

NELSON MANDELA UNIVERSITY

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School of Information Technology

IITP102

Bachelor of Information Technology (BIT)

4 October 2021

Task2: Requirements and Quick Design

Compiled by

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PLAGIARISM DECLARATION

1. I know that plagiarism means taking and using the ideas, writings, works or inventions of another as if they were one's own. I know that plagiarism not only includes verbatim copying, but also the extensive use of another person's ideas without proper acknowledgement (which includes the proper use of quotation marks). I know that plagiarism covers this sort of use of material found in textual sources and from the Internet.

2. I acknowledge and understand that plagiarism is wrong.

3. I understand that my research must be accurately referenced. I have followed the rules and conventions concerning referencing, citation and the use of quotations as set out in the Departmental Guide.

4. This assignment is my own work, or my group's own unique group assignment. I acknowledge that copying someone else's assignment, or part of it, is wrong, and that submitting identical work to others constitutes a form of plagiarism.

5. I have not allowed, nor will I in the future allow anyone to copy my work with the intention of passing it off as their own work.

Name.....Ryan Lightfoot..... Student #...223013498.....

Signed



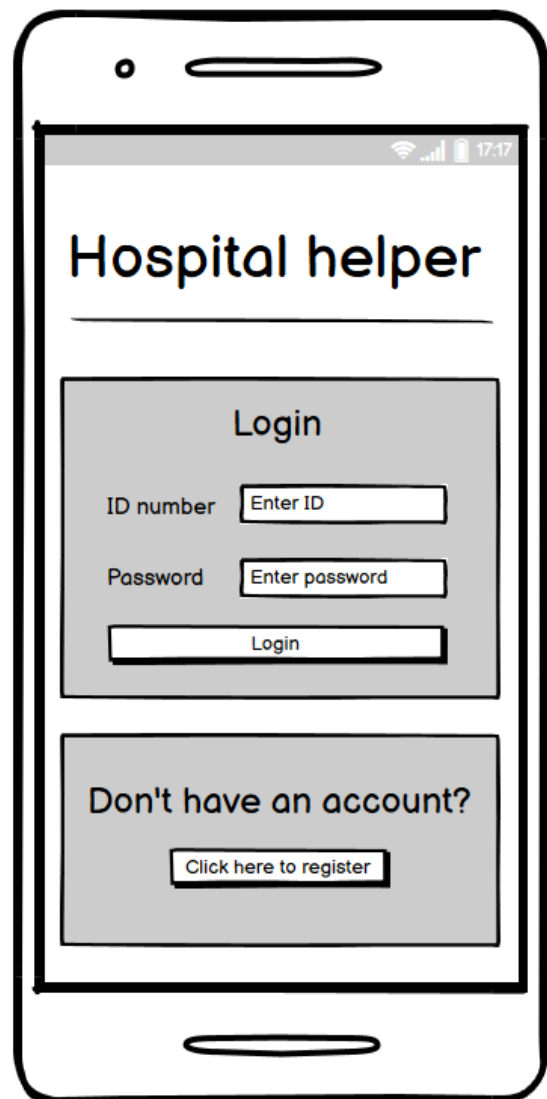
3 October 2021

Date

Login screen

The login and the password edits are a functional requirement that allows a user to input their login and password details into the program to check whether their information is correct. The Login and register buttons also fall under the functional requirements. The login button checks whether the data provided is correct and makes an action accordingly. The register button proceeds the application to a new screen where the user can register.

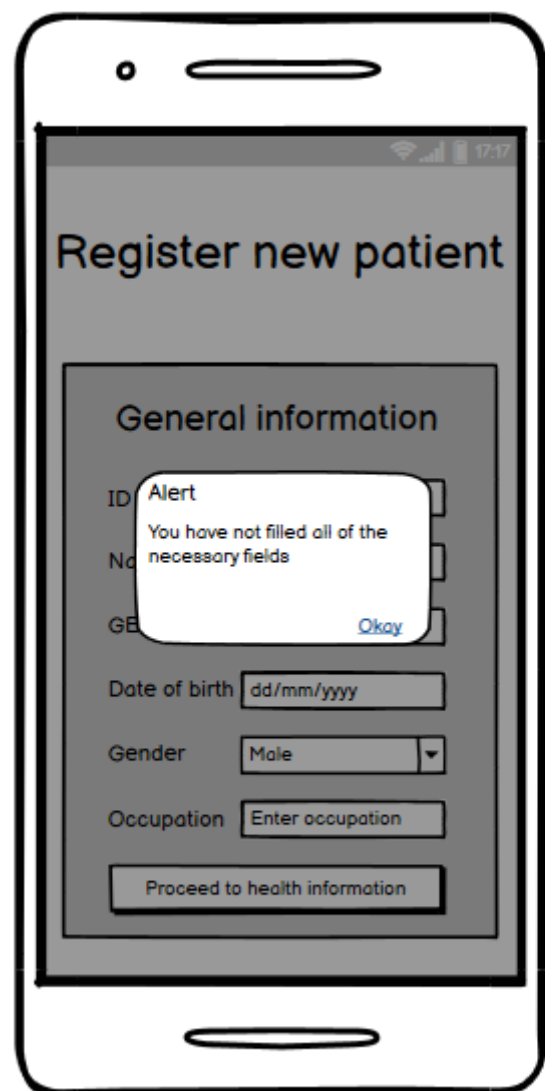
The login and password edit also include (non-functional requirements) default text which allows the user to see which edit to put the specific login details.



Login Alert

The alert notification is a functional requirement as it tells the user that the information entered is incorrect and function as loop feedback until valid information is entered. By the user pressing okay it tells us that the user has read and understood the alert.

The background is non-functional as the background features are shaded which brings the users attention to the alert box.



Register new patient

The register now patient page is an important page as it allows the user to enter all the required information to complete registration and create an account that can be then accessed through the login section of the first page for future use with all the information stored.

The functional requirements on this page are the edits, drop down lists and checkboxes which allows the user to enter in their information for the application to store and use at a later stage.

The non-functional requirements are in this page the labels which allows the users to identify the different categories of information that must be entered, the boxes surrounding each section helps to clarify on what is inside each category, the default text that allows the user to easily identify which edit belongs to which label, and the disabled labels and edit components in the financial information section which will only enable if the medical aid checkbox is selected. This makes sure that the user has medical aid before making them inefficiently enter information.

Register new patient

General information

ID number

Name

GEMS no.

Date of birth

Gender ▼

Occupation

Email

Health information

Allergies

Illnesses

Medications

Do you smoke? ☐

Financial information

Do you have medical aid? ☐

membership

Provider

Password

Password

re-enter

Q W E R T Y U I O P
A S D F G H J K L
↑ Z X C V B N M ↵
123 🔊 🔊 space return

Register new patient alert

The alert notification is a functional requirement as it tells the user that the information entered is incorrect and function as loop feedback until valid information is entered. By the user pressing okay it tells us that the user has read and understood the alert.

