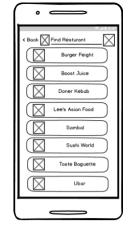
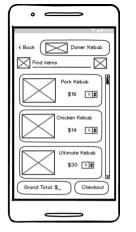
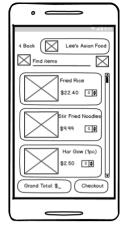
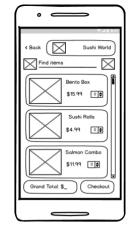
Task 1: (Wireframing)

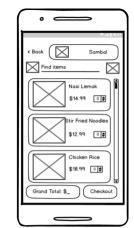


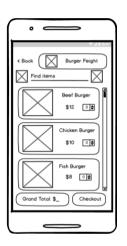


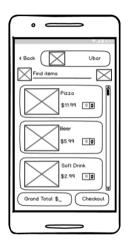


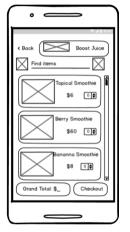


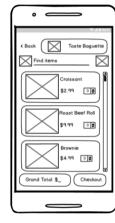


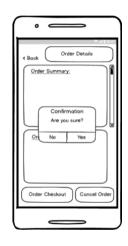




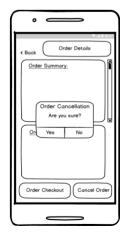


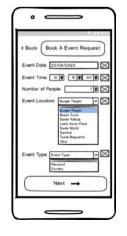


