NOVA SCHOOL OF SCIENCE & TECHNOLOGY

Interação Pessoa-Máquina

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Zoo Virtual Trip - Lisbon's Zoo Edition

Stage 4: Functional Prototype

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Prototype URL

https://jf-moura.github.io/IPM-Zoo/

Project URL (Github repository)

https://github.com/jf-moura/IPM-Zoo

Startup Instructions

In order to run our Web Application, you only need an updated browser and the prototype URL above.

Briefing

We're improving the current user experience of the Lisbon Zoo's website. We are adding the functionality to allow users to plan their trips to the Zoo and also improving how the information about the different animals is presented to the users.

Currently, the Lisbon Zoo's website includes some information about the different animals it houses, but it is presented in a messy and confusing way. It also doesn't offer any kind of functionality to plan your trip depending on the animals the user wants to see.

In addition to that, the information available is not easy for children to understand.

Our goal is to allow users to easily switch between a more detailed and specific version of the information when the main user is an adult, and a more kid-friendly and simplified version of the information when the main user is a child. All this in an interactive way with few redirects.

Scenarios

Buy tickets for a family of 3.

Individual: Miguel
Equipment: Computer, Credit card

Scenario:

1. Miguel wants to buy tickets for a family of 3.
   1.1 Miguel is a 32 year old man.
   1.2 Susana is a 31 year old woman.
   1.3 Pedro is an 8 year old child.
2. Miguel fills in his information.
3. Miguel wants to pay with a Credit Card.
4. Miguel wants to print his tickets but also wants a digital copy sent to his email.

Planning a visit.

Individual: Miguel
Equipment: Computer

Scenario:
1. Miguel, never having visited the Zoo, decides to plan his visit.
2. In order to not waste too much of his wife's time, he wants an optimal route to visit the Monkey Exhibit, the Dancing Giraffes and the Rocky White Striped Zebra, and in a way that he knows where the animals are located.
3. After confirming the optimal route, Miguel would prefer to have a physical copy so he doesn't make a fool of himself.

Finding out more about Zebras.

Individual: Miguel and Pedro
Equipment: Computer

Scenario:
1. Miguel really likes Zebras and wants to awe his son Pedro with some fun facts.
2. After reading the very detailed information about the Rocky Zebra, Pedro yawns out of his mind.
3. Miguel, taking notice of his son's boredom, decides to read Pedro more appropriate information.

Incomplete Work

We would like to continue our work by changing the way we select our best path. At this moment the path is selected based on an ordered array with the closest animals. However, ideally, this path should be selected using an algorithm that picks the animals closer to each other automatically, like the Dijkstra Algorithm.

In addition to the small amount of information shown in our animal's popups we would like to have another page for each animal with some extra information, however because of the huge amount of information we opted to simply add a button to the official zoo webpage of each animal. If we add some more time we could create our own page per animal with this extra information.

Tools

1. We used a Javascript library called PDF-LIB.js, to modify a PDF template we've created before for the tickets and ideal route so that the user can visit the animals he wants in an optimal way. (https://pdf-lib.js.org/)
2. The project technological stack consists of HTML5, CSS3 and Javascript.

3. The animals information in the website is based on the official Lisboa’s Zoo information.