The shaded background is a non functional requirement which brings the users attention to the alert box by implementing contrast.

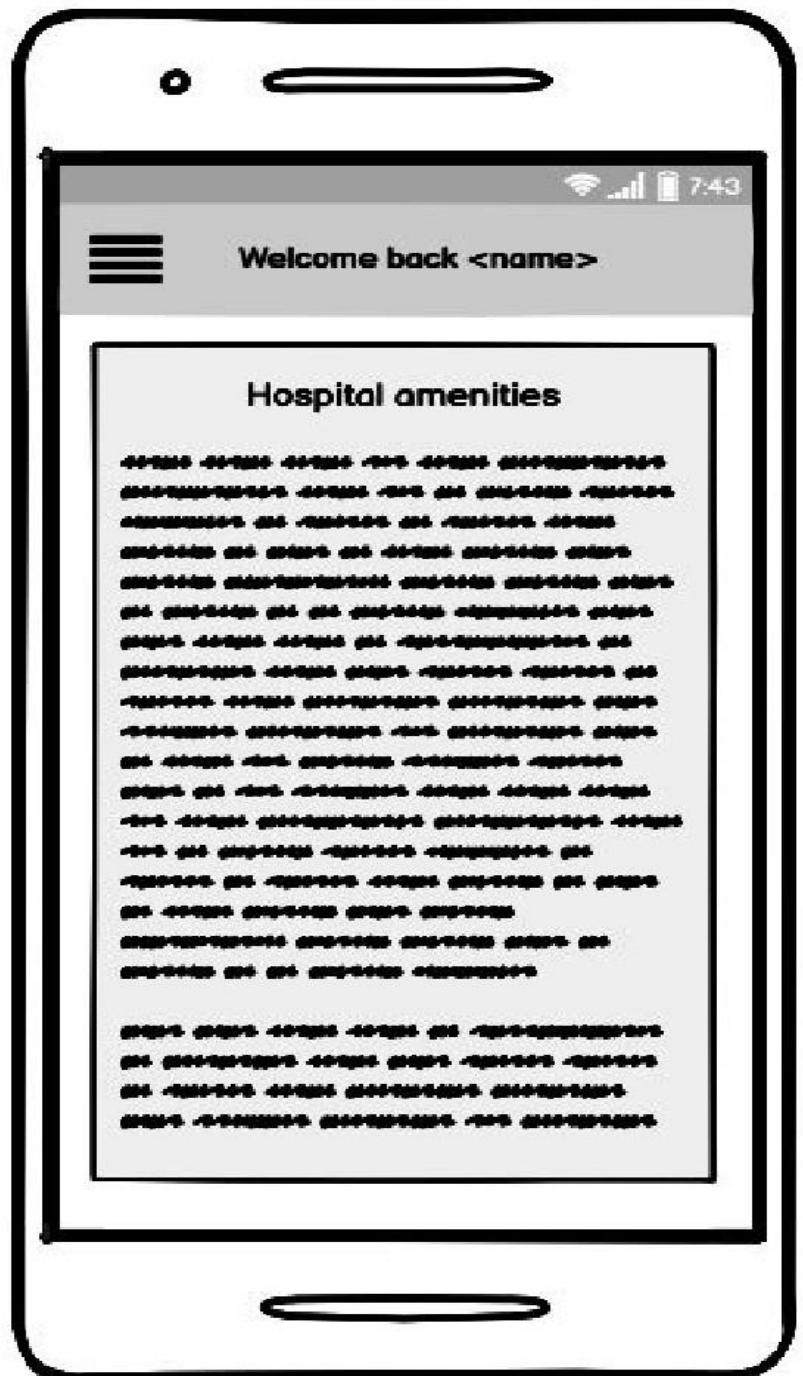
The image shows a mobile application interface for 'Register new patient'. The screen has a dark grey background. At the top, the title 'Register new patient' is displayed in white. Below the title is a form titled 'General information' in white text. The form contains several fields: 'ID' (with a value 'Alert'), 'Name' (with a value 'No'), 'Gender' (with a value 'Male'), 'Date of birth' (with a value 'dd/mm/yyyy'), and 'Occupation' (with a value 'Enter occupation'). There is a 'Proceed to health information' button at the bottom of the form. An 'Alert' dialog box is overlaid on the form, containing the text 'You have not filled all of the necessary fields' and an 'Okay' button.

Home page

This page is the home page which is the central location of the cellphone application. The text under hospital amenities helps the user find out more about the hospital.

The functional requirement on this screen is the four-line button on the top left of the screen which allows users to see all the different sections and easily access them. This functional component is used throughout the application

The non-functional requirements on this screen includes the “Welcome back <name>” text which will display the users name on the top label which allows the user to see who is currently logged in and the label inside the box helps to tell the user what information is being displayed inside the box.

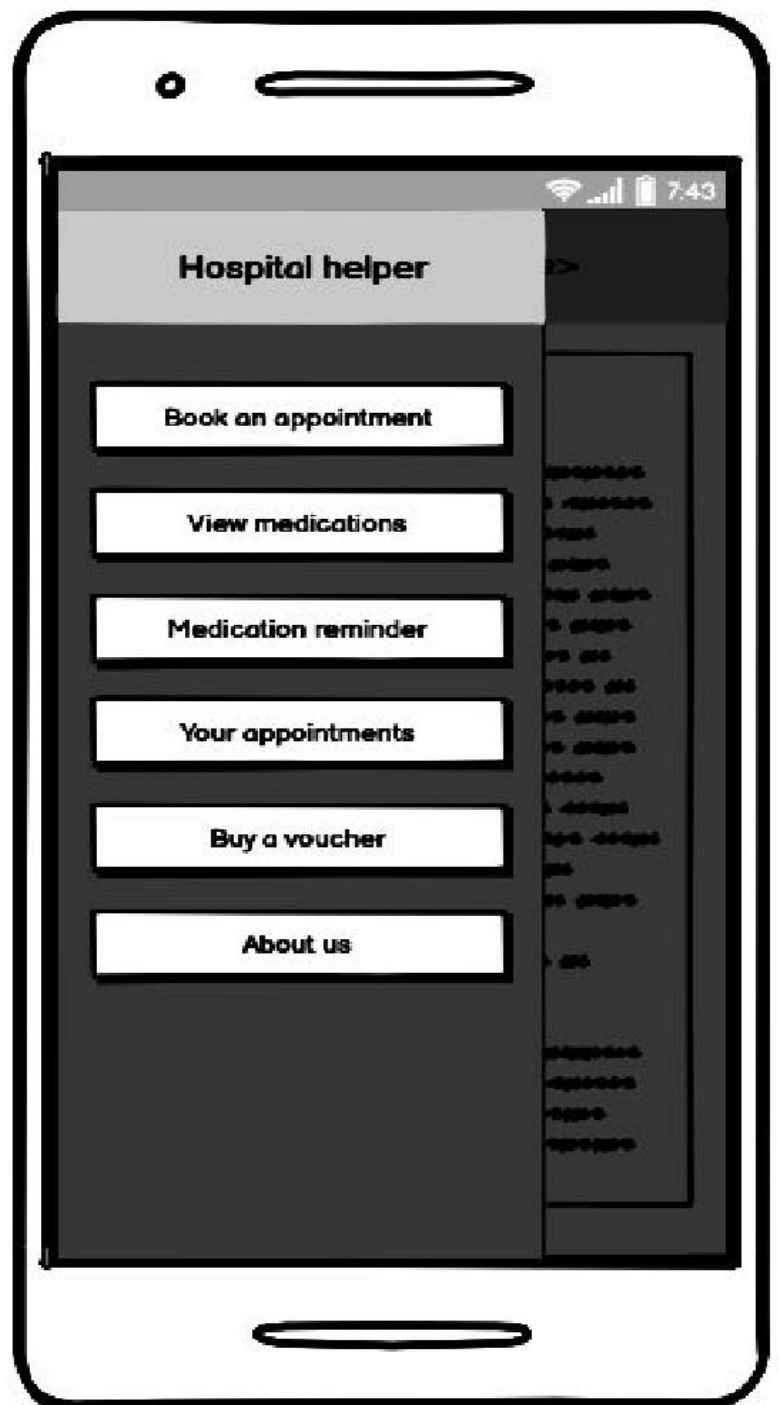


Home page expansion

This screen shows what happens when the user presses on the four-line button at the top left of the screen.

The functional requirements of this list of buttons are that they take the user to the pages that the user selects. This allows the application to function and carry out different sections.

The non-functional requirements on this page consist of the shaded background which allows the buttons to stand out to the user and to make the user not focus on the information displayed on the behind this slide out tab and because the buttons are the brightest thing on the page the user will automatically focus on that followed by the second brightest area, the heading.



Booking an appointment

This screen is showed if the booking an appointment option is selected from the four-line button symbol in the top left. This screen is used to set appointments with a health practitioner either physically or virtually. If virtual appointment is selected then the application will take you to the pay screen to pay for the session which will be shown later.

The functional requirements on this page include the drop-down list where you can select the type of service, The cellphone edit where you will enter your cellphone number, the calendar edit which allows you to select a date a, reserve a bed and terms and conditions checkboxes. These all allow the user to enter input on when they would like to schedule their appointment.

The non-functional requirements on this screen includes the text underneath the reserve a bed checkbox which informs the user that reserving a bed costs a fee, the drop down list which only allows the users to input a set list of options, the default text on the edit so the user knows what edit corresponds to the label, the calendar edit which helps the user select a valid date, the time drop down list which only allows the user to select a time that appointments are available, the link to view the terms and conditions for those who would like to read what they are agreeing to.

The image shows a mobile application interface for booking an appointment. The screen is titled "Booking an appointment" and features a hamburger menu icon in the top left corner. The form includes the following elements:

- Type of service:** A dropdown menu currently set to "Physical appointment".
- Cellphone no.:** A text input field with the placeholder text "Enter cellphone".
- Select a date:** A text input field with the placeholder text " / /" and a calendar icon.
- Select a time:** A dropdown menu currently set to "7:00".
- Would you like to reserve a bed?:** An unchecked checkbox. Below it, a note states "note bed reservations costs a fee".
- Do you accept our T&C's:** An unchecked checkbox.
- View our T&C's:** A link labeled "here".

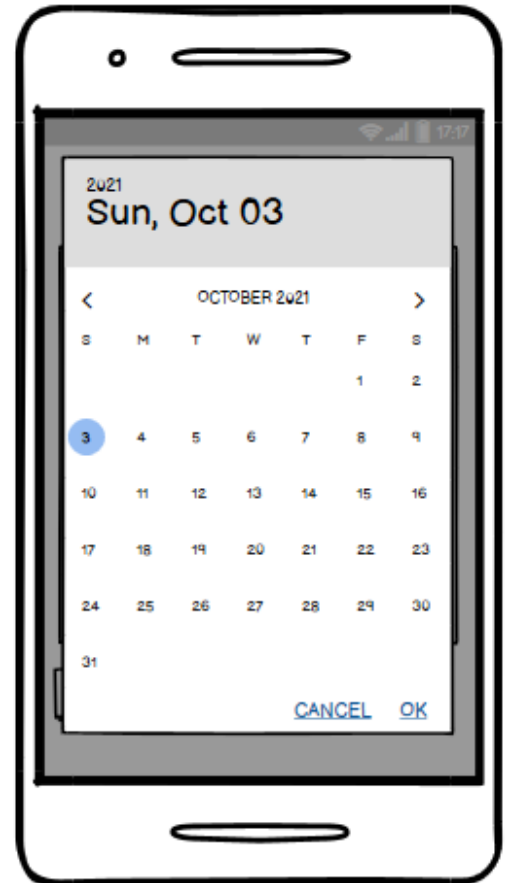
Below the form is a "Book appointment" button. At the bottom of the screen, there is a virtual keyboard with letters, numbers, and special keys.

Booking an appointment calendar

This screen pops up when the calendar edit is selected and will only show the dates that users can book an appointment with practitioners.

The functional requirements on this page includes the dates that can be selected by the user and only the valid dates will be available to select in the final product, the CANCEL link allows the user to back out of this tab and revert the edit to the previous entry and the OK link allows the user to confirm that date into the edit.

The non-functional requirements include the shaded background which allows the user to focus on the calendar which is displayed and not focus on the information displayed behind, the blue circle which shows what date is currently selected and the big label at the top which allows the user to see what date, time and year is currently selected, the month arrows allows the user to navigate different months and the grid like day system allows the user to select the exact day of the month and easily see what day of the week it is.



Terms and conditions

This page is what is displayed once the terms and conditions link is pressed.

The functional requirements on this page is the back button in the top left which allows the user to go back to the “booking an appointment” page and the information displayed also informs the user what the terms and conditions are such as the booking can be cancelled at any time.

The non-functional requirements on this page include the light area at the top of the screen which allows the back button and the heading to stand out as it allows the user to know where they are and how to get back.