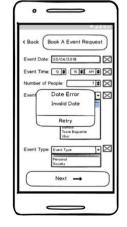




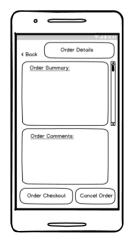




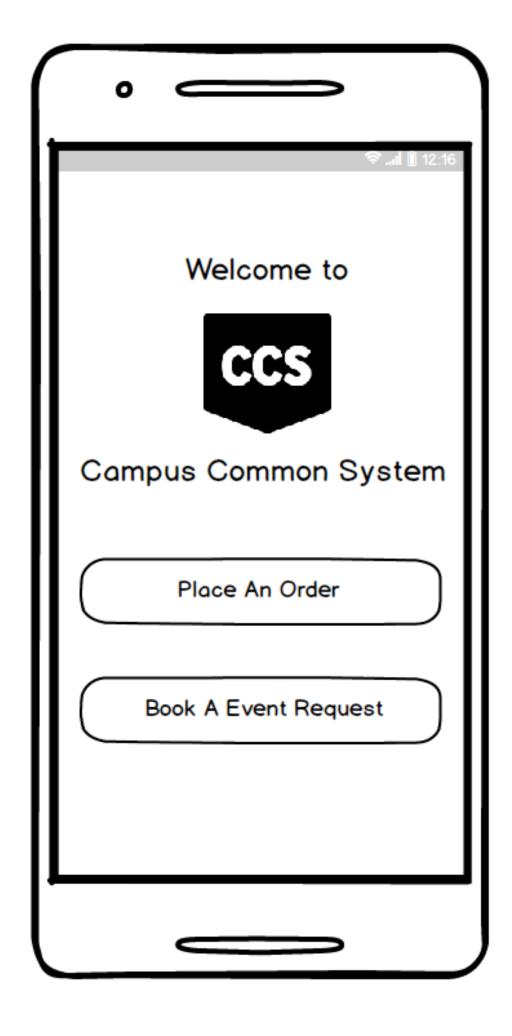


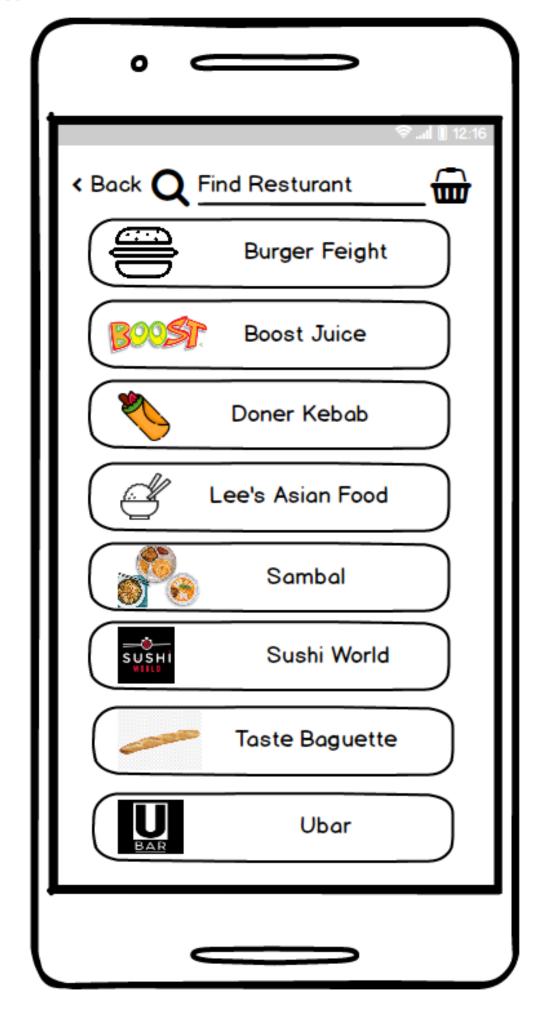


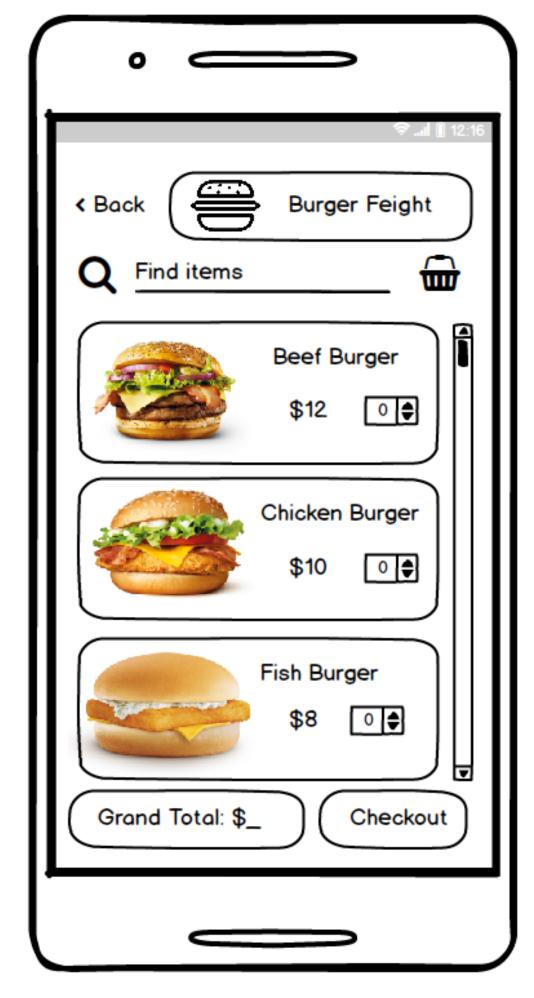


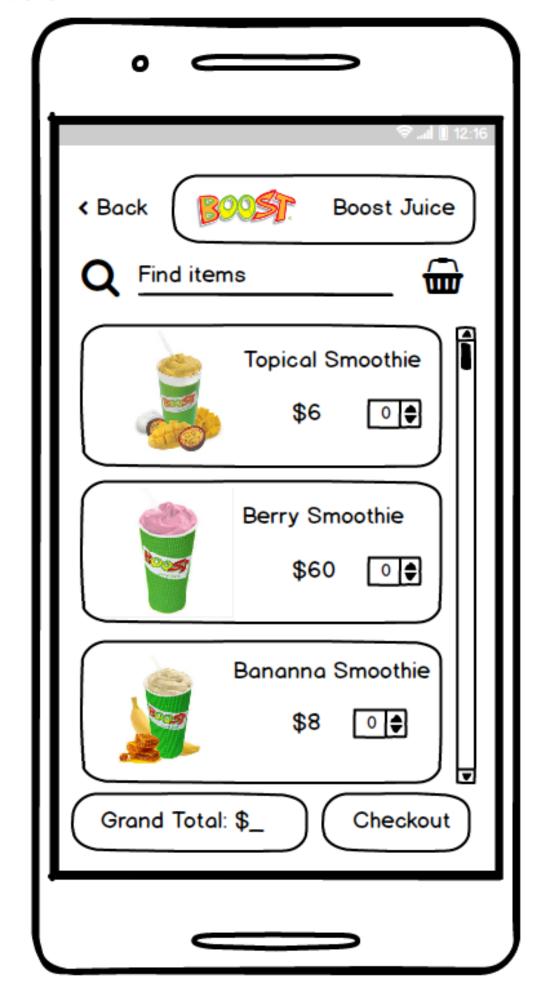


