SIT773 Software Requirements Analysis and Modelling

Pass Task 5.3: Creating a wireframe diagram

Overview

This week (Week 5), you have learnt about system wireframes and system mockups, as covered in articles 5.11 , 5.12 , 5.13. Recall that wireframes are a low fidelity representation of the general structure of the user interface elements of a system, where as mockups focus more on design specific details such as colour schemes and typography etc.

In this task, you are required to produce a wireframe for the shopping cart view of the internet ordering system from the *Leckie's Choice* (LC) case study, first introduced to you in task 1.1. Your wireframe diagram should encapsulate the varying elements of the interface that make up the shopping cart view, showing:

- each item that is in the shopping cart, highlighted by a brief description
- the quantity of each item in the shopping cart as well as the price per quantified item
- an interface element that allows a customer to edit their shopping cart
- the total price for all of the items in the shopping cart
- an interface element that allows a customer to proceed to the payment view

Your wireframe diagram should clearly annotate each of the required elements listed above. Try to design your wireframe around the idea of providing a seamless interface that provides ease of use for the customer. Remember, design specific elements are not a part of wireframing. Your job is to create the scaffolding for the interface.

Submission Details

Submit the following files to OnTrack:

- Your annotated wireframe diagram for the shopping cart view based on the LC case study.

Instructions

1. Review articles *5.11*, *5.12* and *5.13* as it is specifically related to wireframing and it provides an example.

2. Read LC's case study as per task *1.1* as well as the requirements highlighted above for your wireframe diagram.

3. Create your wireframe diagram and make any appropriate annotations.

4. Submit your report to OnTrack.