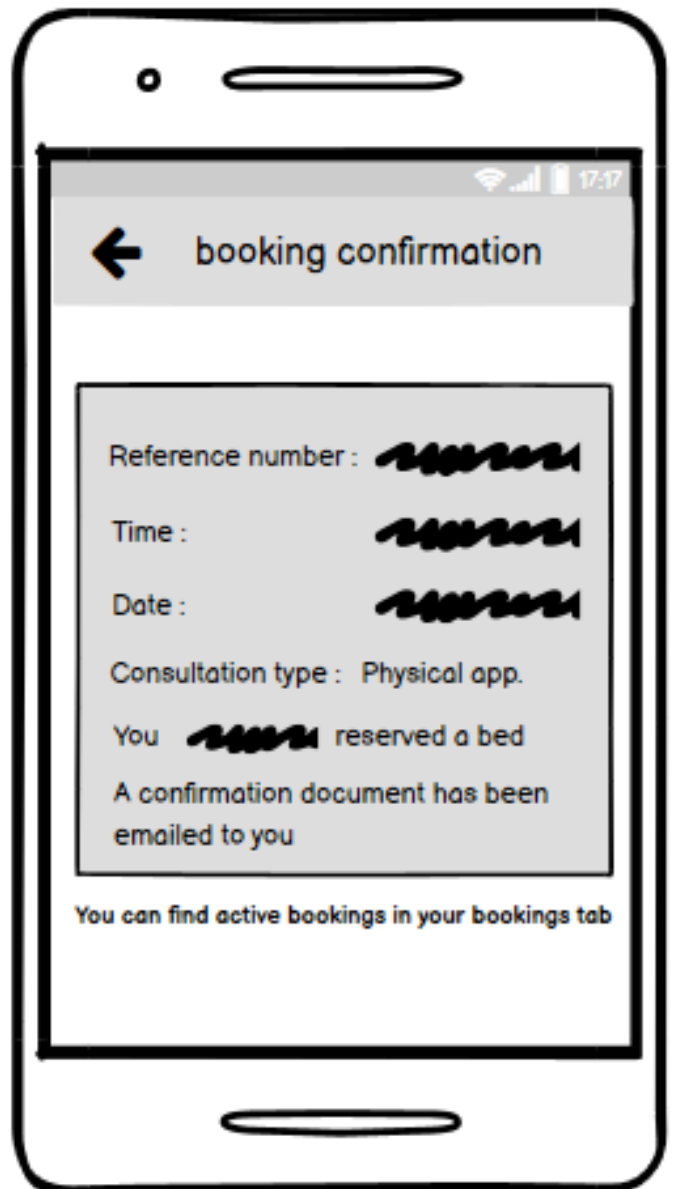
Booking confirmation

Physical

This page shows the booking confirmation details once an appointment has been booked. This instance is the physical appointment information

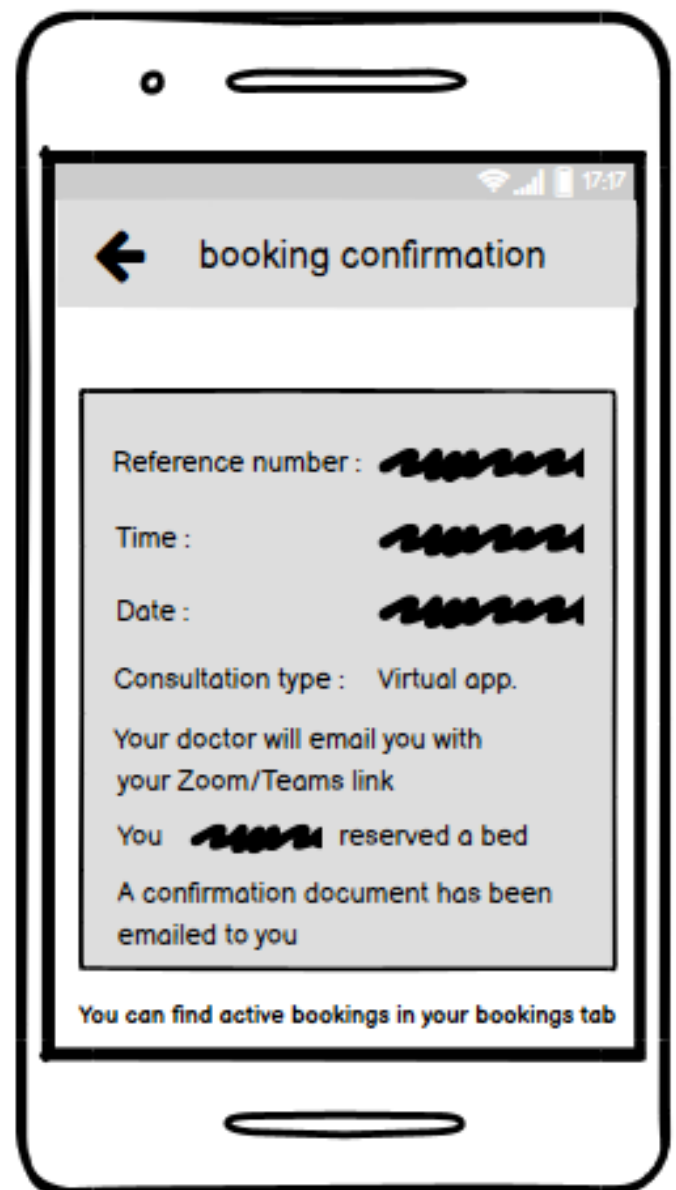
The functional requirements on this page includes the back button at the top left of the page which will take the user back to the homepage and the information displayed on this screen which allows the user to know where and when to be for their appointment.

The non-functional requirements on this page includes the top section of the screen colour and the details of the appointment colour which tells the user visually that the information inside these section are of the same importance, there is also an extra bit of information displayed under to tell the user where they can find their appointments other than their email confirmation.



Booking confirmation Virtual

This is the same screen as the previous, yet this is what is displayed if the user selects virtual appointment. The difference here is that there is information displayed that informs the user that the Zoom/teams link shall be emailed to them.

