



DEPARTMENT OF COMPUTING

ISYS254 2019 – ASSIGNMENT TWO PART ONE (10%)

**Applications Modelling and Development
Application Development Project-Screen Designing & Storyboarding**

Friday May 11, Wk9, 5pm (out of 50)

Groupwork Assignment

Table of Contents

OVERVIEW OF ASSIGNMENT-2 PART-1.....	3
PROBLEM STATEMENT.....	3
USE CASE FOR ORDER FOOD	3
TASK DESCRIPTIONS.....	7
TASK 1: WIREFRAMING & STORYBOARDING [40 MARKS]	7
TASK 2: DESIGN JUSTIFICATION [10 MARKS]	7
TASK 3: INDIVIDUAL CONTRIBUTION	7
SUBMISSION INSTRUCTIONS.....	7
MARKING RUBRIC.....	8
FAQS FROM LAST SEMESTER.....	8

Overview of Assignment-2 part-1

This assignment focuses on transforming use cases to screen designs. You are expected to create wireframes and storyboard for the problem statement provided below.

Problem Statement

You are required to design the following app for CCS, based on the use cases provided below. The university is looking for a prototype of some screens to get a sense of what the workflow would look like. This only extends for CCS student members and pickup orders (Payment is out of scope). You have been brought on board to design a few screens.

CCS welcomes students with a 'Welcome Screen' that offers two options- either to place an order or place an event booking request. Depending on the option students choose, the following use cases may be triggered

Use case for Order Food

Use Case	Place Order	
Goal	Students order food using CCS	
Preconditions	Student is already registered as a CCS member Student is logged in to the CCS system	
Success End Condition	Order has been placed successfully A summary of the confirmed order has been displayed	
Failed End Condition	Order has not been placed An error notification has been displayed	
Primary Actors Secondary Actors	Student None	
Trigger	Student selects option to create a new order	
Description / Main Success Scenario	Step	Action
	1	System displays all businesses that are available

	2	Student chooses the place of business
	3	System displays the food items available for that place of business
	4	Student chooses the menu item they wish to order
	5.	System displays details of the menu item such as description, image, quantity value and an option to add to the cart
	6.	Student adds the menu item to the cart
	7.	System displays the cart, an option to confirm the order, an option to update cart, an option to add more items to the order and an option to cancel the order
	8.	Student confirms the order
	9.	System displays the option to add any comments to the restaurant
	10.	Student adds a comment to the restaurant
	11.	System displays the order id, total cost and an estimated time for order pickup
Alternative Flows	Step	Branching Action
	3.a	Student decides to choose a different place of business
	3.b	Go back to Step 1
	5.a	Student decides to view other menu items
	5.b	Go back to Step 3

	7.a.1	Student decides to add more menu items and quantities
	7.b.1	Go back to Step 3
	7.a.2	Student decides to update the cart
	7.b.2	System displays an editable version of the quantities and menu items
	7.a.3	Student decides to cancel the order
	7.b.3	Go back to Step 1
	9.a	Student decides not to add a comment
	9.b	Go forward to Step 11

Use Case	Place a space booking request
Goal	Students place a space booking request for an event through CCS
Preconditions	Student is already registered as a CCS member Student is logged in to the CCS system
Success End Condition	Space booking request has been placed successfully A booking reference number has been displayed
Failed End Condition	Space booking request has not been placed successfully An error notification has been displayed
Primary Actors Secondary Actors	Student None

Trigger	Student selects option to create a new space booking request	
Description / Main Success Scenario	Step	Action
	1	System prompts to enter date of the event, the number of people, and which Campus common locations
	2	Student enters the date of the event, the number of people likely to attend the event, and the campus common locations
	3	System prompts to enter type of the event and event details
	4	Student enters the type of the event and event details
	5.	System displays the possible bundle options the student could choose
	6.	Student selects the bundle options
	7.	System displays a booking reference number
Alternative Flows	Step	Branching Action
	2.a	Student enters a past date
	2.b	System displays an error message and prompts to enter the correct date
	5.a	Student decides not to add a bundle
	5.b	Go forward to Step 7

Task Descriptions

Your tasks in this assignment are as follows:

Task 1: Wireframing & Storyboarding [40 marks]

You are required to design screens using a wireframing technique. Use the use cases provided above for the interactions. You can add any form elements you think are appropriate. Please be sure to use task 2 to justify your selection. You are required to have anywhere between 10-13 screens. You are also required to create a storyboard. You could either use the wireframes, or you can use react-native and design screens and use them for storyboarding. You will be creating mock-ups for an application on a mobile phone.

Suggested software to use: Balsamiq Mockups 3 (You can create wireframes, generate a storyboard and export as a pdf). You can also share the file on a Google drive and open it through the app on a browser. You don't have to install it, if you don't want to. Free trial: 30 days. This should be enough time to complete your assignment.

Link for Download: <https://balsamiq.com/wireframes/desktop/>

Task 2: Design Justification [10 marks]

Explain the following in context to your design

1. Effective input design objectives (Effectiveness, Accuracy, Ease of use, Consistency, Simplicity, Attractiveness) (500 words)
2. Usage of different form elements in your wireframes, where are they used and why did you decide to use them? (500 words)

Task 3: Individual contribution breakdown

Breakdown of activities of each of the team member. You will need to create a table that exhibits the following details: Group number, Student Name, Student ID, Task Allocation date, Tasks completed by the student and Task completion date

Please note a penalty of 10 marks would apply if this section is not submitted.

Submission Instructions

Submit 1 (one) PDF file containing your submission for tasks 1, 2, and 3 to the group assignment box on iLearn.

Suggested method: Create a single Word document that includes your answers for task 2 and 3. Make sure you label each question properly in your word document with appropriate headings/sub-headings. Convert this to a pdf file. Create a pdf for task 1 and merge both files together. Submit your single .pdf file electronically on iLearn in the assignment submission box. Your submission will be a group submission.

Marking Rubric

TASK 1- Wireframes & Storyboard (40 MARKS)	
Covers requirements in the use cases	/10
Efficient use of elements on the mock-up	/10
Good and consistent design across?	/5
Normal and alternate flow of events captured in storyboard?	/10
Correct flow of screens	/5
TOTAL -TASK 1	/40
TASK 2- JUSTIFICATION (10 MARKS)	
Effective input design objectives justified?	/4
Usage of form elements justified?	/6
TOTAL -TASK 2	/10
Completed contribution section? (If not, minus 10 marks)	
Assignment Total	/50

FAQs from last semester

- 1. Are the labs locked over the weekend, and if so, how are they unlocked?**
No, they are not. Labs are open over the weekend - 9 AM to 5 PM. Outside of those times, they get locked on weekends.
- 2. Can I design Wireframes using Android Studio / react-native?**
No, because wireframes are a very basic skeletal framework with just placeholders
- 3. Can I design Storyboards using Android Studio / react-native?**
Yes, you can create screens using Android Studio / react-native and use them for storyboarding
- 4. Can I use any design elements such as textbox, dropdown, etc?**
Yes, you can
- 5. Can I use MS Paint to create a storyboard?**
As long as it works with the all the flow of events captured
- 6. How do I show transitions in a storyboard?**
If there is a button, draw a line from the button to the screen –the click would take you to.
- 7. Can I hand draw the diagrams?**
No, you cannot. Sorry!
- 8. Is Balsamiq Macbook compatible?**
Yes, it is