

# Application Fact Sheet

“Pub!” – ISAD251 – Solomon Cammack

Entry URL: <http://web.socem.plymouth.ac.uk/isad251/sacammack/public>

## Application information

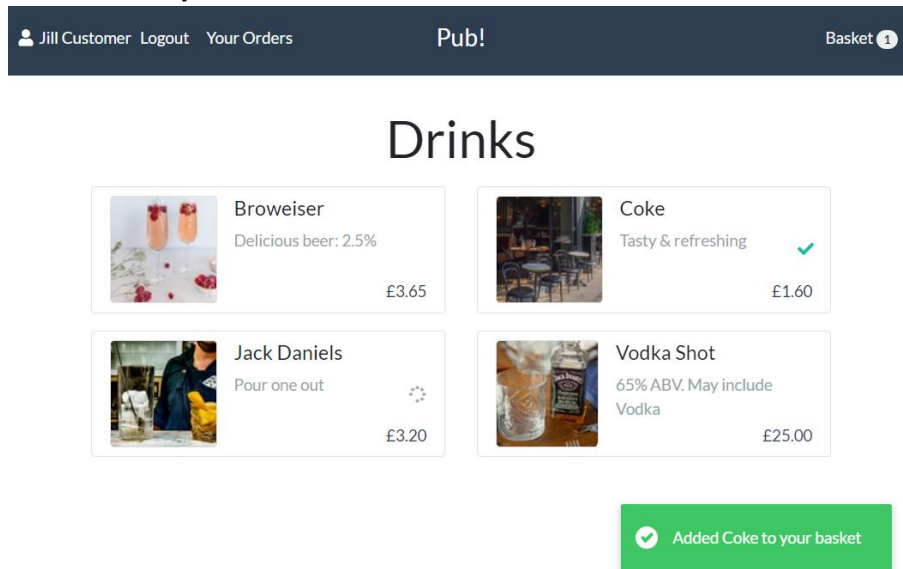
This application is designed to be an online ordering system for a pub. It has an item categorisation system, so the user can more directly find the items they want to buy. Pub! has a session-based basket system, so it will persist between refreshes and time away from the website. It also implements a notification system to grab the user’s attention. The ordering process is easy once the basket has been filled, and it won’t allow the user to submit it without using the easy authentication system.

I’ve consolidated all of the notifications through session flashing and redirects, so each page behaves in the same way: the button click sends a request, it goes grey as it works, the page will redirect or refresh and the notification will display.





The admin item system has been designed to be easy, using low amounts of clicks and easy to understand UI. It has full CRUD access to the items, and users have a close to full CRUD access to their orders.

## Application features

### 1) Sleek basket system



# Basket

1 ×  Coke	£1.60	
1 ×  Jack Daniels	£3.20	
Total		£4.80

Empty basket

Order







The basket system is designed to be easy to use (just one click to add) and responsive to the user. Each button has some feedback such as enable/disable states, loading icons and alerts to tell the user what's happened.

## 2) Order editing

<a href="#">← All orders</a>	<a href="#">Delete order</a>
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# Order #18

at table #18  
7:34am 10th January 2020

 	5 ×  Broweiser	5 @ £3.65	£18.25
 	1 ×  Coke		£1.60
Total			£19.85

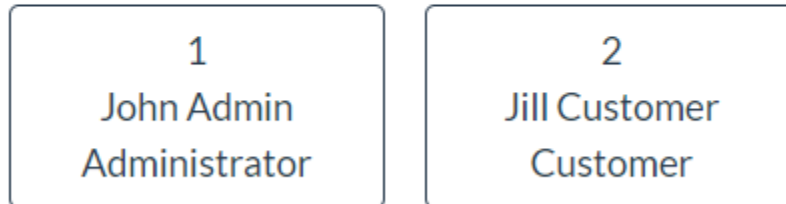


The item quantity has been adjusted.

Each item in an order can be edited by changing its quantities using the plus and minus buttons. The total updates as the changes are saved, and you can remove an item completely by setting its quantity to 0.

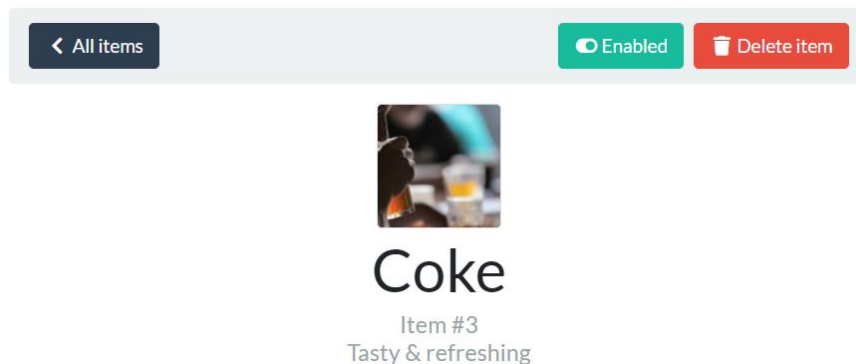
### 3) Easy to use demonstration login

# Login to Pub!



For the purposes of assessment, I've just used buttons to log in to different users. The objects are prepared for full authentication systems with usernames and passwords if it was built into a bigger system. However, for this assessment, it's a very quick way to test user authentication.