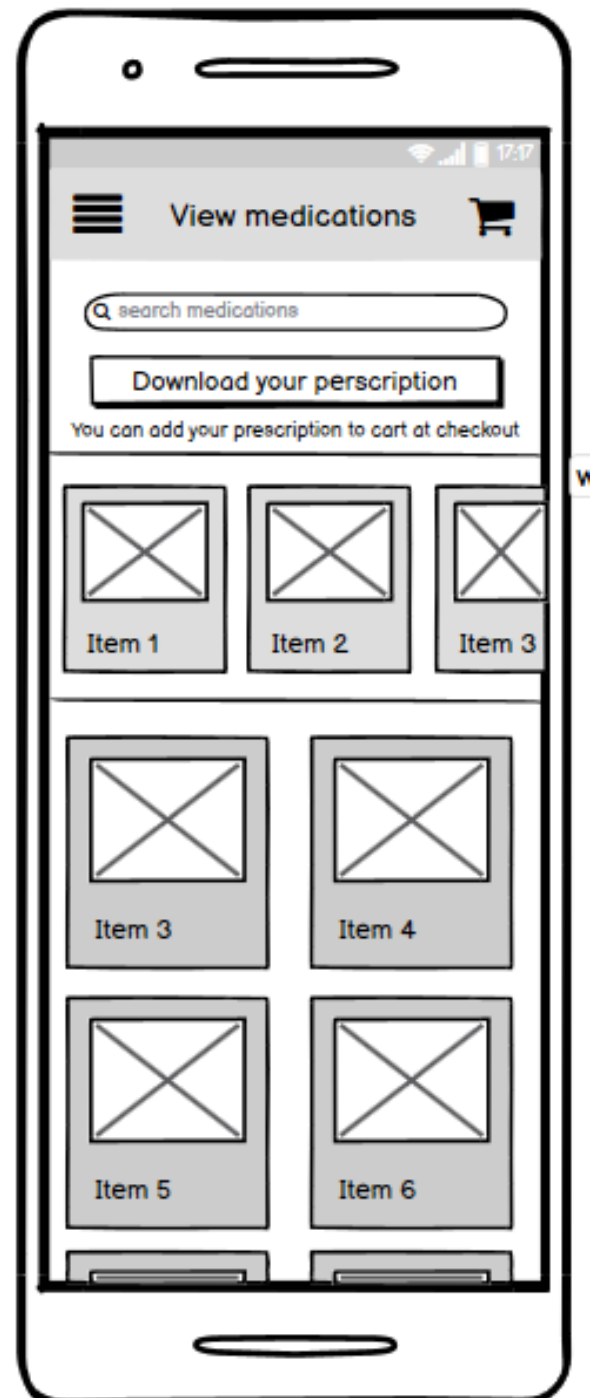


View medications

This is the page that the application takes the user to when the view medications button is selected from the four-line button symbol in the top left of the screen. This section is where you can order medication, download your prescription, or view medication details.

The functional requirements of this screen includes the download prescription button which allows the user to download their prescription that their doctor has uploaded onto the application, the search medications search component helps the user find their desired medication and the shopping cart button logo in the top right which allows the user to view their cart.

The non-functional requirements of this screen includes the dark background of each medication item which emphasizes each item, the label under the download prescription button makes the user aware that they can order their prescribed medication when they checkout, the top three items are in a slider which slides to the right and shows recommended items for the user, if the user scrolls down then they can view all items sorted alphabetically and the images shown with each item also helps the user identify what they are looking for.

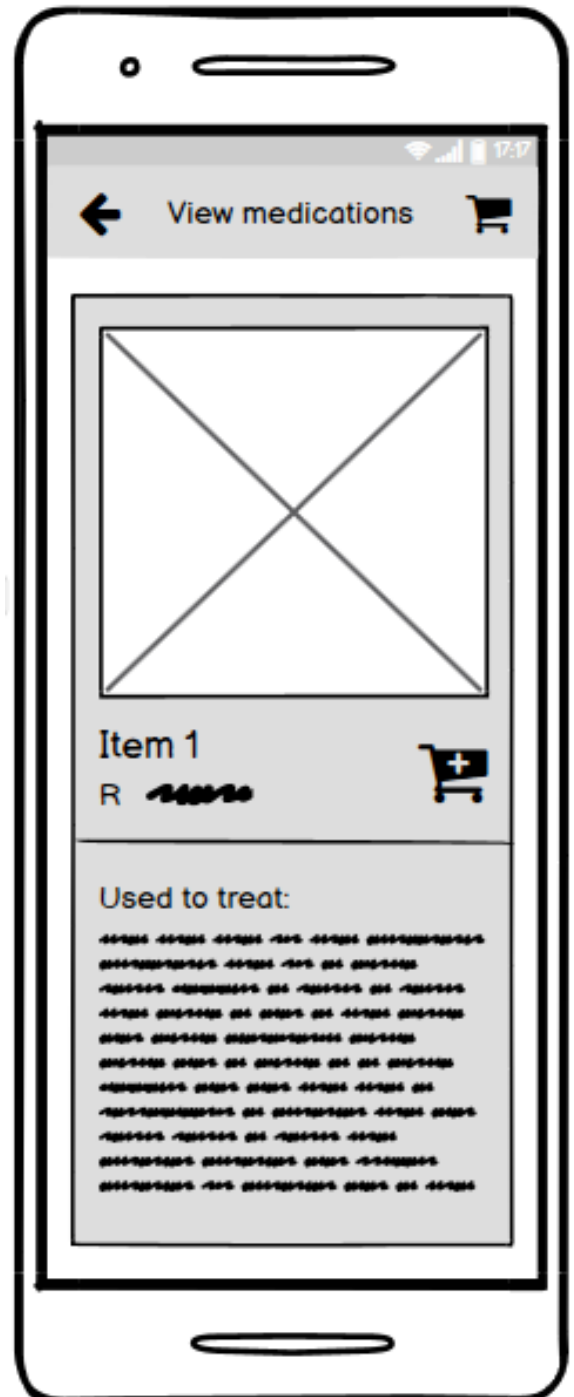


View medications expanded

This screen is displayed when one of the items is pressed in the view medication section of the application. This screen allows you to view details and even add the item to your cart.

The functional requirements of this screen includes the shopping cart in the top right that allows you to view your cart, the back button in the top left that allows you to move back to the “View medications” screen and the plus cart button allows you to add this item to your cart.

The non-functional requirements for this screen is the picture to show the user what the item looks like, the labels under the picture which shows the Item name and price and the details which explains in depth when to use the product and how to use the product.

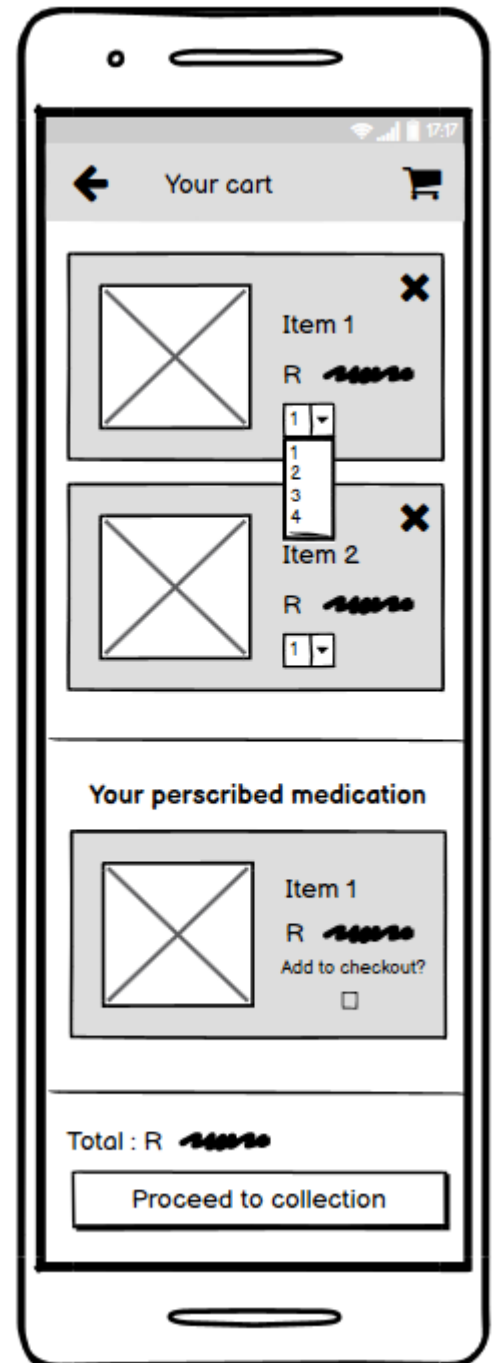


Your cart

This screen is where you can view your cart, add your prescribed medication to cart and proceed to collection.

