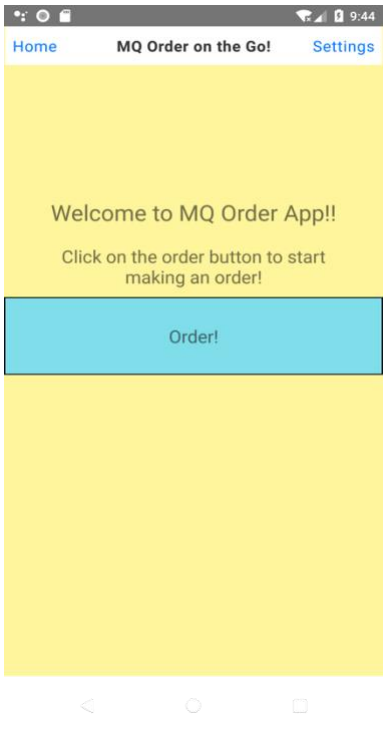
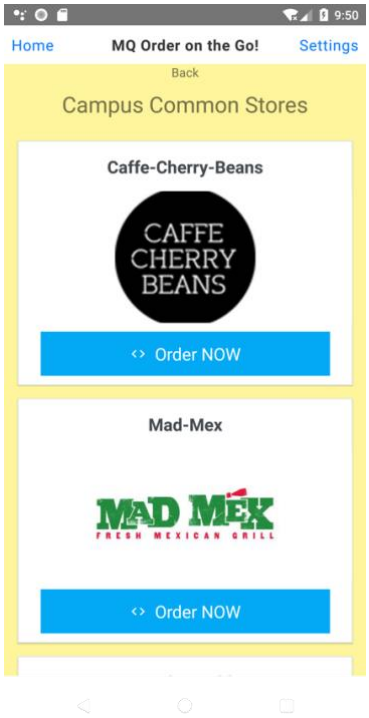
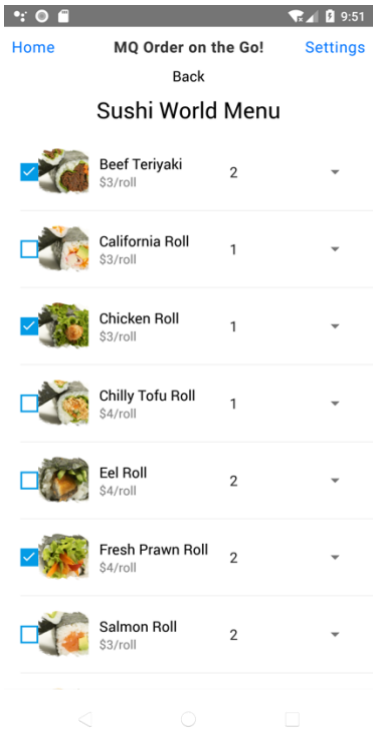
Task 1: ‘Order App’ screens



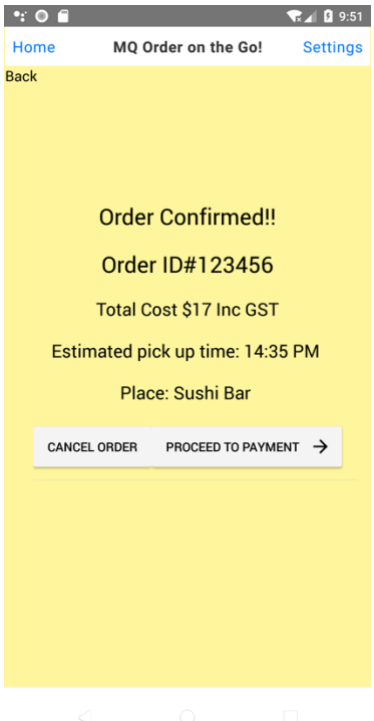
Main Screen



Business screen



Menu Screen



Confirmation Screen

Task 2

Principles of Designing Input

The design of our application includes simple data entry where users are required to fill in or choose business places to order food from as well as the quantity of the food they want to order.

They display of contents are consistent such as font sizes, data entry format as well as a Navigation tab and a “back” button on every screen. The input design is simple and straight forward with instructions for users to follow. It is also accurate and it ensures proper completion for example, the application will notify the user when an order is successfully placed.