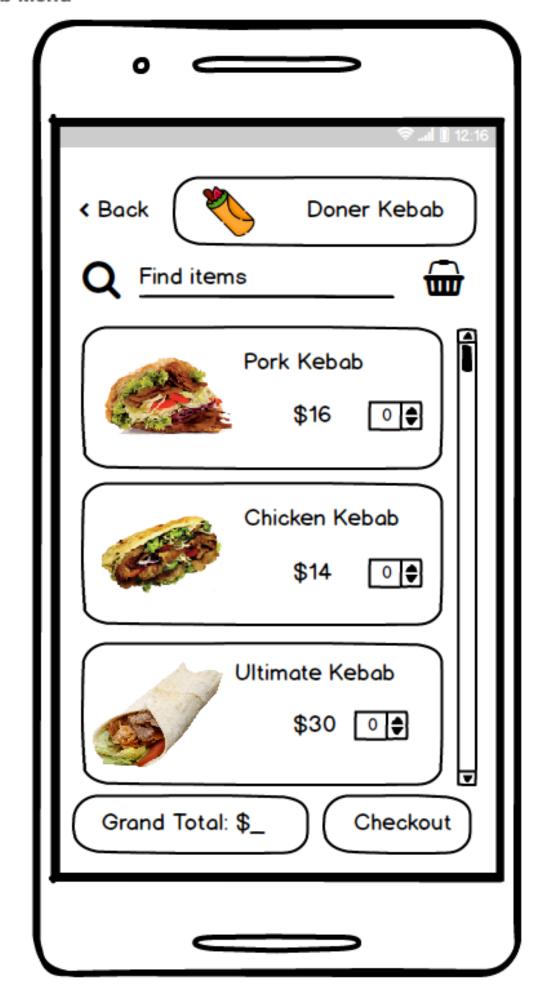


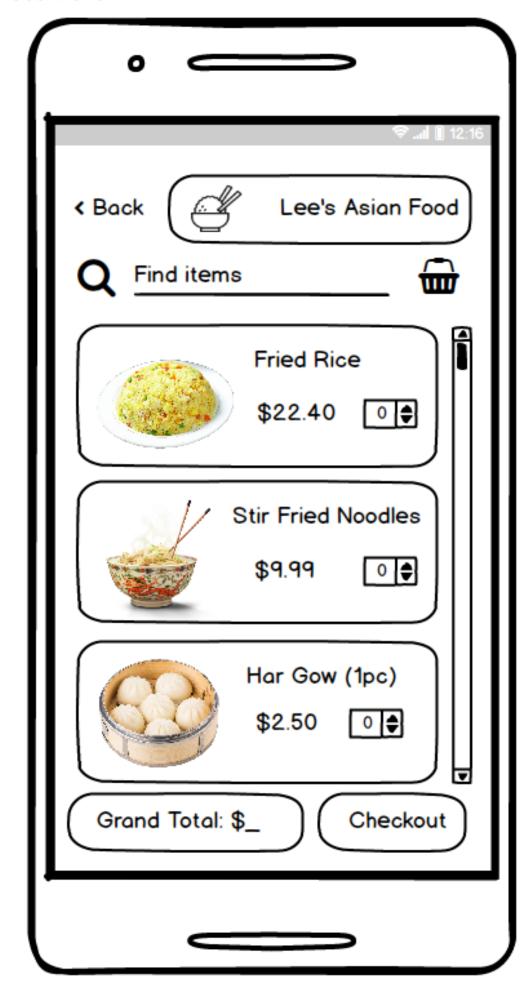


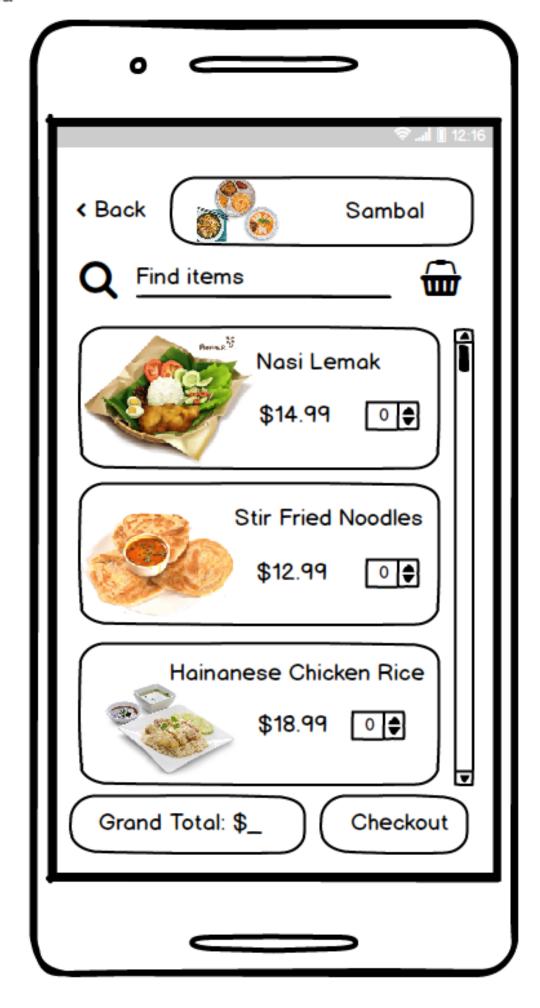


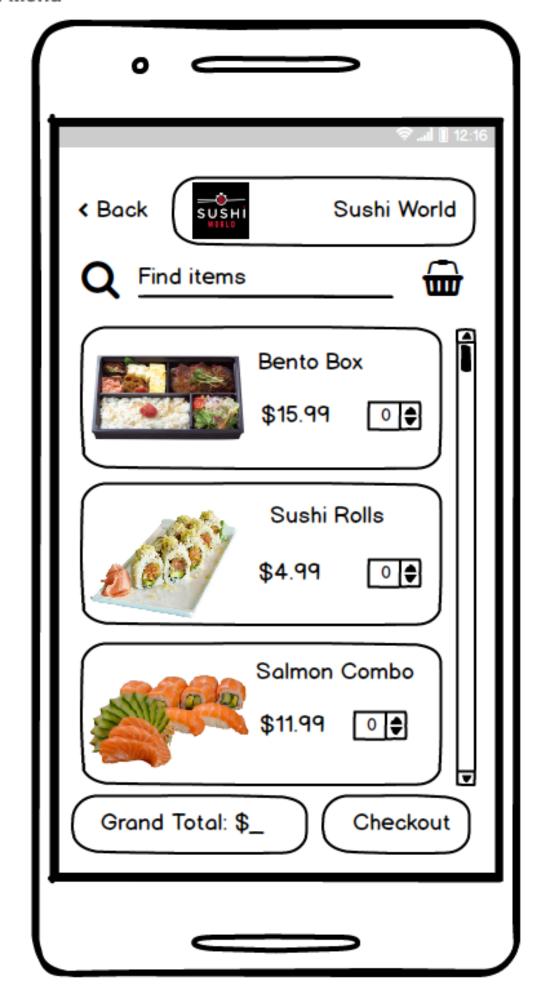


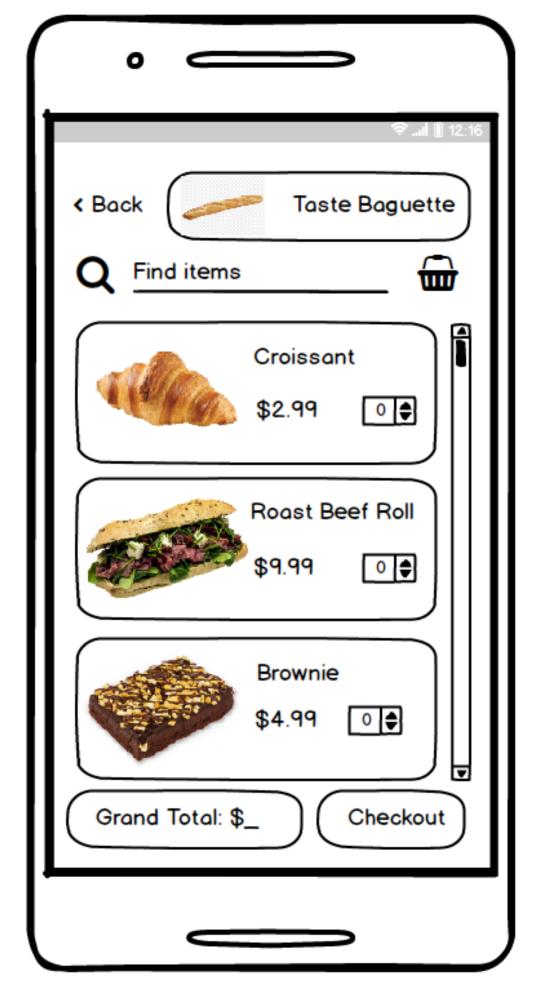


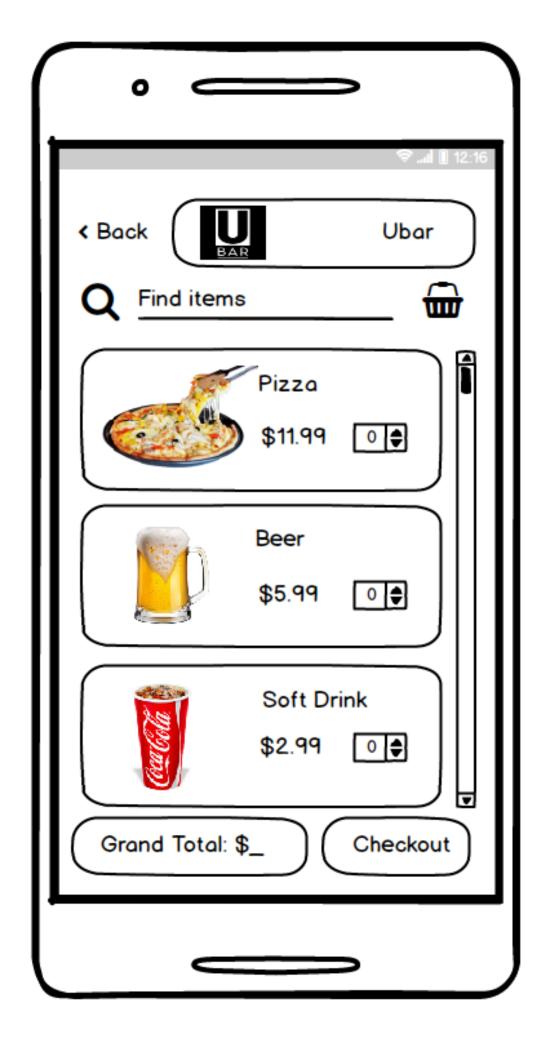


