Preliminary Design

This folder contains our preliminary design of the fast-food kiosk

Requirements

For this assignment our team will pick a project with your team and generate the initial design of your project. Part of this project will be discussing with your team members what product we are interested in building. This could be software (web, mobile, desktop, etc.) or hardware (physical device, wearable technology, etc.).

Deliverables

We create a blueprint that other people could follow along with our project. It includes:

- **Elevator Pitch**

  We brainstormed what project we would like to work on, and each team member gave a one-minute elevator pitch. The fast-food kiosk is the one we chose.

- **User Analysis**

  We performed a user and task analysis. User analysis is to decide who are target user is, where our product would be used, and the frequency of the use.

- **Task Analysis**

  Task analysis is a breakdown of our product. We listed three usability goals of the kiosk, defining how the user and system work together to achieve that goal.

- **Conceptual Model**

  We described the key objects presented to the user, and the key actions that the user can perform on these objects. Each object

has attributes, relationships, actions on objects, actions on object attributes, and actions on object relationships.

- **Functionality and usage scenarios**

Functionality and usage scenarios describe how a user interacts with your system. We picked three main features, included three scenarios for each feature. It is critical for preliminary design process because those scenarios are typical when our product will be used.