Principles of Designing Output

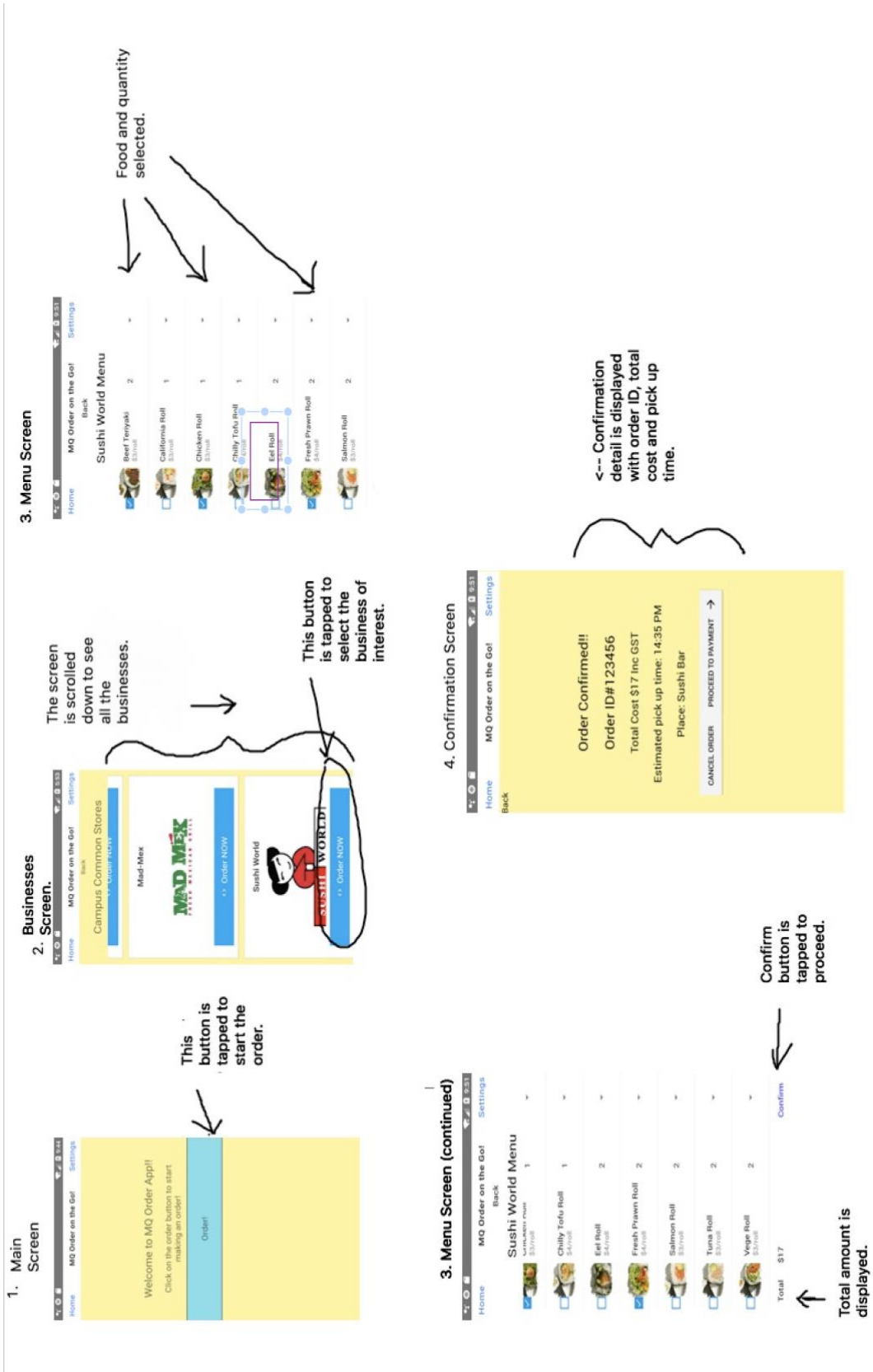
We have chosen display screen on mobile devices as our output method. Users are able to order food through our application on their mobile devices or tablets. It meets the purpose and requirements of users especially when the users are mostly students, they usually don’t want to waste time waiting in line to order a meal. Instead, this application speeds up the process of ordering food and once the order is ready, students can pick up the food based on the pickup time stated on the online order receipt.