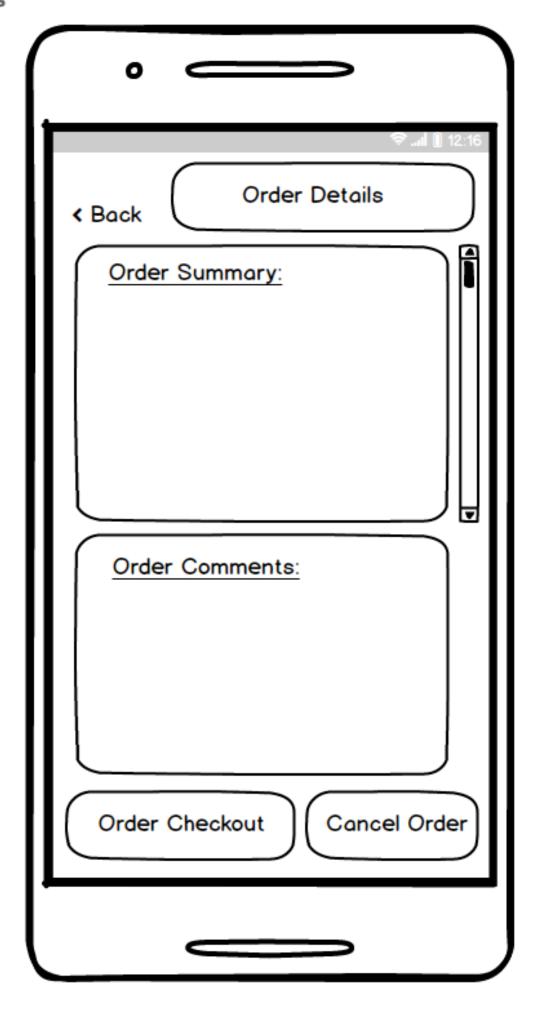


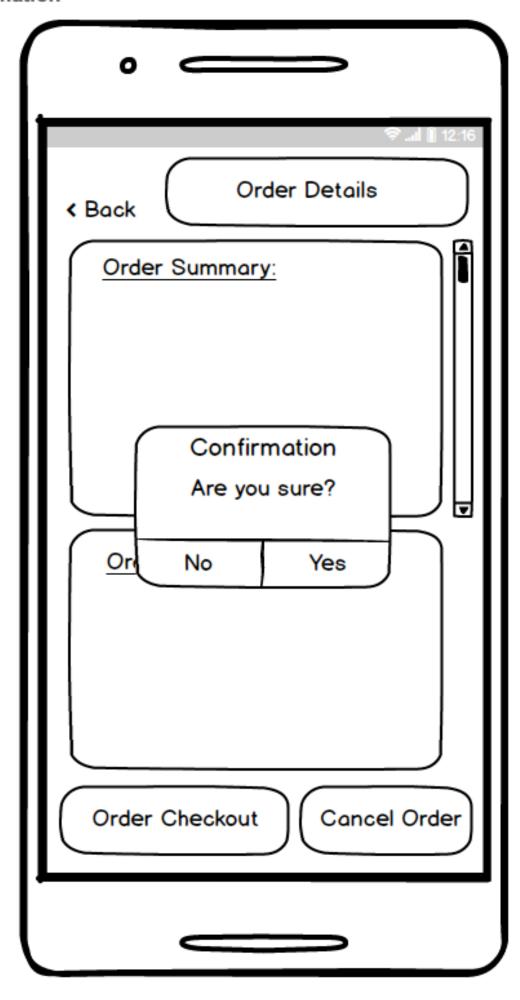


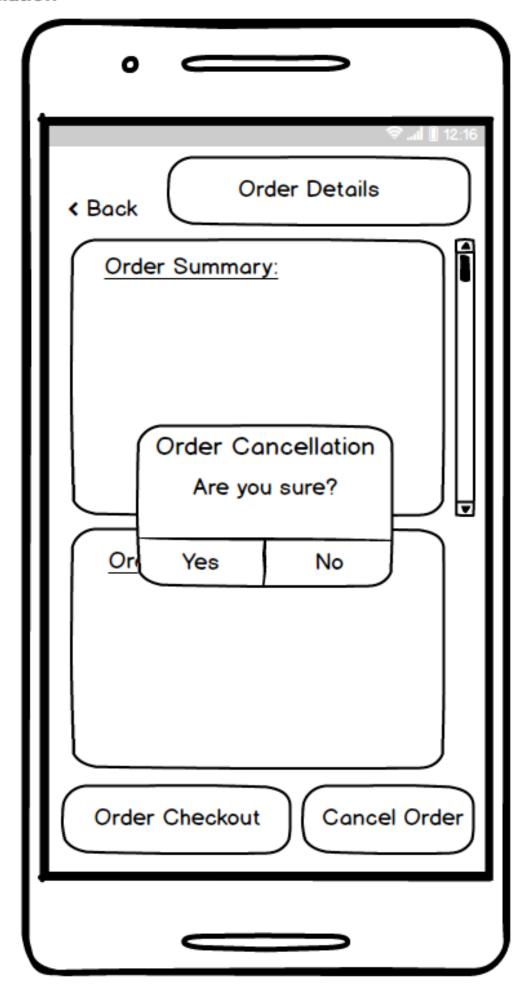


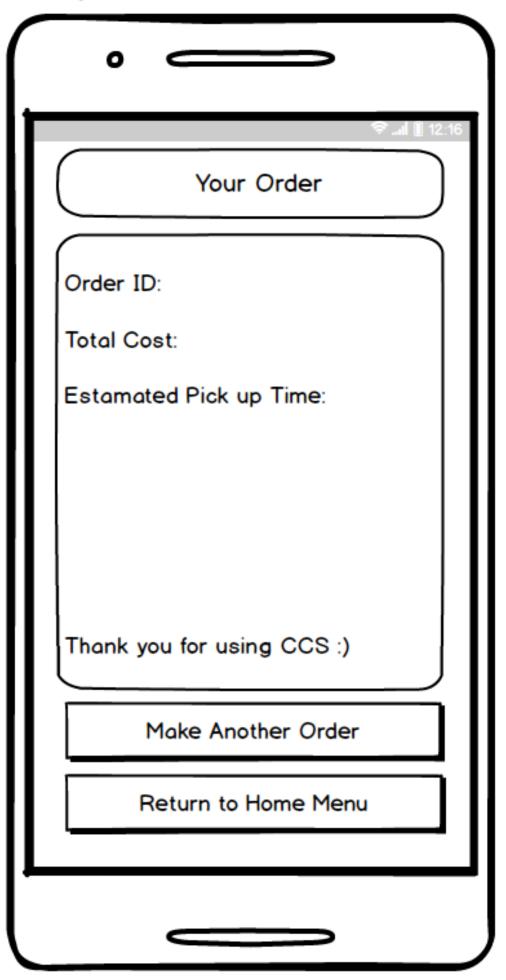


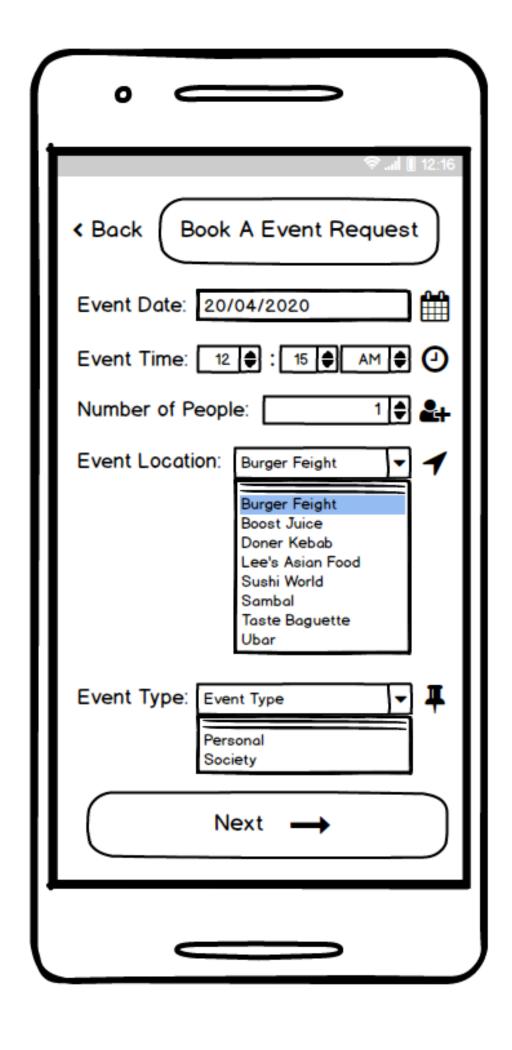


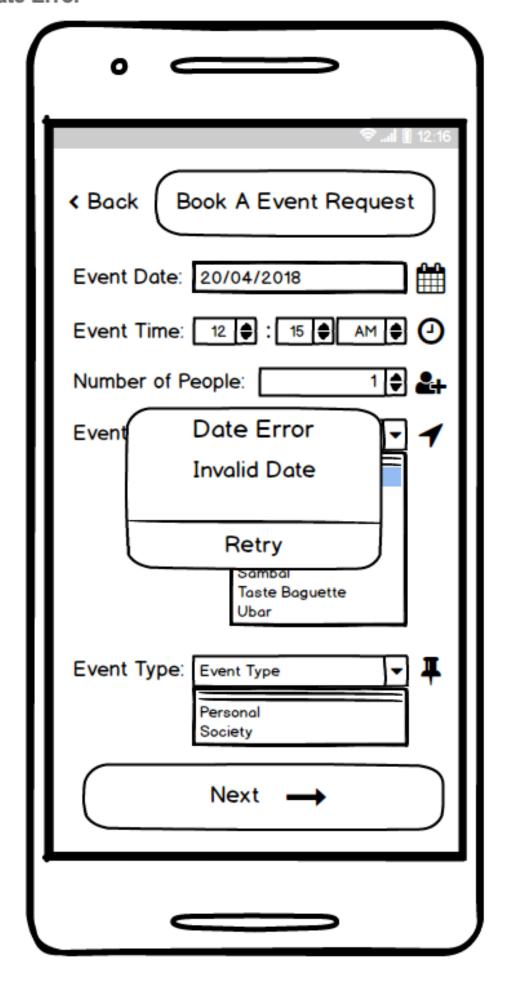




