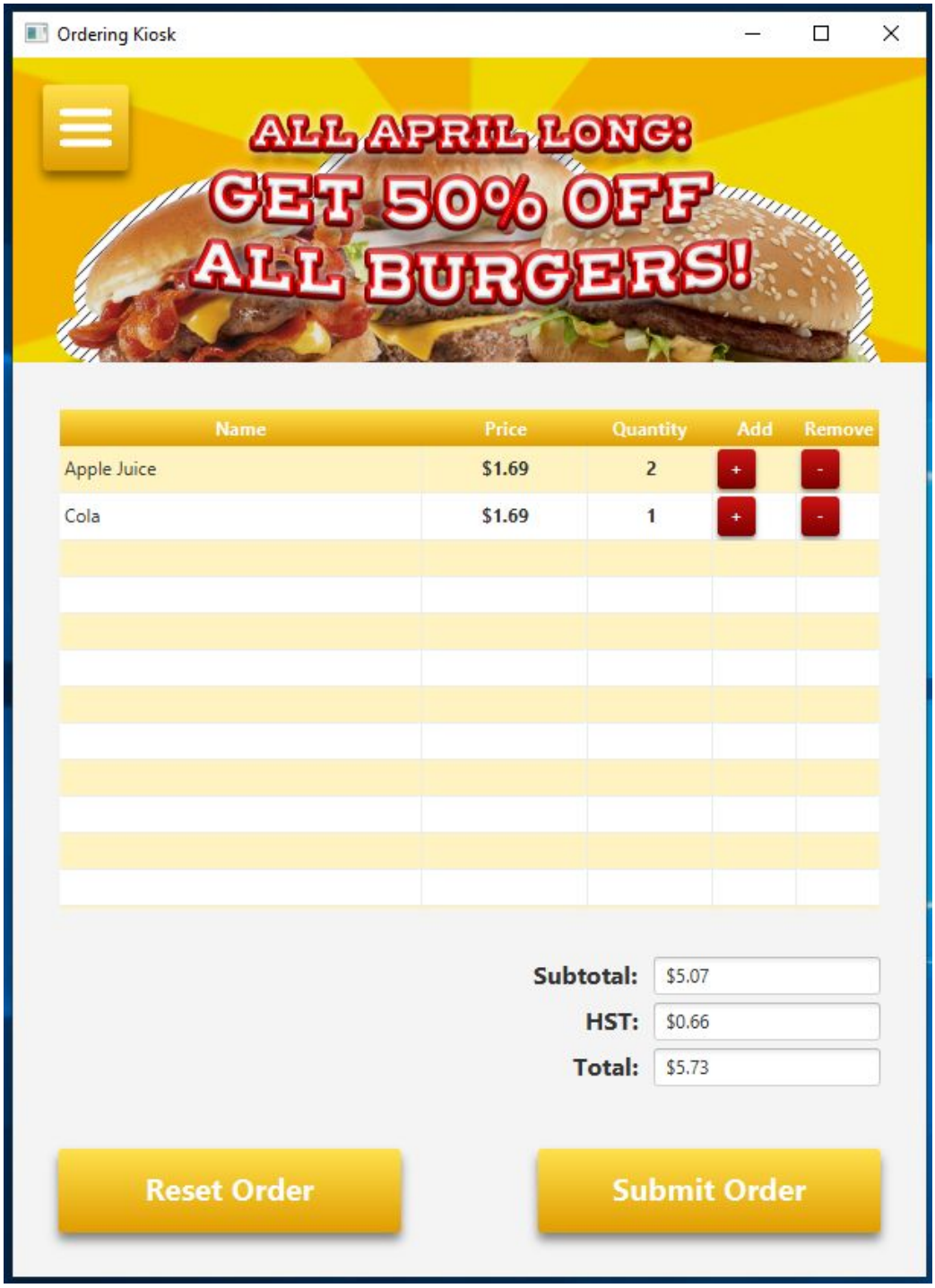


Breakfast



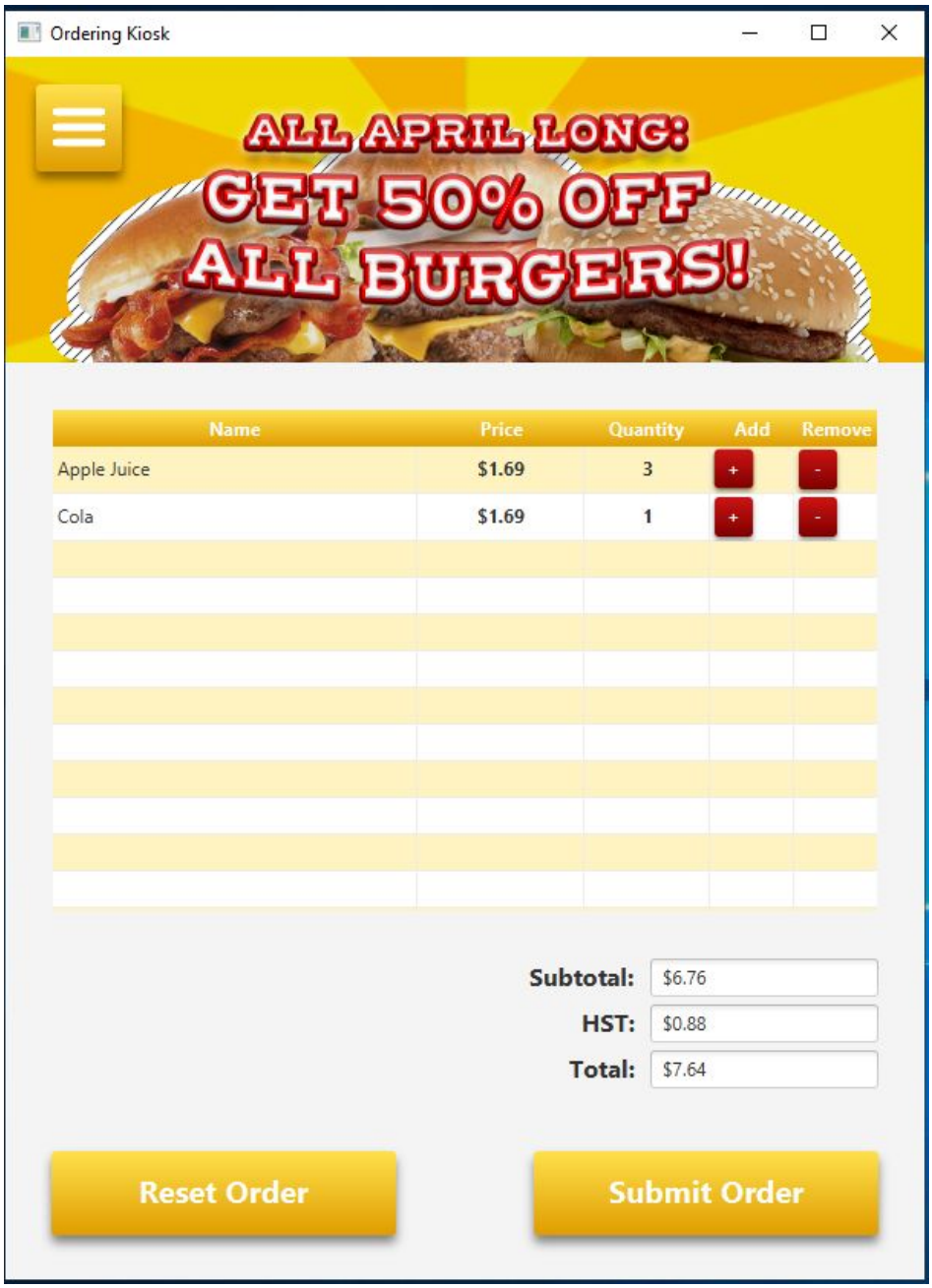
Order Screen

From any of the category screens, the user can navigate to the order screen:

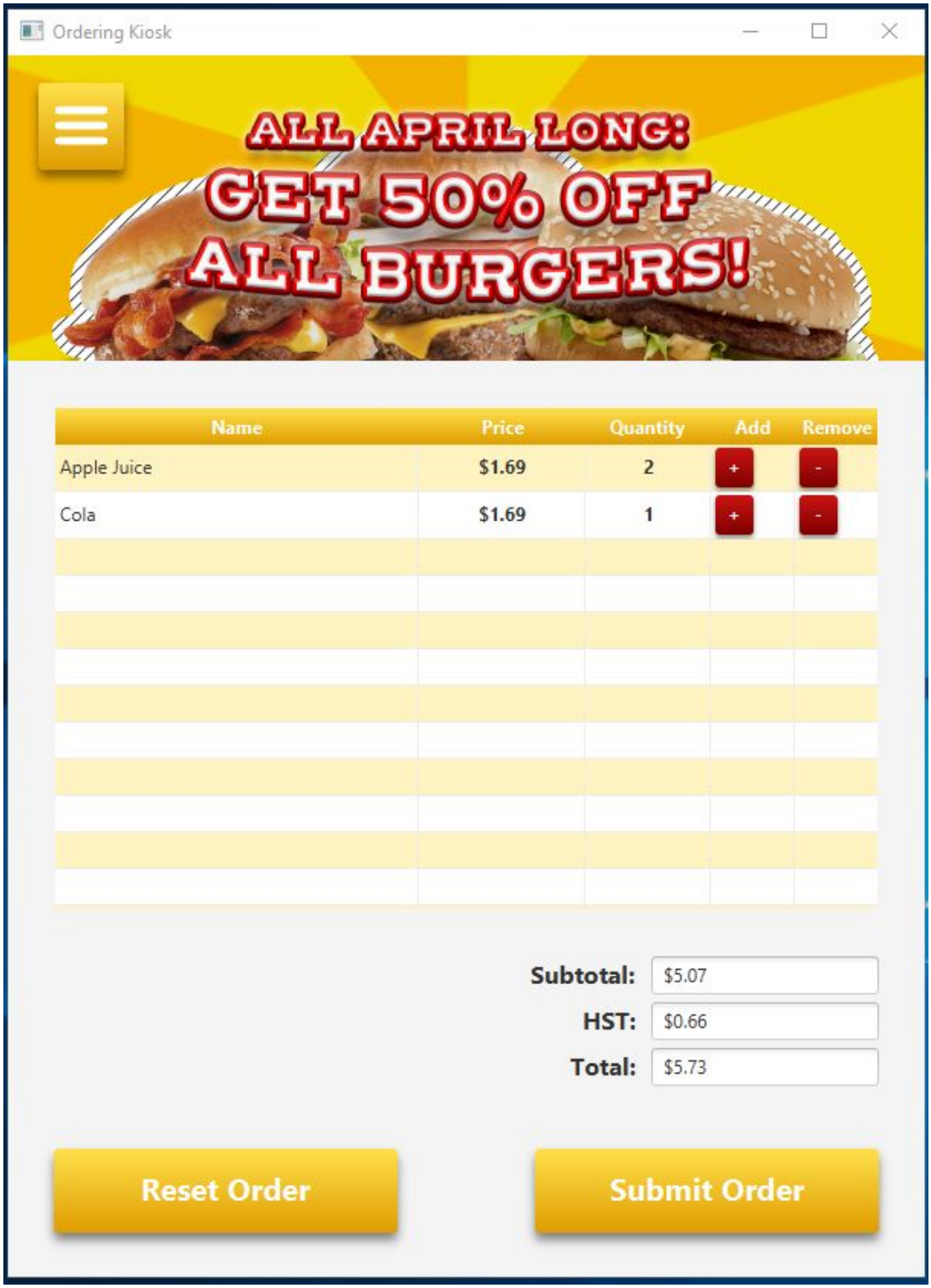


Here, the contents of the user's order is displayed, along with the subtotal, tax, and total after tax.

If the customer decides that they would like to add more of an item to their order, they can press the "+" button to increase the quantity of that item by 1. The contents of the table, as well as the subtotal, tax, and totals will update automatically. For example, pushing the "+" button for Apple Juice:

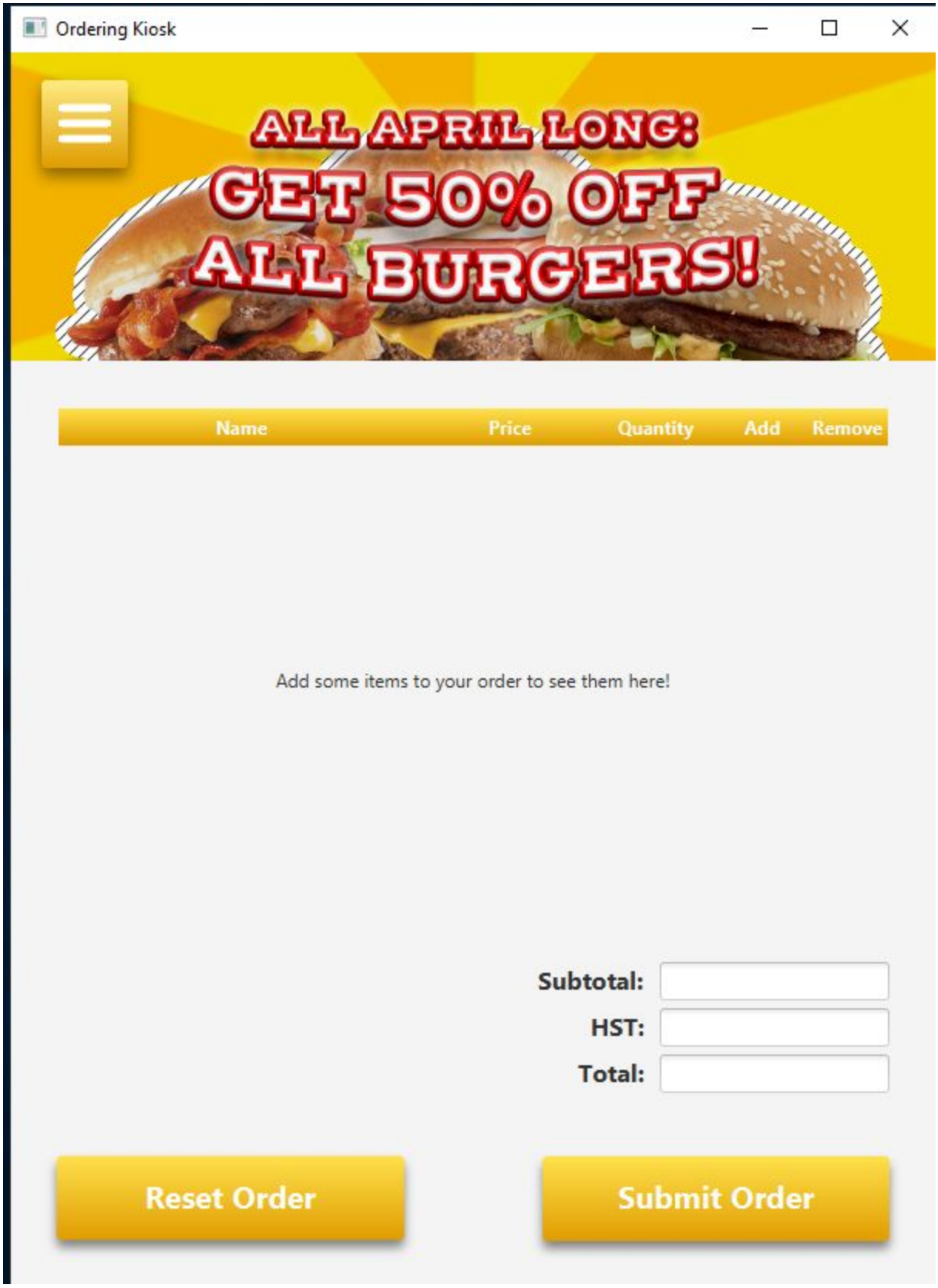


Similarly, the user can decrease the quantity of an item in their order by 1 by pushing the "-" button. Once again, the table and the text fields will update automatically. For example, pushing the "-" button for Apple Juice:

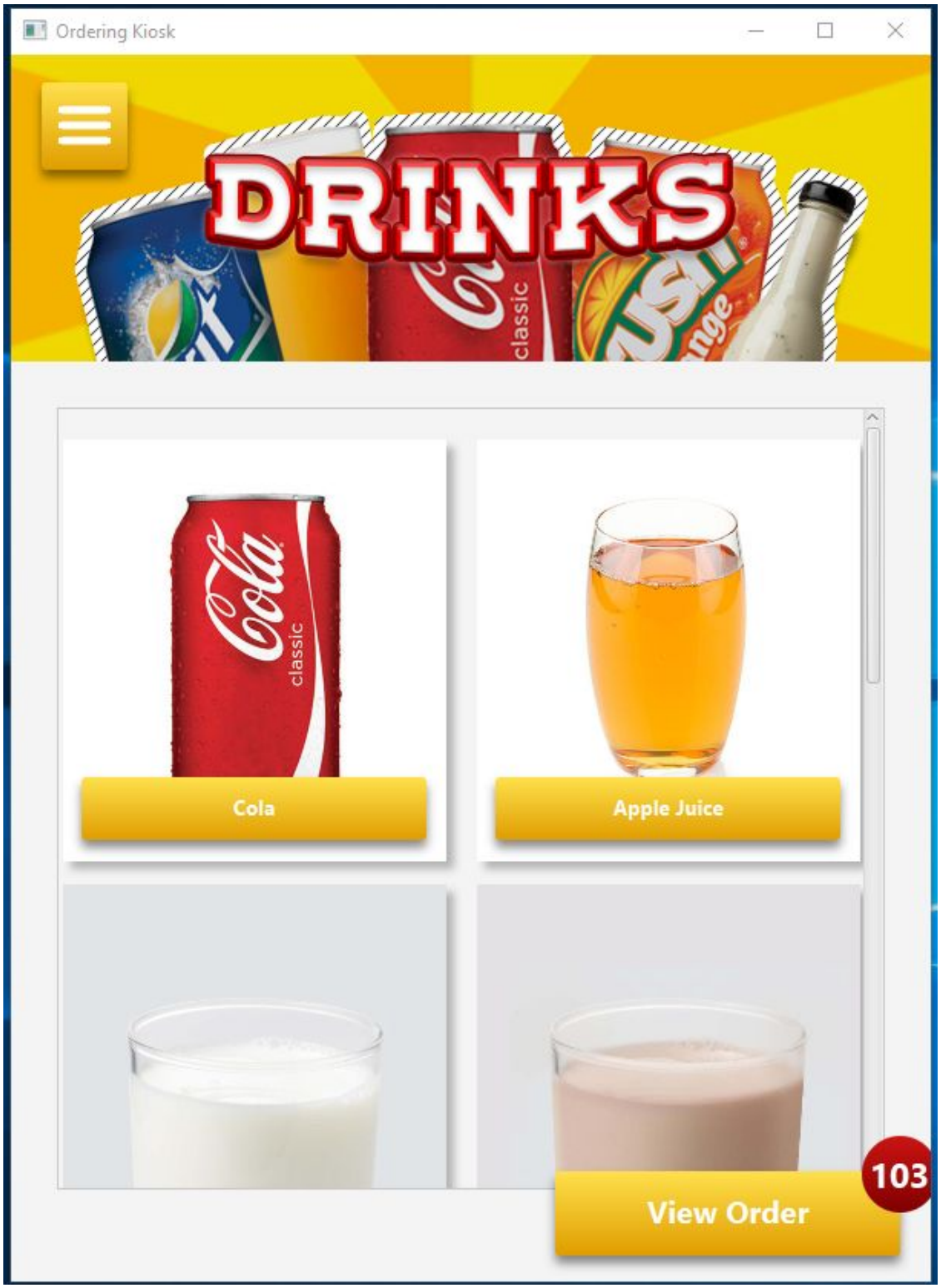


If the user only has quantity equal to 1 for one of the items in their order, and they tap the "-" button, that item's row on the table will be removed. Once again, the totals will update accordingly. For example, tapping the "-" button on the Cola:

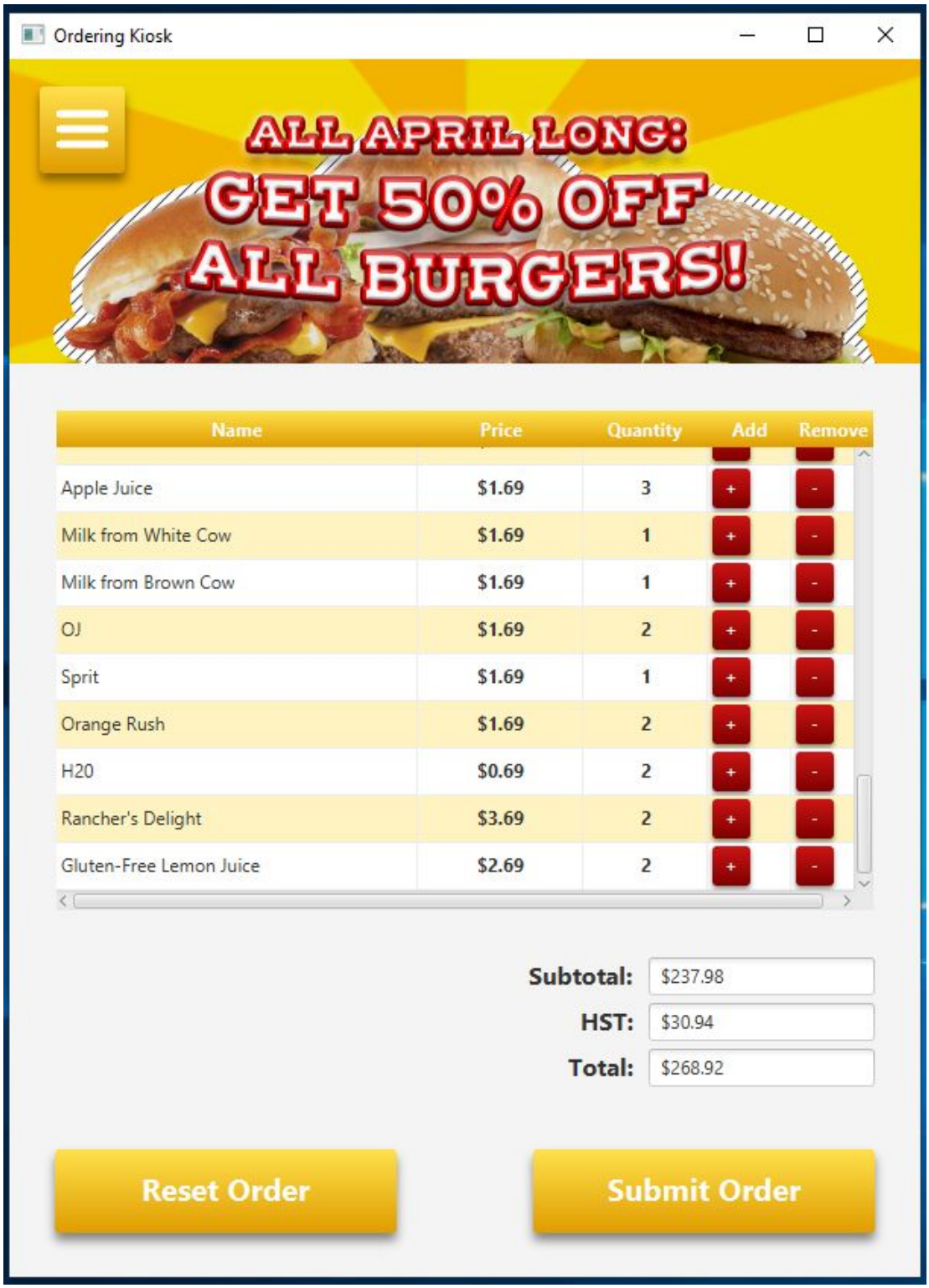
If the user wants to reset their order (remove all items from their order), they can tap the reset order button to do so. This will update the subtotal, tax, and total fields as well:


Ordering Kiosk
ALL APRIL LONG:
GET 50% OFF
ALL BURGERS!
Name
Price
Quantity
Add
Remove
Add some items to your order to see them here!
Subtotal:
HST:
Total:
Reset Order
Submit Order