Human Computer Interfaces (HCI)

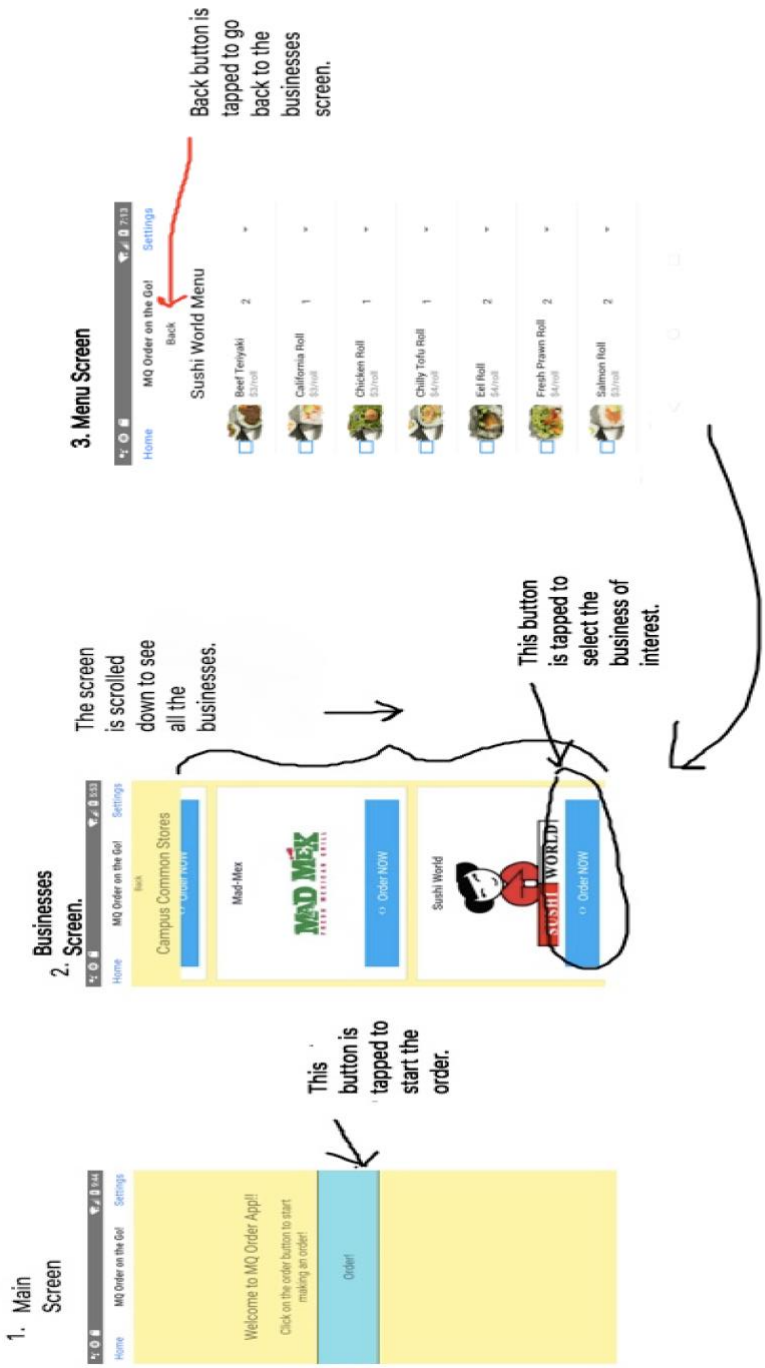
The HCI design in the application makes it easy for users to interact with the application. Simple physical gestures such as tapping on the screen will allow users to proceed or return to the next or previous screens respectively. Users can also scroll through the business and menu list to place their order. A dropdown box is added to allow users to select quantity of menu items. Last but not least, alerts and notifications will pop up to notify users of order and update information.