The functional requirements on this page include the drop-down list that allows the user to select the amount of the item they would like to order, the back button in the top left takes the user back to the “view medications” page, the checkbox that adds prescribed medication to the checkout, the total amount that you must pay and it calculates on what is in your cart and the proceed to collection button which allows the user to proceed to the collection/delivery page.

The non-functional requirements on this page includes the price being displayed next to each item so you know what each item costs, the high rule lines separating each section, the labels which tells the user what is in the section.



Collection

This screen is where the application takes you when you click the proceed to collection button at the end of the “your cart” page. This screen allows the user to specify how they would like to receive their ordered medication and where it must go if delivered.

The functional requirements on this page includes the collection method which specifies if the user would like to collect the medication on site or have it delivered to their address, the back button in the top left takes the user back to the “your cart” page, the edits takes input of the users address to tell where the medication must be delivered and the proceed to payment section must take the user to the payment screen.

The non-functional requirements on this page includes the default values which allows the user to see which label corresponds to which edit and if collect onsite is enabled then the edits will be disabled as they are not needed.

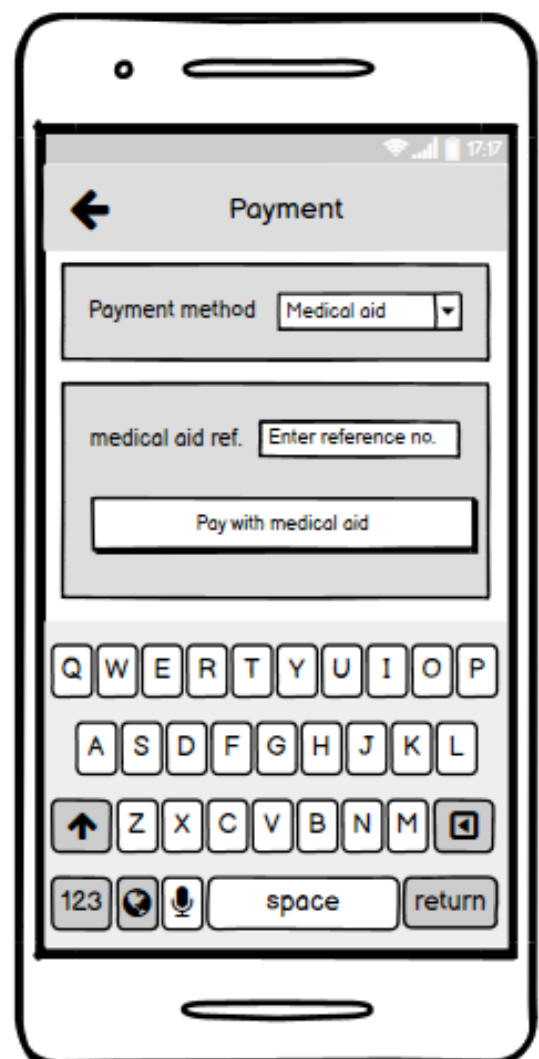
The image shows a mobile application interface for a 'Collection' screen. The screen has a white background with a grey header bar. In the header, there is a back arrow on the left and the title 'Collection' on the right. Below the header, there is a form with several input fields. The first field is 'collection method', which is a dropdown menu currently showing 'Delivery'. Below this dropdown, there is a list of options: 'Delivery' and 'Collection onsite'. Below the dropdown is a section with five input fields: 'Street name' (placeholder: 'Enter street name'), 'Suburb' (placeholder: 'Enter suburb'), 'Code' (placeholder: 'Enter code'), 'City/Town' (placeholder: 'Enter city/town'), and 'Province' (placeholder: 'Select province'). Below these fields is a button labeled 'Proceed to payment'. At the bottom of the screen, there is a QWERTY keyboard with a microphone icon and a 'space' button.

Payment medical aid

This screen allows the user to pay on the application. The user has three choices of payment and each choice changes the payment screen.

The functional requirements on this screen includes the drop down list which allows you to choose between Medical aid, Voucher and Credit card, the back button in the top left takes the user back to the “collection” page, the square section below the drop down list changes and allows the user to only enter the appropriate information into the edits specified by the chosen option in the drop down list and the pay with medical aid button gives the user a confirmation alert then takes them back to the home page.

The non-functional requirements on this screen includes the default values which shows the user which edit corresponds to which label.



Payment Credit/debit card

This screen allows the user to pay on the application. The user has three choices of payment and each choice changes the payment screen.

The functional requirements on this screen includes the drop down list which allows you to choose between Medical aid, Voucher and Credit card, the back button in the top left takes the user back to the “collection” page, the square section below the drop down list changes and allows the user to only enter the appropriate information into the edits specified by the chosen option in the drop down list and the pay with medical aid button gives the user a confirmation alert then takes them back to the home page.

The non-functional requirements on this screen includes the default values which shows the user which edit corresponds to which label.

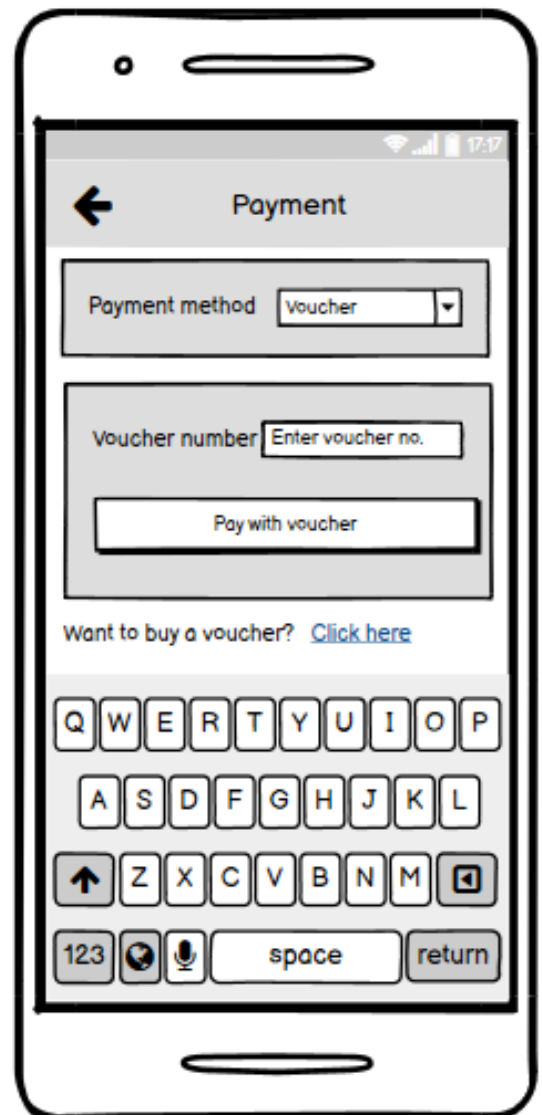
The image shows a mobile application interface for a payment screen. The screen has a title bar with a back arrow and the word "Payment". Below the title bar is a "Payment method" dropdown menu currently set to "Credit/debit card". The main content area contains several input fields: "Name on card" with a placeholder "Enter name", "Card number" with a placeholder "Enter card number", "Expiry month" with a dropdown menu showing "1", "Expiry year" with a dropdown menu showing "2021", and "CVV" with a placeholder "Enter CVV". Below these fields is a "To pay:" label followed by a stylized signature. At the bottom of the form is a button labeled "Pay with credit card". A virtual QWERTY keyboard is visible at the bottom of the screen.