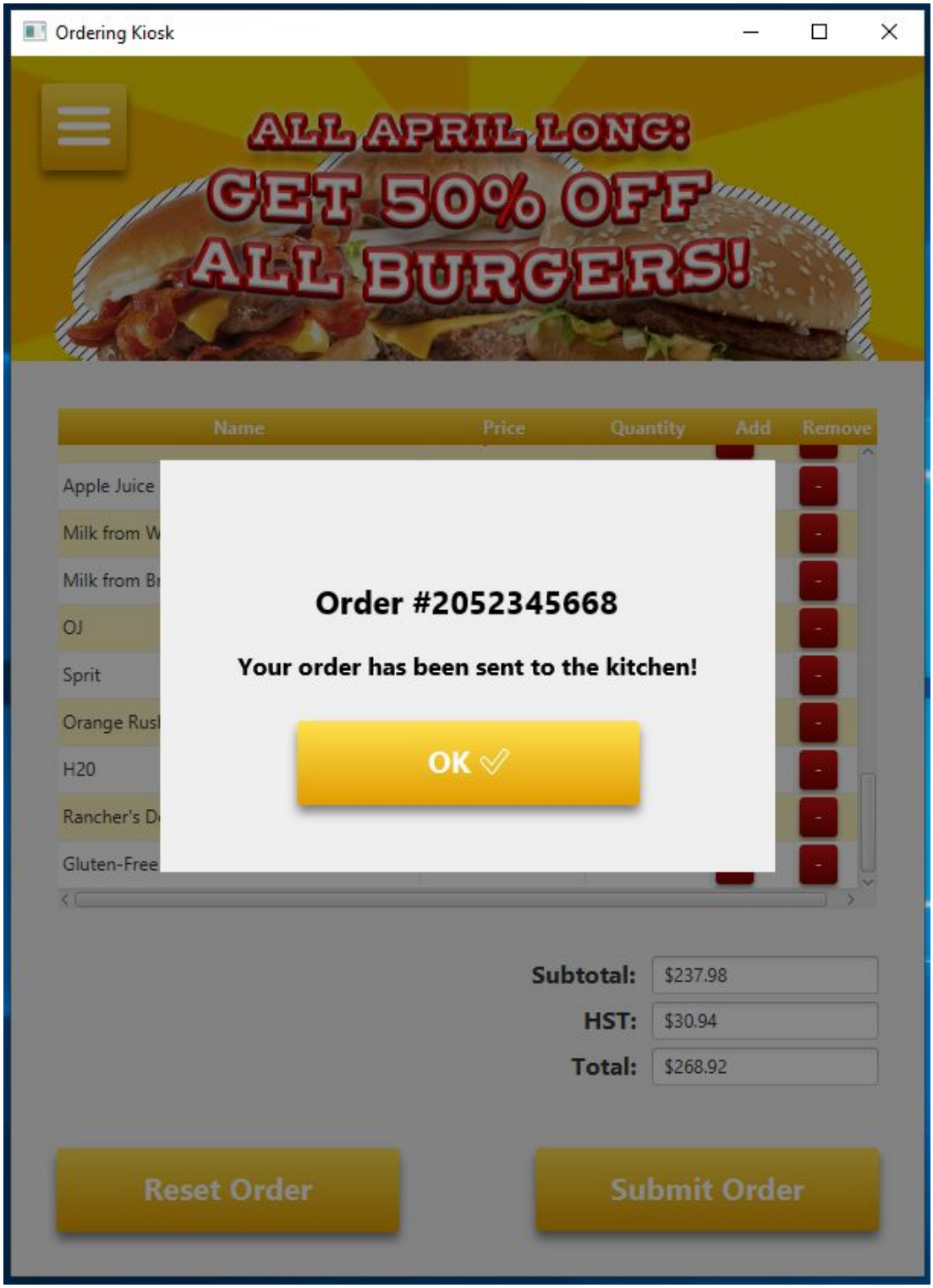
The user can also add a large number of items to their order if they so choose:



When the user then goes to view their order, the order table will have a scrollbar:



Finally, when the user is ready to send their order to the kitchen, they can press the submit order button to receive their order number and a confirmation message:

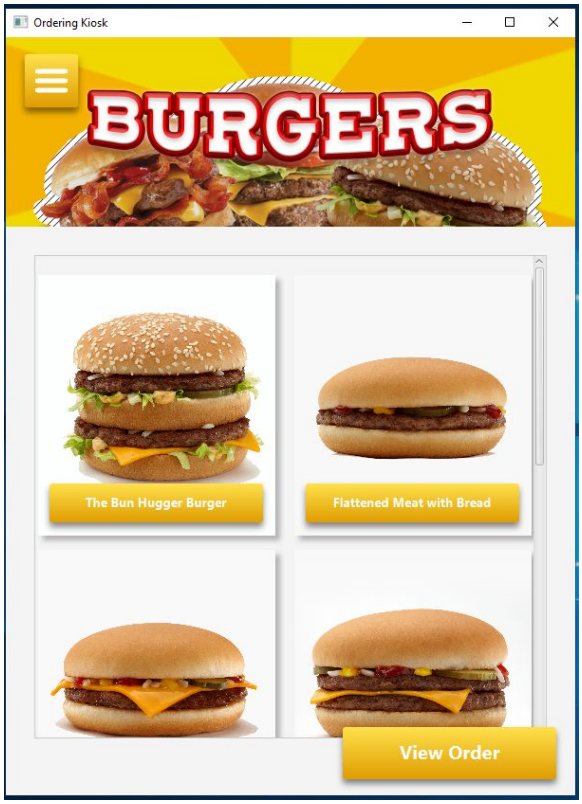


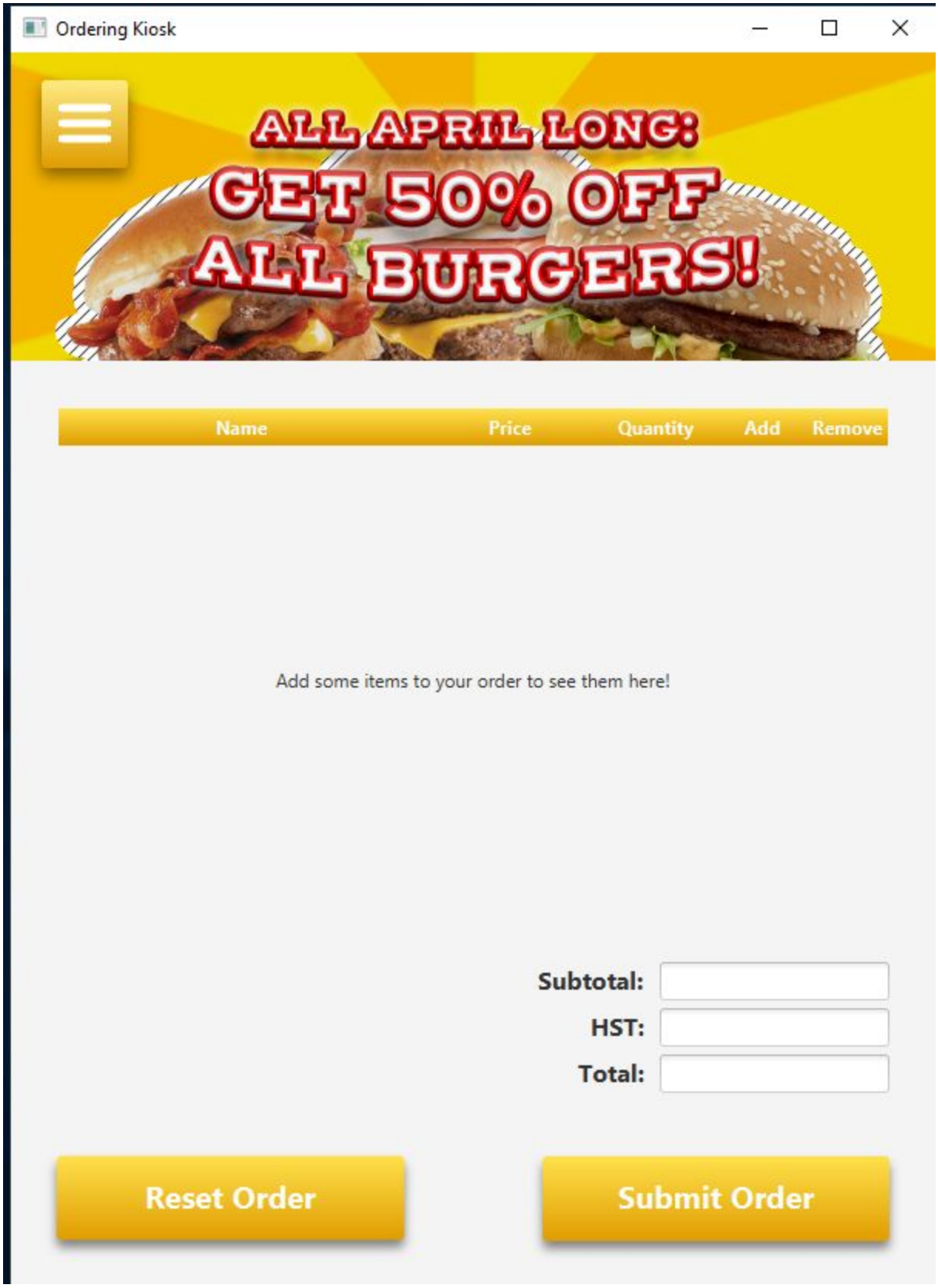
When the customer taps the “OK” button, the app returns to the splash screen. This is because in a restaurant, you would not want the customer to be able to exit the app to use the iPad for any purpose other than for ordering food.

Since our app is just an ordering app, the customer would still be served by their server, and would provide payment to their server. This is the case in many restaurants that have apps such as this (for example: Hockey Sushi in Peterborough!).

Upon pressing the “OK” button:

We can see that the order has been reset at this point:


Ordering Kiosk
BURGERS
The Bun Hugger Burger
Flattened Meat with Bread
View Order


Ordering Kiosk
ALL APRIL LONG:
GET 50% OFF
ALL BURGERS!
Name
Price
Quantity
Add
Remove
Add some items to your order to see them here!
Subtotal:
HST:
Total:
Reset Order
Submit Order