Task 3: Storyboard of the 'OrderApp': Student orders food from the campus common app

1. Action plan to show how a student orders through the campus common app.

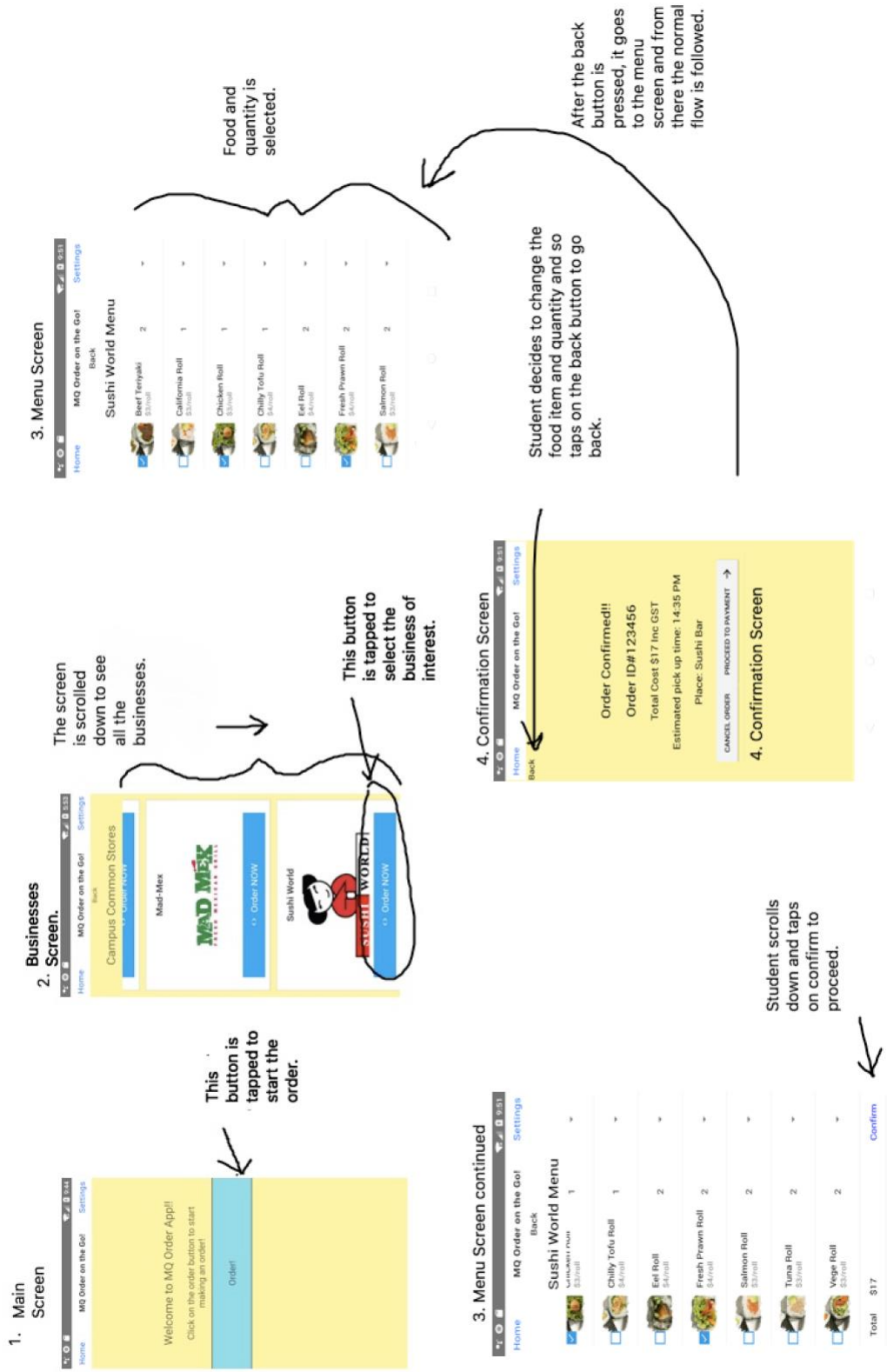


