

# Preliminary hypermedia project 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 plan to 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 profile

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.



**Renee Gonzales**  
20/Girona/Student

**MOTIVATIONS**

CONVENIENCE	* * * *
PERSONALIZATION	* * * * *
SOCIAL	* * * * *

**GOALS**

- to learn a new language quickly
- meet people

**FRUSTRATIONS**

- lack of time
- on a tight budget

**BIO**  
Hi, i'm Renee, i'm in girona for Erasmus, i studi Computer Enginier and i love meet new people.

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.



**THOM TORRES**  
25, teacher, Science,

**MOTIVATIONS**

- External incentives
- Positive self-image
- Curisity

**GOALS**

- Classroom Management
- Improve Learning
- Inspiring Students

**FRUSTRATIONS**

- Don't teach well

**BIO**  
Hi, i'm Thom, I'm a teacher at the University of Girona, the science degree.

# 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.

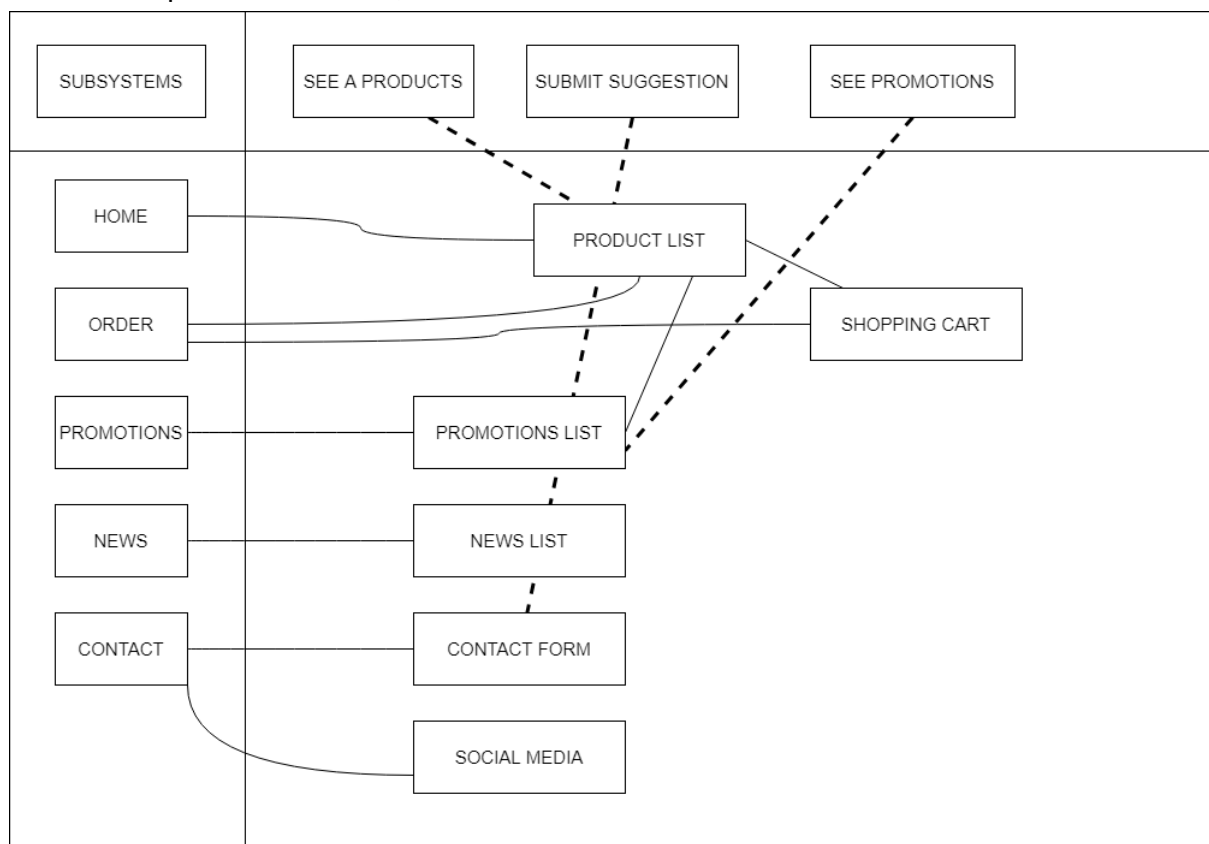
## Events/Noticies:

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:

