Object-Oriented Analysis and Design Laboratory

Session 5: User Interface

Project name: Easy Wallet

System Analyst: Sirapop Issariyodom 58090041

Project Owner: Thanakorn Tragoonrungsi 58090017

1.) Personas

1.1)

Name: Mek

User group: Teenager

Background: 20 years old software engineering student

Motto: "Technology is everywhere"

Use case: Pay the payment

Mek is a teenager who love technology. He tries to involve technology in to his life. He believes that technology can increase the performance and reduce the using time. So, he thinks that if he can pay everything through his smart phone. He has only show hid QR code from easy wallet application to others who sell the product or service, then he paid.

1.2)

Name: Toy shop

User group: Shop which sell product or service

Background: The shops which want to increase the choice to receive the money from customer, show promotion, and advertise themselves

Motto: "The customer comes first."

Use case: Create payment

X is the shop which try its best to take care the customers, it increases the payment choice for its customers. So, the easy wallet application is the one of selected way. X can create the payment by input the information of product or service, then scan the QR code of the customers. After that, waiting for confirmation from the customer.

2.) Sketch UI

Please, check at mybalsamiq application. There are 3 types of main user interface of each type of users (users and shop partner). So, there are 6 main pages. Others are the user interface which create for scenario.

3.) Story board of the scenario

Paying the transaction scenario

Waiting for others user scan this QR code

Start/End

Pay

cancel

cancel

After QR code was scan by other

After user verify

cancel

confirm

No

Okay

Yes