2. Alternative flow of the action plan above: To go back and choose a different business.

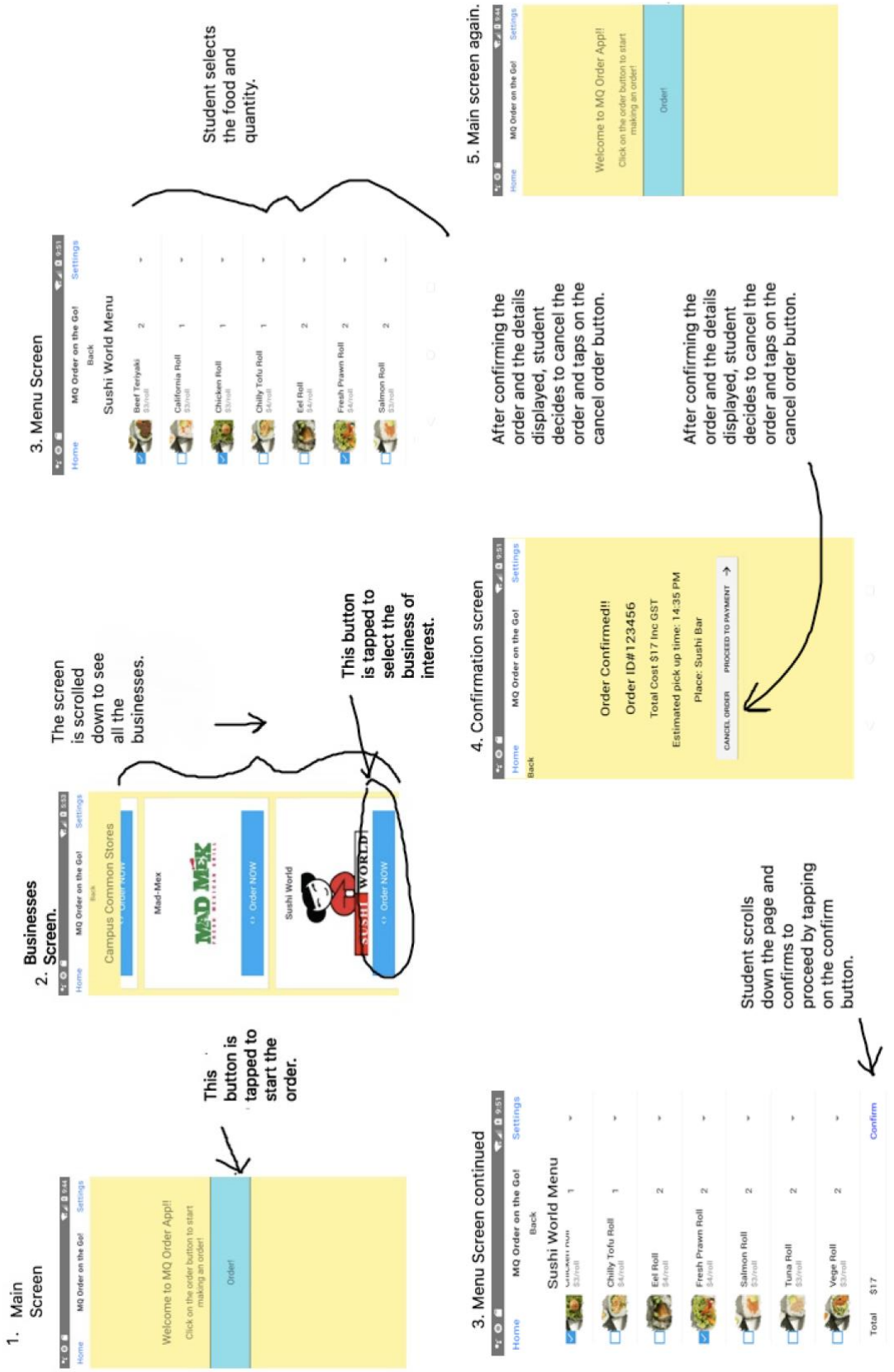


After step 3, it takes the same flow as the above normal action plan on 1.