Payment Voucher

This screen allows the user to pay on the application. The user has three choices of payment and each choice changes the payment screen.

The functional requirements on this screen includes the drop down list which allows you to choose between Medical aid, Voucher and Credit card, the back button in the top left takes the user back to the “collection” page, If the user doesn’t have a voucher and would like to buy they can click the Click here link which will take them through buying a voucher then return them to this screen. the square section below the drop down list changes and allows the user to only enter the appropriate information into the edits specified by the chosen option in the drop down list and the pay with medical aid button gives the user a confirmation alert then takes them back to the home page.

The non-functional requirements on this screen includes the default values which shows the user which edit corresponds to which label.



Buying a voucher

When buy a voucher option is clicked either in the homepage section menu area or at the payment area the user will be taken here and they will be able to buy a voucher here.

The functional requirements on this page includes the drop down list which specifies the vouchers available to buy and other information, the back button in the top left will take the user back to the “payment” screen or the “home page” screen if not accessed through the payment screen, the edits which allows the user to enter their card information, the label which informs the user how much they shall pay and the pay with credit card button which will display a confirmation message and the user will be taken back to the homepage.

The non-functional requirements on this page includes the drop down lists only including valid input, the edits default text which allows the user to see which labels correspond with which edits.

The image shows a mobile application interface for purchasing a voucher. The screen is titled "Buying a voucher" and includes a back arrow in the top left corner. The interface contains the following elements:

- Voucher amount:** A dropdown menu with options 100, 200, and 1000.
- Name on card:** An input field with the placeholder text "Enter name".
- Card number:** An input field with the placeholder text "Enter card number".
- Expiry month:** A dropdown menu with the option 1.
- Expiry year:** A dropdown menu with the option 2021.
- CVV:** An input field with the placeholder text "Enter CVV".
- To pay:** A label followed by a stylized card graphic.
- Pay with credit card:** A button at the bottom of the form.

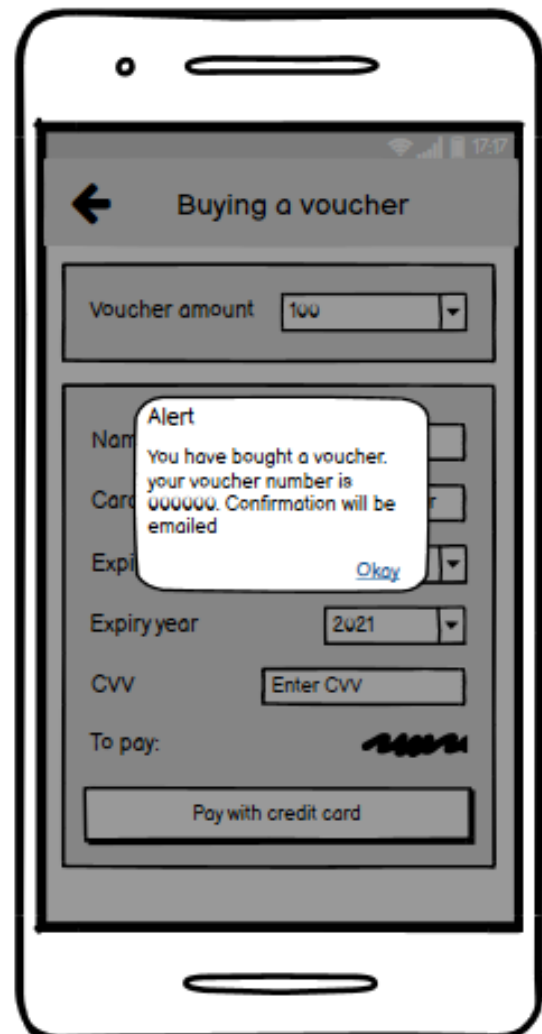
A virtual keyboard is displayed at the bottom of the screen, showing keys for QWERTYUIOP, ASDFGHJKL, ZXCVBNM, and 123, space, and return.

Buying a voucher alert

This alert is displayed when the user buys a voucher.

The alert notification is a functional requirement as it tells the user that the voucher was bought successfully. By the user pressing okay it tells us that the user has read and understood the alert. After pressing okay the user will be taken back to the homepage.

The background is non-functional as the background features are shaded which brings the users attention to the alert box.

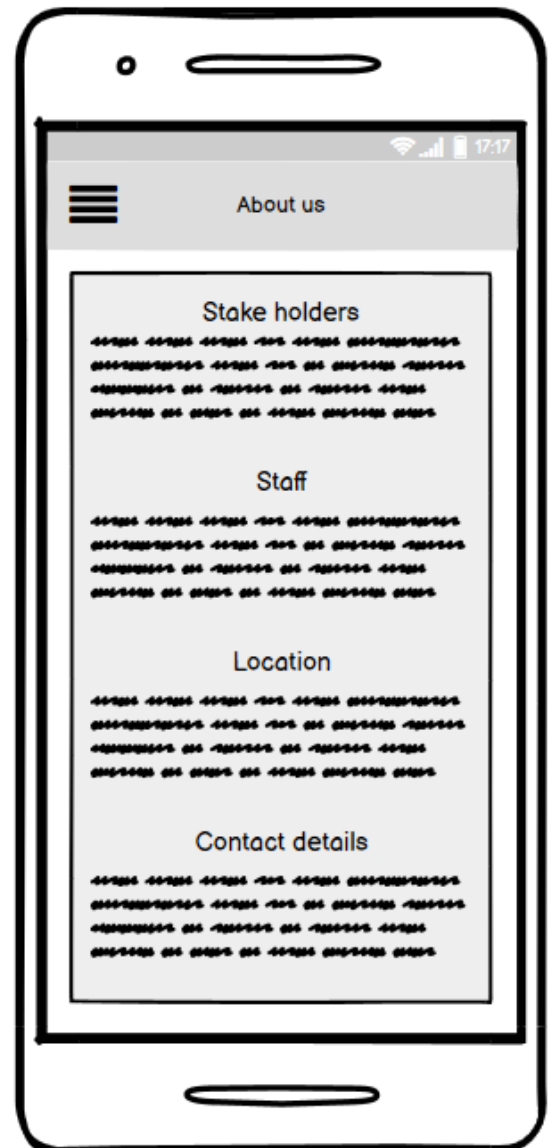


About us

This page is the about us page. Users can use this page to find out more about the hospital.