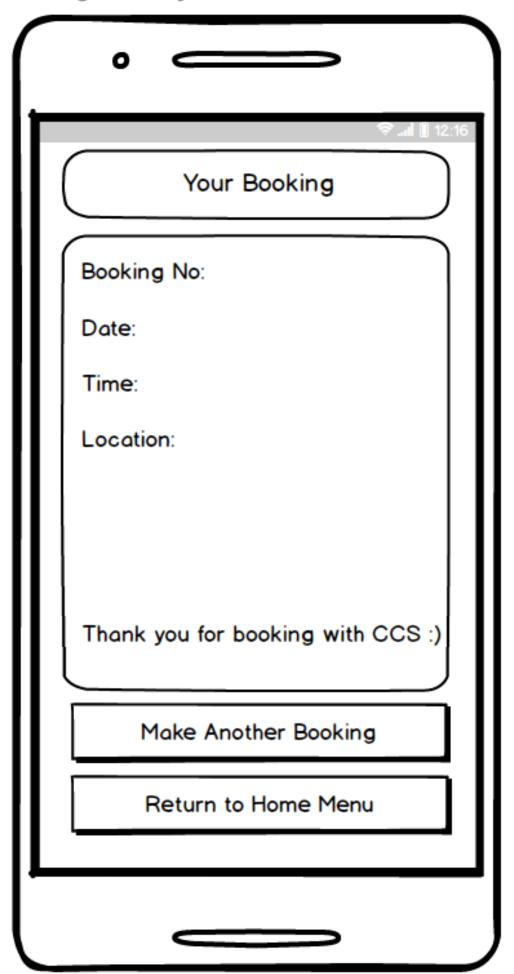


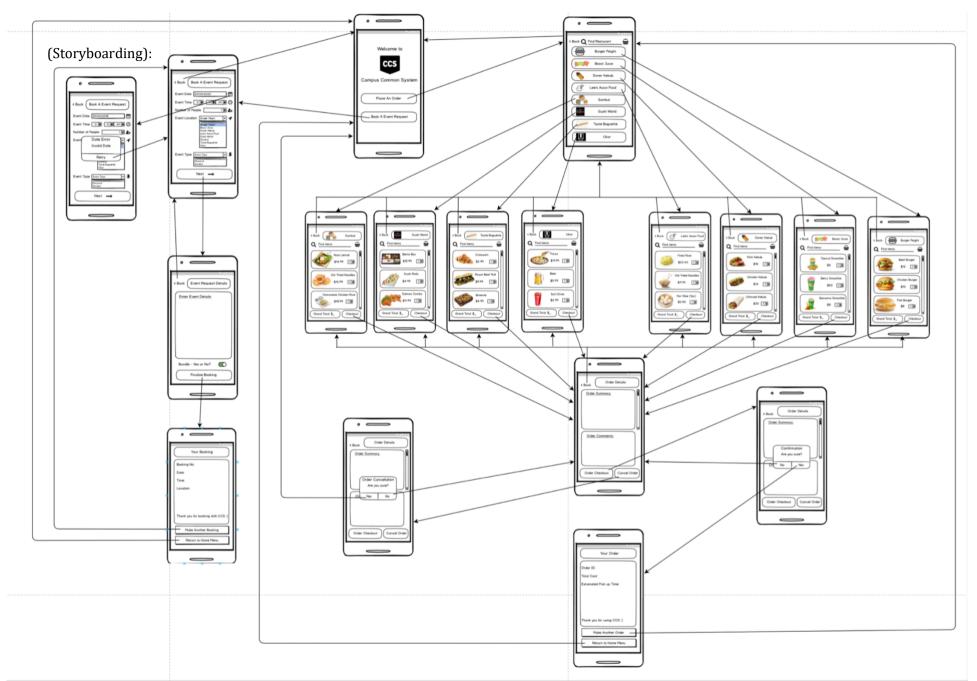












Task 2:

Question 1 - Effective input design objectives (Effectiveness, Accuracy, Ease of use, Consistency, Simplicity, Attractiveness) (500 words)

We believe our design meets the objective of ease of use due to its form flow, the section of the form and the use of captions. Our form flows from top to bottom which the user can start from the top and complete the form. Appropriate captions are used to tell the user what the text represents and so forth.

