

Hungry Birds



The Team

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Project Description

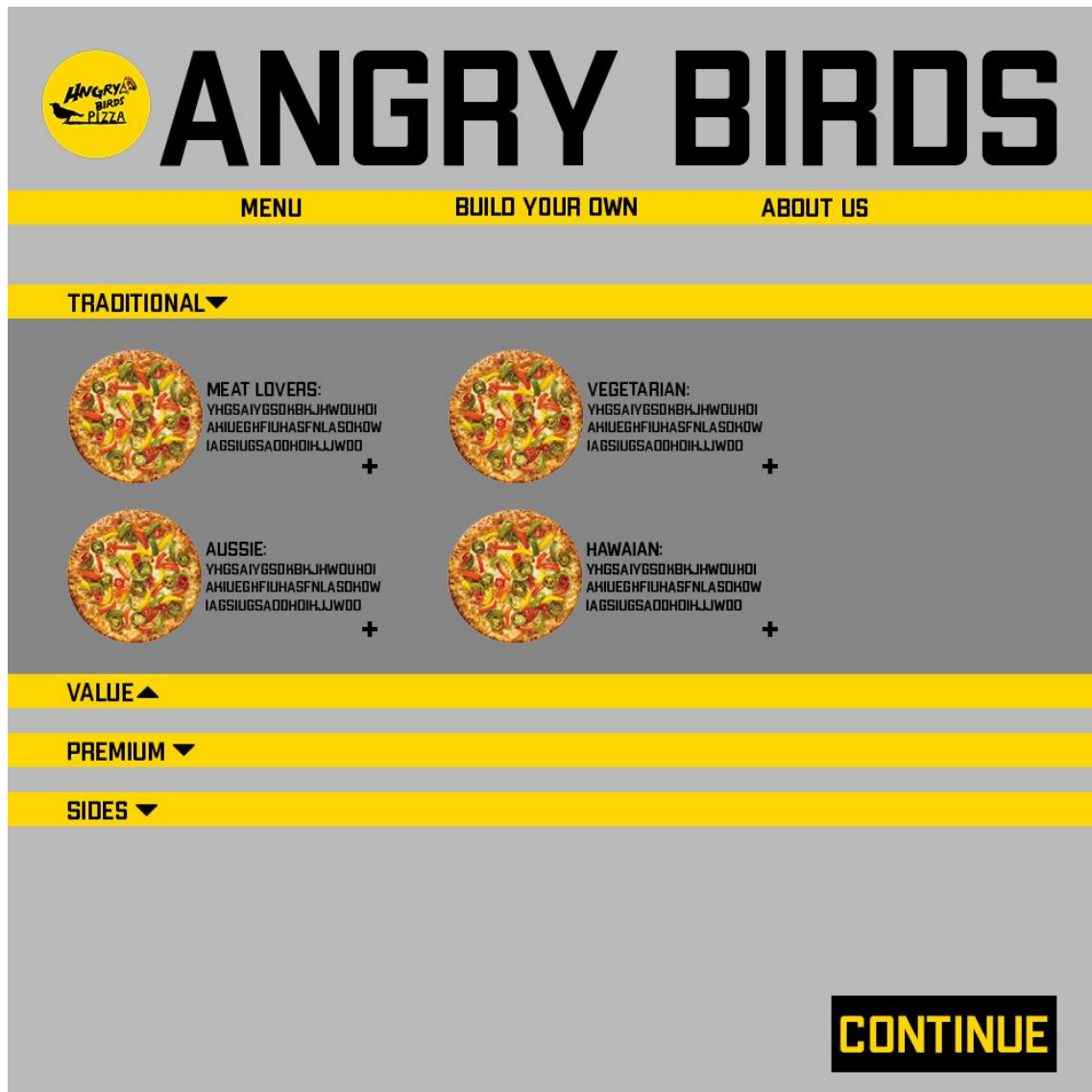
A pizza website made to gamify the pizza ordering process and stand out among competitors. A heavy focus on quick user interactions, many of the functions implemented are to speed along the user's time on the website, therefore to build a more satisfactory experience. This includes, but not limited to, functionality such as starting the user on the menu, allowing quick duplication of orders, and allowing easy and efficient customisation and creation.

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Core Features

Basic Menu



Validation Testing:

In this page, the user will be shown various items that the user can choose from to buy. The items that is shown on this page are the usual items that the user would see in other similar pizzeria websites; This includes pre-made pizzas, snacks and drinks that are usually shown on the menu in a pizzeria. To test this feature, we would make sure that each time the user selects the “+” (plus) sign, the responding item would be added to the checkout list. We also utilise the “accordion” for this page so that the user is not exposed to irrelevant information that they might not want to see. To see whether this feature is successfully implemented, the information (i.e. the menu list) are shown only after the user clicked the corresponding option (for example, only show the “value” menu if the user clicked on it). The items that user also

wants to buy (by clicking the “+” sign) must also be added to the “cart”. Users then can review their orders before proceeding to checkout and hence also impact the information shown on the “Set Quantity” and “Place Order” main viable features.

Author: Ian/Harris

Create Date: 01/05/2019

Customize Existing Pizza



ANGRY BIRDS

[MENU](#)[BUILD YOUR OWN](#)[ABOUT US](#)

HAWAIIAN CUSTOMISE:



CURRENT:	
CHEESE	- 1 +
HAM	- 1 +
SAUCE	- 1 +
PINEAPPLE	- 1 +
EXTRA:	
PEPPERS	- 0 +
MUSHROOMS	- 0 +
OLIVES	- 0 +

CONTINUE

Validation Testing:

After the user select an item from the menu, the user would be redirected to this page (provided that the selected item is a customisable pizza). In this page, users can choose additional toppings if/that they would like to be added to their current pizza. As such, users would be shown items that can be added for the toppings along with their quantity. In addition, we also include the

feature where we show users the picture of a pizza with the toppings that user choose.

For testing, we would want to make sure that users can add/remove toppings of their choosing (editing the quantity of the topping) by clicking the “+” or “-”

sign which changes the picture of the pizza to also include the toppings corresponding to the user’s choice. To see whether the feature is successfully implemented, the number denoting a specific topping’s quantity would change in response to users’ choice (add or remove). The picture of the pizza would also change accordingly to reflect on user’s choice of toppings. Moreover, the pizza would also be added to the checkout list (i.e. the user’s order list) along with the information of the toppings that the user want to add to it.

Author: Ian/Harris

Create Date: 01/05/2019

Build Your Own Pizza



ANGRY BIRDS

MENUMENUBUILD YOUR OWNABOUT US

BUILD YOUR OWN PIZZA



ADD:
CHEESE
HAM
SAUCE
PINEAPPLE

- 0 +
- 0 +
- 0 +
- 0 +

CURRENT:

CONTINUE

Validation Testing:

In this page, the user will be shown a picture of the pizza crust with nothing else, as well as a list of pizza toppings on the side. The items shown are the items essential for a normal pizza and once a user adds an item to the pizza, a real time picture of the ending product will be displayed on the left while the item will be added onto the current list just below the add list.

To test this feature, we would ensure that whenever the user adds an item by pressing the addition sign the topping would be displayed as it should on a normal pizza with the end product displayed to the left, while the item will be added onto the current list, which will remain blank and if the user is not interested in a certain topic or changes his/her mind, they can remove it by tapping the subtraction sign on the add list which will remove it from the current list section until an item is added onto the pizza and once the user is done, he/she can tap the continue button.

Author: Benjamin/ Harris

Create Date: 01/05/2019

Placing Order

ANGRY BIRDS

MENU BUILD YOUR OWN ABOUT US

ORDER SUMMARY

- +	HAWAIIAN	\$5.20
- +	MEAT LOVERS (WITH PINEAPPLE)	\$5.20
- +	CUSTOM PIZZA (GLUTTEN FREE BASE, BBQ SAUCE)	\$5.10

TOTAL:
\$15.50

ADDRESS

STREET ADDRESS:

SUBURB:

POSTCODE:

CARD NUMBER:

NAME ON CARD:

CVV:

DATE OF EXPIREY:

CONTINUE

Validation Testing:

Once after, either building their own Pizza, Choosing a Pizza or customising an existing one, the user will be redirected to this page where they will check out their order, in this page the user will see all their pizza choices with their prices and the total will be displayed below the list on the order summary section, they will also have to add their Address which includes the street, suburb and postcode then lastly the user will enter their card number, the name card , CVV and date of expiry in order to pay and successfully check out. For testing, we would give the user an option to add more of the same Pizza or remove it while pressing the add or subtract button respectfully while displaying the price and totals

Also we would like to link the address section to google maps to avoid wrong and/or inaccurate addresses, and for the card section we would link it to several bank sites to avoid being conned with counterfeit card numbers.

Author: Benjamin/ Harris

Create Date: 01/05/2019

Set Quantities

The screenshot displays the 'ANGRY BIRDS' pizza website. The top navigation bar includes 'MENU', 'BUILD YOUR OWN', and 'ABOUT US'. The main content area is divided into two sections: 'TRADITIONAL' and 'VALUE'. The 'TRADITIONAL' section features four pizza options: 'MEAT LOVERS', 'VEGETARIAN', 'AUSSIE', and 'HAWAIIAN'. Each option is represented by a pizza image, a name, a unique alphanumeric code, and a '+' button. The 'VALUE' section is currently collapsed. On the right side, the 'CURRENT ORDER:' summary shows the selected items and their prices: 'MEAT LOVERS' for \$5.55 and 'HAWAIIAN' for \$6.40. The 'TOTAL' is displayed as \$11.95. At the bottom right, there is a 'CONTINUE' button.

Item	Price
MEAT LOVERS	\$5.55
HAWAIIAN	\$6.40
TOTAL	\$11.95

Validation Testing:

This functionality will be present in many aspects of the website. The above image depicts the side bar for the menu that appears when previewing an order. From here, users can click either the + or the – to increment the chosen item by 1 or by -1. While appearing to be quite basic, this functionality is quite essential to the overall dynamic of our user interface, as we are prioritising user efficiency in this website, and this duplication feature is not present in many other websites. For instance, should a user decide to customise an existing pizza, many sites would have them undergo the customisation process again if they wanted to order more than a single version of that pizza. However, this would be completed by the Angry Birds site with a single click.

This quantity feature will be present in several pages of the site in order to allow the customer to edit their order whenever they may choose to. We would validate this functionality by adding several existing pizzas, several customised pizzas and several custom pizzas to a cart. From here, we will increment downwards on several pizzas. The expected result is that the pizzas quantity would go to 0, therefore removing it from the order.

Next, we would increment upwards on several pizzas to view if this would successfully duplicate the pizza. This would happen until its quantity would become 10, in which the system will not allow the quantity to become 11 (as 10 is the maximum per item).

Author: Harris

Create Date: 01/05/2019

Project Estimation

	Angry Birds							
	Hungry Birds Pizza Website							
Task Name	Trevor	Ben	Ian	Harris	JooSun			Average
Basic Menu	12.4	15.0	5.0	15.0	10.0			11.3
Build Your Own Pizza	16.5	20.0	10.0	20.0	10.0			15.0
Customise Existing Pizza	8.3	5.0	5.0	5.0	15.0			7.5
Place Order	11.0	5.0	20.0	10.0	5.0			10.0
Set Quantity	9.6	10.0	15.0	5.0	5.0			8.8
Map Tracker	33.0	30.0	30.0	30.0	30.0			30.0
Rating System	7.7	5.0	10.0	10.0	3.0			7.0
Facebook Page	1.4	0.0	0.0	0.0	5.0			1.3
Search Function	4.1	10.0	0.0	5.0	0.0			3.8
Pop-up Promotions	5.5	5.0	5.0	5.0	5.0			5.0
User Account	5.2	10.0	2.0	5.0	2.0			4.8
MVFs	57.8	55.0	55.0	55.0	45.0	0.0	0.0	52.5
EVFs	56.9	60.0	47.0	55.0	45.0	0.0	0.0	51.8
Totals:	114.7	115.0	102.0	110.0	90.0	0.0	0.0	104.3

Our design timeline has largely been based upon prior experience and how long our tasks have taken to previously complete. The main procedure we have established is as follows:

1. Ian will do research on our feature to implement, logging down core functionality and competitors positives and negatives.
2. This will be sent off to the remaining members where JooSun will begin drawing up assets for the tasks.
3. Meanwhile, Harris and Benjamin will begin on the programming of the task, with instances of one of them taking lead while the other offers assistance.

Therefore, we believe our established estimations are, to the best of our knowledge, accurate, as we have allocated more time to larger and more pivotal aspects (such as the 'basic menu' feature, which many of the website's experiences are reliant on). From our research, we established that this would take 15 hours from each programmer as they would have to design the layout of the site and then add in each individual pizza into a database, to then be displayed.

Contrastly, the 'place order' function has more hours dedicated to the research of the feature, as there would need to be more time dedicated to learning and understanding how different payment options work and which

should be chosen for the website. From the research done by the programmers, they were able to establish that this feature is rather simple and would therefore not take many hours to program, test, and validate.

Technology Listing

Collaborative workspaces

GitHub – Our use of GitHub is as a shared drive storage for instant cloud access.

Trello – Our available timeline used to reference progress and planning within the project and how the users are functioning internally. This includes lodging any queries or issues we are facing,

Software

Adobe Creative Cloud – The use of photoshop has been instrumental in development in areas such as mock ups and logo designs. Much of the preliminary planning for the site has been completed using this, including, but not limited to, the screen mock-ups presented above.

Atom Coding Environment – Our chosen development environment where all coding for the website will be done. It is free and effective, and allows us to make updates to code and view the updates live.

Whatsapp – Our communication software of choice. Allows quick and instant messaging with an easy user interface that does not hinder progress.

Tools

Computers/Laptops – Where all project work will be completed. Allows us access to the web (where the site will be launched), allows us to program the site as well as send prototypes and access our workspaces, software, and resources.

Mobile Phones – Most effective and efficient method of communications and a first point of delivery on web access.

Pen and Paper – Where all illustrated assets begin. The easiest way to take quick notes and sketches and write down ideas. Often overlooked but completely essential to the completion of our project.

Resources

Competitor's Websites – Allows us to view the industry norms and standards which we can then develop methods to improve upon.

Tutor Assistance/ RMIT Resources – The most effective and efficient form of feedback. Easily accessible and allows for nearly instant feedback and suggestion.