### 4) Quick buttons



Many of the entities have quick buttons across the top bar to carry out instant actions, as well as a link back to the previous page. My favourite is the Item enabled button – it clearly shows you the status of the item, as well as being a button to toggle it.

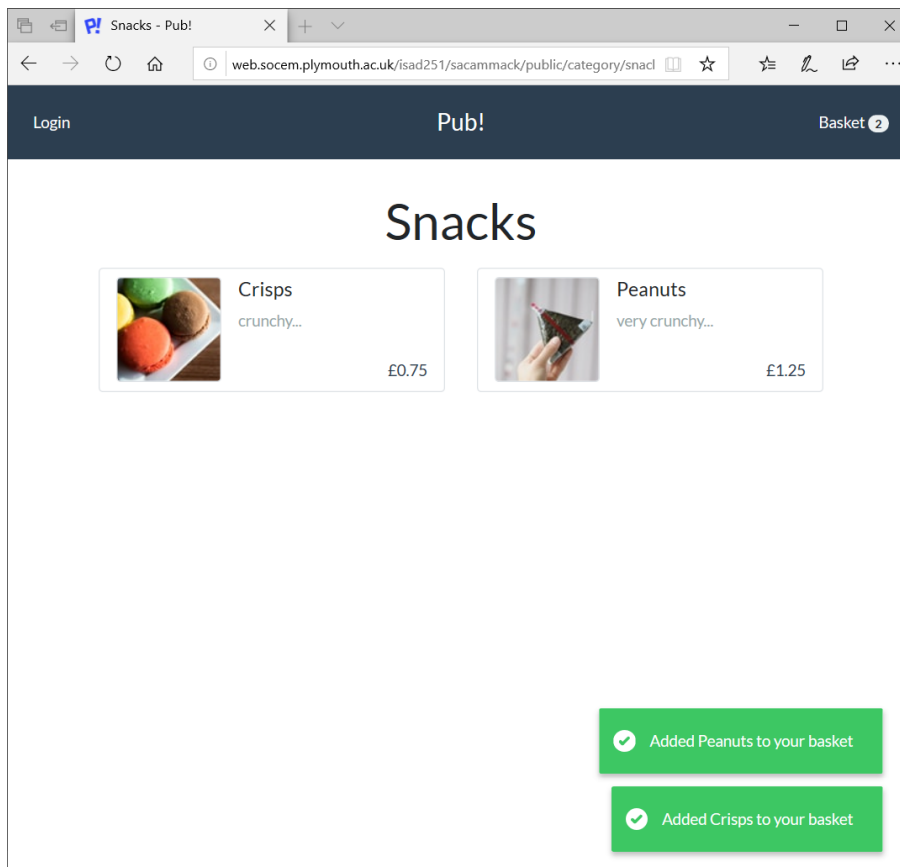
## 5) Quick paginated order overview

# Your orders

Order #15 at table #5 5:19am 10th January 2020		
4 ×  Waffle	4 @ £6.75	£27.00
Order #13 at table #40 4:57am 10th January 2020		
3 ×  Peanuts	3 @ £1.25	£3.75
Order #10 at table #550 3:53am 10th January 2020		
1 ×  Peanuts		£1.25
1 ×  Crisps		£0.75
1 ×  Coke		£1.60
2 ×  Jack Daniels	2 @ £3.20	£6.40

The orders overview page shows almost all the information in a single list. Conditional rendering means that only important details are shown, for example – single items are shown with a total, but multiple items are shown with their item price and subtotal.

## Browser testing



The application works perfectly fine in any modern browser (the other screenshots have been from Chrome), including Edge. I've made use of ECMAScript 6 functions which are now appearing in the traditionally slower browsers.

## WAI testing

**AChecker (achecker.ca)** found *no known or likely problems*. Its *potential problems* were usually missing alt-tags (for example on the category images, however they're described with text below), or links or scripts potentially not being fully descriptive (which is generally not the case, other than some small buttons that could require hidden text for screen readers).

In general, I've been mindful of using colour to solely describe a function. Any coloured button could be set to grayscale and the text or icons on the button would describe it perfectly fine. Additionally, I've tried not to use only icons on buttons, usually pairing it with text that also describes the action. This helps if the icon is unclear or hard to read, as well as being screen-readable.