Hypermedia system: final hand-in

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Hypermedia title and a detailed description of application goals

This project called the Faculty of Sciences consists of creating a page for the cafeteria service of the Science Bar.

We always see a lot of people about lunchtime to ask for their order, and we believe that with such an application we could solve much of this problem, as customers would no longer have to ask, they would just go and collect and pay their order, so we reduce the work of the workers and enhance their economy.

Apart from making orders, they can also place their promotions, events, news, etc.

They will even have a place of contact so that people can make claims or queries of all kinds.

So our goal is to create a web application to satisfy the user's vision and reduce workers' work.

To perform this application we will use HTML, CSS and JS, additionally we also planto use a JSON file to simulate as if you have a real database, so only by updating the file we will add or remove products in the wind or modify their price, and we will not have to modify HTML directly.

Target user profil·le

The first user we've ever thought will be a consumer on our website, would be a student profile, as the bar is located in a university. The user could be any student at the university, it should not be ruled out that he is not a student, he may be someone outside. But it is mainly oriented by a student from the same university.



The second type of user would be university professor. It would be a user who will mainly consume in the morning and lunchtime. Another type of user would be someone associated with the university or in passing.



Preliminary storyboard

Home:

A page in which the name goes, the time that will take it and a button to redirect us to the page where we'll make our order.

Order:

A page where it will be divided into different sections, such as sandwiches, menus, etc. We can ask for our order and make it in the shopping cart. (Always in the bar).

Promotions:

A page to see the different promotions there are, for example if you show the udg card and follow us on social media you have a chocolate triangle for one euro.

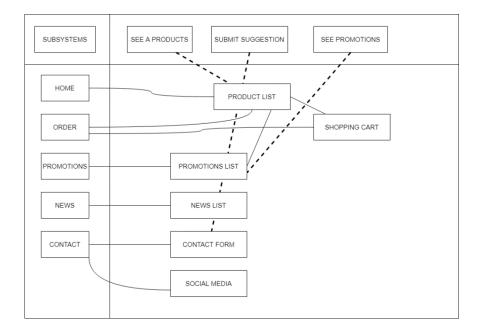
Events/Noticies:

A page in calendar format to view the different events that will occur. And also the various news about price rises or so on.

Contact:

A page to contact the company for different situations, such as making a complaint or suggestion, etc.

We will also place the location, our timetable and our social networks.



A first draft of the visual design

Figma:

https://www.figma.com/file/amHDlgVInt2fZ77AYYtDpe/Project?node-id=18%3A3

Home:

It's a little draft where we've been influenced by https://ubereats.com/es



The other pages will have a similar style:

≡ Cafè Facultat de Ciències

Hypermedia system: final hand-in

The first window that we will see will be the initial one, which refers to index.html. In this, the user will be asked to enter his name and the time when he will come to collect the product. If you do not enter any of the fields, you will not be allowed to continue with the command. They are two required fields.

Then, as the bar offers, you have the possibility to choose any product, or to make a menu. Any product will consist of three possible categories to choose from, be it a sandwich, drink or sweets. The menu will consist of three sections, first, second, dessert and drink. But we will explain all these sections below. The best-selling products will also be shown to us. They are static products, since we do not keep a count of how many are purchased, this could be an improvement in the future. These points refer to order.html.

In the case that we choose the option, free choice, it will take us to a section where we will have the possibility to choose between three categories, as we have mentioned before. This section can be found on the chose.html page. Promotions for that week will also be displayed.

We have three options to choose from: sandwiches, drinks, desserts.

All three work the same.

We will put the example of a sandwich, if we enter this section, we will be able to see all the sandwiches that the bar offers.

If we want to buy one, it will be as easy as clicking the basket button and we can see how it is automatically added to the general cart on the top right. If we click on the image, a modal will appear, where we can see the ingredients that this product contains.

If we had chosen the menu option, we will be asked to choose between a first, a second, a dessert and a drink. The first three are mandatory to choose one of the three in each section. The drink is optional. When you click pay, a modal will appear informing us that we have placed the order, and we will see that it has been added to the cart, at the top.

The cart gives us the option of being able to remove a product from the cart and process the order.

In case of deletion, it will no longer be displayed and it will be eliminated, in case you want to process the order, you will be sent to a page where you can confirm the changes and pay, the page is payConfirm.html. When paying, a page will be generated with the option to download where you can see your order and the reference number. With that reference number you can go to the bar to pick up your order. And finally you will be sent to the start window.

We can contemplate another section that will be the offers. Every month the bar launches offers for its followers, in that section you can see them.

Another section is the news section, where the bar can upload news about the bar.

And to end the contact, where a user can notify of their criticism.

A final draft of the visual design