The functional requirement on this screen is the four-line button on the top left of the screen which allows users to see all the different sections and easily access them. This functional component is used throughout the application

The non-functional requirements on this screen includes the label inside the box helps to tell the user what information is being displayed inside the box at each paragraph section.

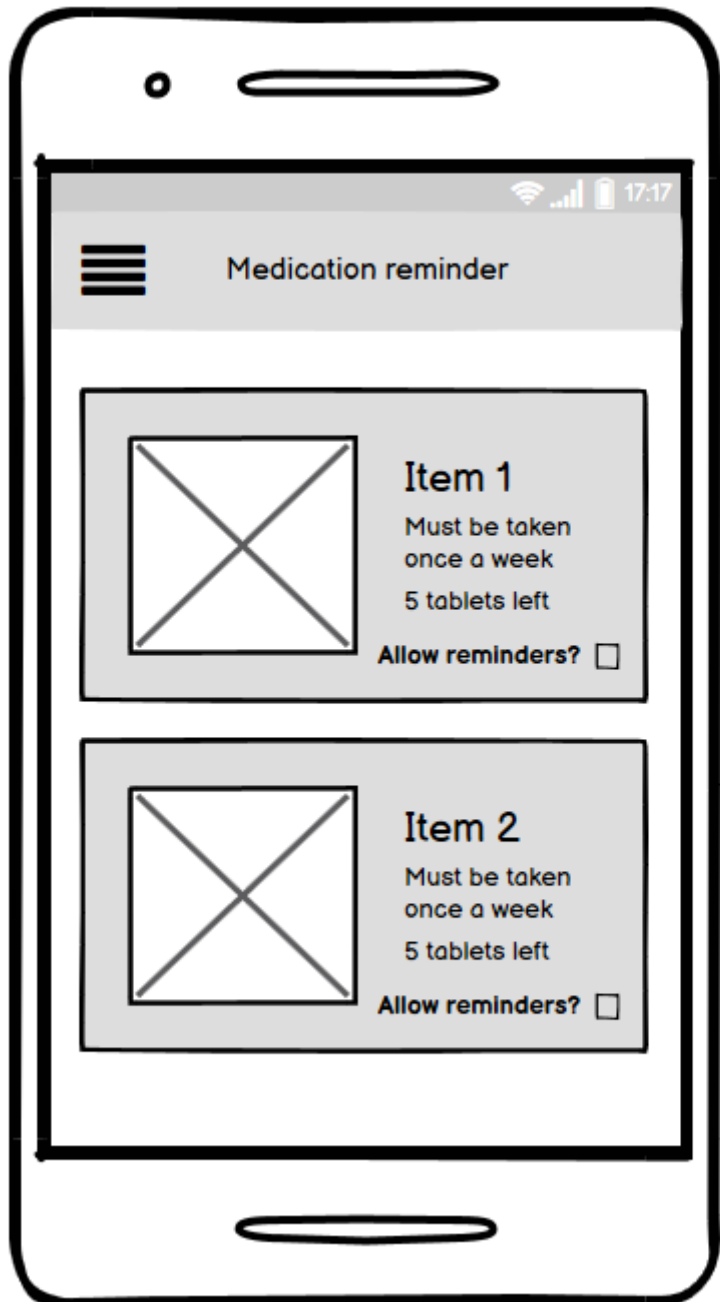


Medication reminder

This screen is the medication reminder screen which allows users to set a reminder for when they must take their prescribed medication. This screen is accessed through the menu.

The functional requirements on this screen is the four-line button on the top left of the screen which allows users to see all the different sections and navigate to them and the allow reminders checkbox that will allow the users to allow reminders for those items.

The non-functional requirements on this screen includes the items names which helps the users identify the medications they want to select, this is also applied to the images that accompany the labels and the extra details.

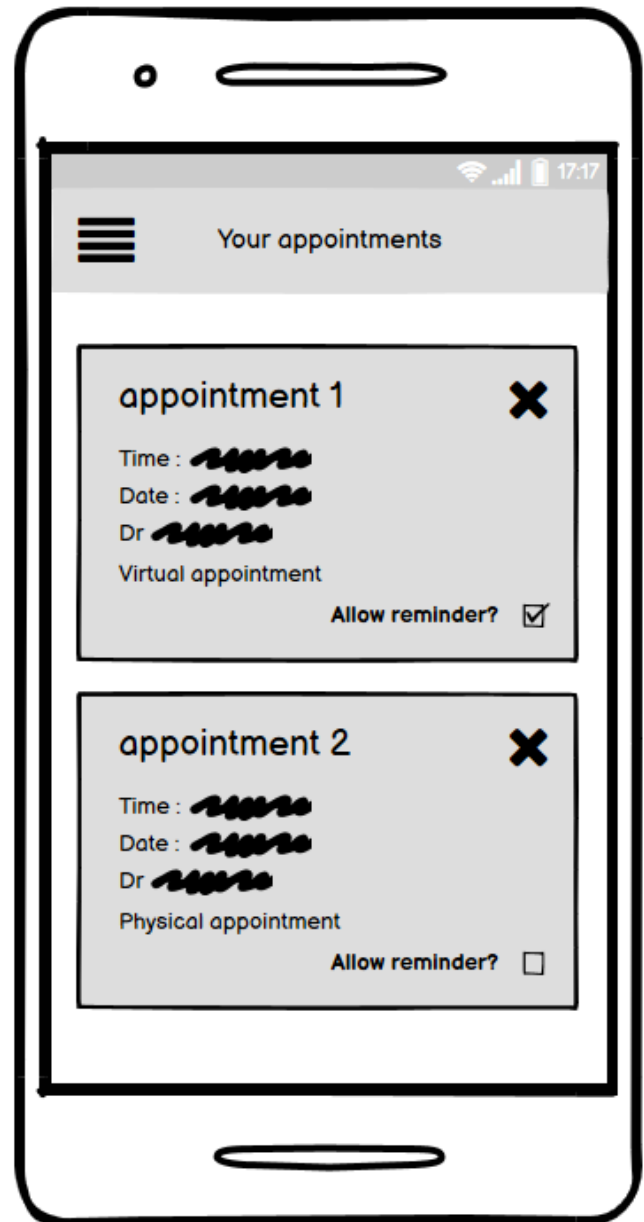


Your appointments

This screen is the appointments screen which allows users to view and set reminders for their upcoming physical and virtual appointments.

The functional requirements on this screen is the four-line button on the top left of the screen which allows users to see all the different sections and easily access them, the allow reminders checkbox that will allow the users to allow reminders for those items, the X symbol on the right of the boxes will open an alert that will ask you if you are sure you want to cancel this appointment.

The non-functional requirement on this screen includes the information informing the users when and what appointments they have.



Your appointments Alert

This alert is displayed when the user presses the X to cancel an appointment on the “Your appointments” screen.

The alert notification is a functional requirement as it tells the user that the voucher was bought successfully. By the user pressing Yes it will cancel the appointment and inform the practitioner and if No is pushed the appointment will remain.

The background is non-functional as the background features are shaded which brings the users attention to the alert box.