The design that we used is consistent as each of restaurant has the same where the user can search the menu item on the top of the page or select the item and the quantity after the search bar. After the user has selected the item and quantity, they can check out, and it will direct them to the order summary page. Also, the location of the item is located in the same place — on the left so that it avoids any confusion. Similar to ordering food, the event-booking page is also consistent as the caption location and buttons are systematically align.

Simplicity is an important object to achieve within system development, as it needs to display what it necessary for the particular action is. A simple form of design should consist of three major elements. Firstly, all screens include a title, which indicates what information is page conveying. For example, the restaurant name, order and event booking details and their summary are used to direct users, which page are they currently located. Without the title, users will quickly get confused and affect the usability and the error rate of data. The middle section is also known as the body, and the captions within the body contain the items name, event booking date and other key information is organized from left to right for the ease of the users. Lastly, the comments and instructions are expressed in button to assist inexperienced users in completing their order or booking.

Attractiveness is also important. The reason why we address attractive last is that making forms are likeable because we are required to use all of the requirements above to accomplish such a goal. If our members find our display appealing, they are less likely to require less supervision when using the system and make fewer errors. Firstly, the caption of our order process is in order: date, time, number of people, event location and event type to keep the member engage with the process and they will not lose track during the creation of event process. Additionally, styles such as bold, underline texts are used to address the importance of the field.

In summary, by achieving the goals of ease of use, consistent, simple design and attractiveness has made our design effective.

Question 2 - Usage of different form elements in your wireframes, where are they used and why did you decide to use them? (500 words)

The usage of the wireframes is to bring simplicity by making the icon big for the users to feel at ease and comfort in the home screen. The buttons are created in the big size that would prevent any missing click whenever they select. The skeleton of the page shows the spacing of elements, how organized the content is and prioritized. It allows to map out the functionality of the page.

When it comes to the restaurant menu, the buttons are created to be longer and more extensive for users to select appropriately. Besides, the search box is located above the list of restaurants to search up quicker to find a specific restaurant instead of scrolling down. Each restaurant has its own unique icon to represent it's specialty or cuisine making it zero stress for users to interact.

Once a user selected the cuisine, it displays a page consists of a variation of a particular food in each icon in big size. Also, there is a search box to narrow it down to add the food in the cart, and it can instantly checkout at any time. Therefore, the functionality is to reduce the amount of back and forth during the interaction.

Before the user checks out the order, the order details contain four boxes and the scroll bar on the left side if the user ordered more than one item as well as order comments based on the 'user's preferences. The objective is to provide an easy view and use the necessary elements for this page.

Besides, the pop-up box is to confirm with the user if the order is complete.

When the order is completed, the order will display ID, Total Cost and Pick up Time in one box respectively from top to bottom. The user can choose to make another order or sign out at ease.

On the other hand, the wireframe on the Booking Request gives a straightforward and straight-tothe-point interface that meets what the users want to fulfil to make a reservation at the minimum time required.

Based on the interface, the use of drop down is the best for this booking in terms of location, time, type and number of people to make selections and with icons next to it to acknowledge the users so that they 'won't make any mistakes. Furthermore, the calendar will display the day and date to book accurately. For instance, the interface is foolproof when it comes to invalid booking date which shows the pop-up box.

Once the user made the booking, it will display the booking event details and provides a slider to include bundles or not. When the booking is made, it will display the finalized detail in the box.

In conclusion, the elements used for this interface allow getting to know what the end-user wants which makes easy and convenient without anything fancy although there are colours of vivid pictures.

Task 3:

Group Number: 122

Student Name:

- Matthew De Masi (45585342)
- Justin Lam (45197083)
- Isaac Zhuan Jian Lee (45526249)

Task allocation:

- Task 1: Wireframing & Storyboarding:
 - a. Matthew Designing of the interface. (30/4/2019)
 - b. Justin Have discussions and coordinate the whole process. (30/4/2019)
 - c. Isaac Researching about wireframing and storyboarding before we start the assignment and find suitable images for the interface. (30/4/2019)
- Task 2: Design Justification:
 - a. Matthew Proofreading and editing the document before the submitting the assignment. (4/5/2019)
 - b. Justin Compose the responses by referencing multiple materials such as lecture slides, textbooks and others. (4/5/2019)
 - c. Isaac Documenting and conducting research. (4/5/2019)
 - Task 3: Individual contribution Breakdown
 - a. Matthew, Justin and Isaac were working together to finish this task. (30/4/2019)

Task Completion Date:

- Task 1: Wireframing & Storyboarding: 8/5/2019
- Task 2: Design Justification: 4/5/2019
- Task 3: Individual contribution Breakdown: 6/5/2019