

Human Computer Interaction Final Project

M. Alfin Rizqullah (2502036842)
Pandya Limawan (2502022433)

Binus University International

Human Computer Interaction

Table of Contents

Background	3
1.1 Problem	3
1.2 Objective	3
Design	4
2.1 Storyboard and User Persona	4
2.2 UML Diagram	6
Test Case	7
Video	8
References	9

1. Background

1.1 Problem

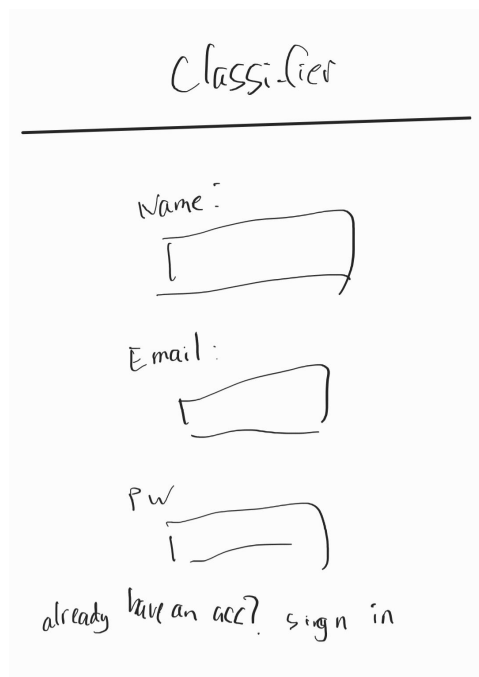
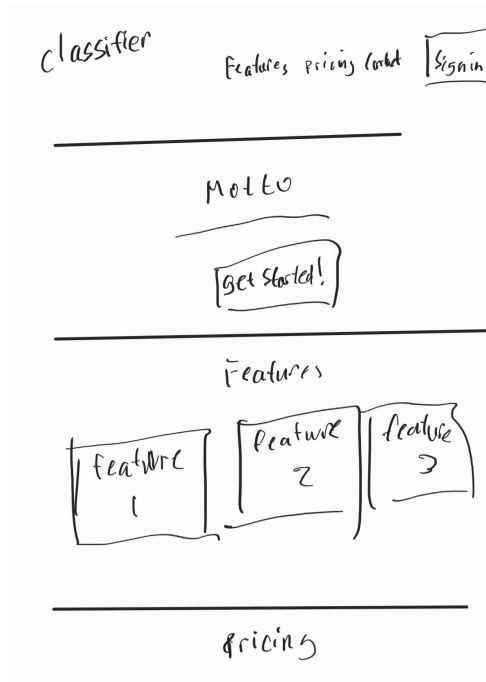
Everyday life can be tough, everyone has their own goal and job. Not only that, with the development of technology, the needs in our daily life also increases. With this, the demand to have a certain item also grows. Everyone has a lot of items everywhere. This causes problems towards themselves on a daily basis. Unfortunately, with how busy everyone is with their life, time to organise is limited. Making a very uncomfortable living state living in a disorganised place. The Problem can occur on everyone, especially people who are very busy.

1.2 Objective

By looking at the problems everyone is facing, we decided to make a technology that makes life easier. We are developing our app in order to help people who are having trouble in their daily life, struggling to remember where they keep their belongings. Our goal is to eventually be able to help everyone with this problem. In order to achieve our goal, we have an idea that will be perfectly functional and effective. Our image for the app is to be simple yet efficient, so the users are able to understand what the app is all about and be able to implement this app into their daily life. While having an idea of the app, we need to have a target audience. We mainly look for someone with a lot of stuff going on in their lives, a group of workers with items in their lives that they cannot keep track of what they own. Also for borrowing business owners, such as libraries to easily keep track of their books borrowed by their customers. But other than that, of course, we are open to everyone who wants to use our application other than the main target audience.

2. Design

2.1 Storyboard and User Persona



Name: Grace

Grace, 19 is an undergraduate who lives with her friend in a dorm house. Very busy with college and part-time job.

Needs

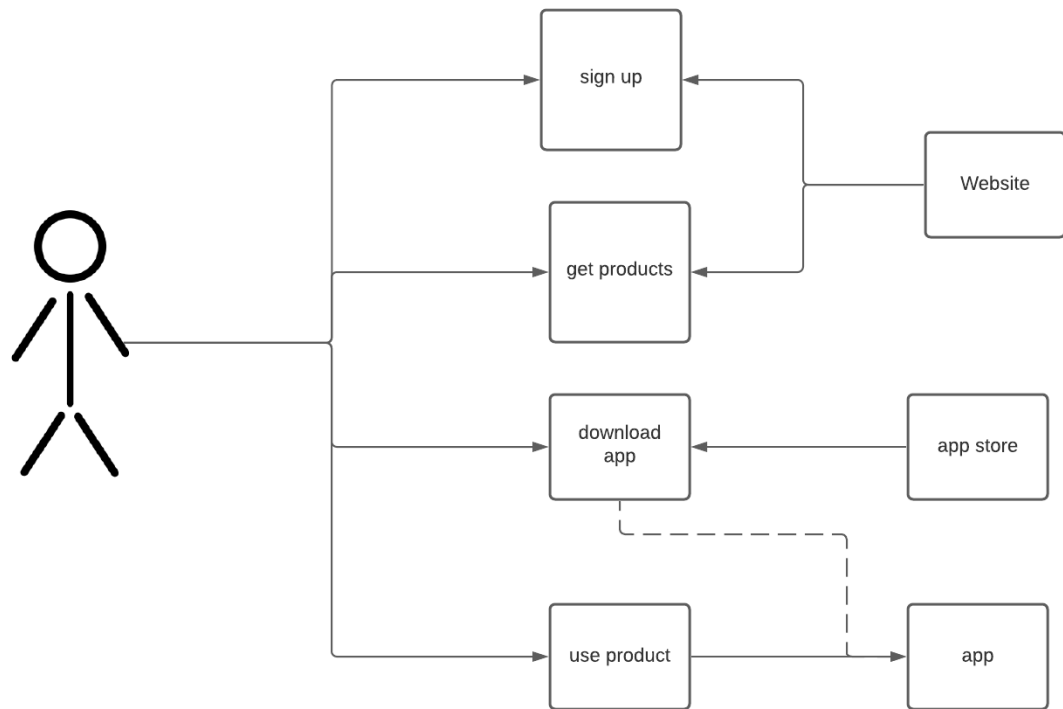
*Have a good living space
Organized items (books and tools)*

Frustration

*Lost her stuff a lot, especially get mixed up with her roommate.
Not being able to find her belongings, sometimes it get lost on library and her workspace.*



2.2 UML Diagram



3. Test Case

Test ID	Test Case Description	Test Step	Expected Result	Actual Result	Status (Pass/ Fail)
1	Enter a valid username and password	Click sign in Enter 'testing' as the username Enter '12345678' as the password	Login successful	Login successful	pass
2	Enter an invalid username and password	Click sign in Enter 'test' as the username Enter 'password' as the password	Invalid username/pass word	Invalid username/ password	pass
3	Enter a valid username and an invalid password	Click sign in Enter 'testing' as the username Enter 'password' as the password	Invalid username/pass word	Invalid username/ password	pass
4	Enter an invalid username and a valid password	Click sign in Enter test' as the username Enter '12345678' as the password	Invalid username/pass word	Invalid username/ password	pass

4. Video

On github

5. References

Images:

<https://perfectbeauty.id/beautytalk/makeup-anak-kuliah-anapa-saja-produk-yang-perlu-dibeli/asian-college-student/>

<http://www.stickpng.com/cat/people/stick-figures?page=1>

<https://cdn.aarp.net/content/dam/aarp/home-and-family/personal-technology/2020/02/1140-phone-app-hand.jpg>

<https://i.pinimg.com/originals/5c/ec/85/5cec85ff2811c5c1bb559661b90a7e08.jpg>

<https://img.gadgethacks.com/img/81/85/63707831016388/0/set-reminders-alert-you-particular-day-time-ios-13.1280x600.jpg>

https://fiverr-res.cloudinary.com/images/q_auto,f_auto/gigs/127175898/original/59140e831a0eb960fc0c96074db5d2babb5da622/create-all-kinds-of-barcode.jpg