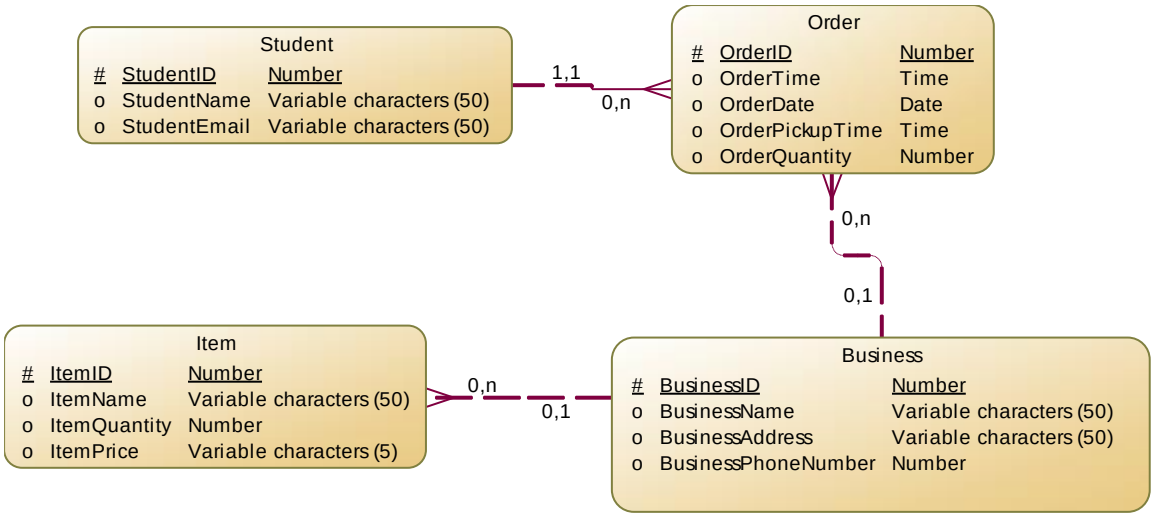
3. Alternative flow: Student decides to change the menu item and quantities, after confirmation.



4. Alternative flow: Student decides to cancel the order.



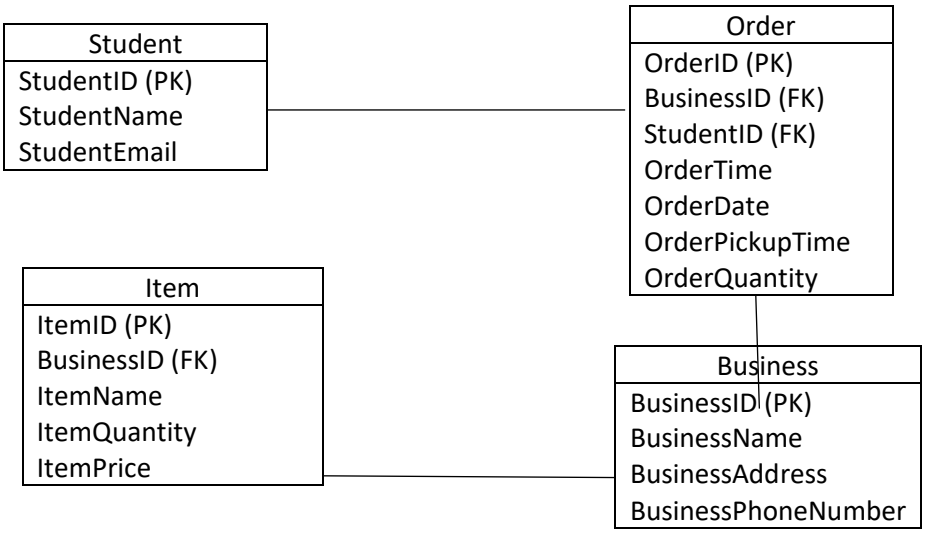
Task 4



Justification

1. Student, Order, Business and Item are entities.
2. A student can place many orders but an order can only belong to one student.
3. A student can place zero to many orders but an order must belong to one student.
4. A business can have zero to many orders but an order can only be ordered from one business.
5. Before a student chooses a business place to order from, the order list can have zero business.
6. A business can have many items but an item can only belong to a business.
7. Upon creation, a business can have zero items and an item does not have to belong to a business yet.

Task 5



Justification

1. BusinessID is a foreign key in Item table.
2. BusinessID and StudentID are foreign keys in Order table.