Milestone 3

Group 7

Zeel Khokhariya
(Khokharz@myumanitoba.ca)

Sangmin Lee
(Lees3430@myumanitoba.ca)

Tinotenda Mpofu
(Mpofut1@myumanitoba.ca)

Zach Wolfe
(Wolfez@myumanitoba.ca)

Dylan Zeng
(Zengd1@myumanitoba.ca)

Writeup

- **Technology overview**.

We used HTML, CSS, and Javascript for our Milestone3 project.
To provide a dynamic user interface, we wrote basic HTML with no real data, and maintained a rudimentary database in the form of JavaScript global variables. As the model changes, our script clones, updates, shows, hides and removes HTML nodes as necessary to match the model. We used two libraries to provide a better experience to the users. First, we used a library called “sweetAlert”("https://unpkg.com/sweetalert/dist/sweetalert.min.js") for notification/alert windows because it has a great look and is customizable for our uses and responsiveness. Second, we used a library called “fontawesome”('https://kit.fontawesome.com/a076d05399.js') for our login page picture because we needed some well designed symbols for our websites.
Also we used some pictures for the background.
Reference for images
Unsplash.com
Dribble.com

- **Design deviations and evolutions.**

FIrst, we changed our home page from the paper prototype. On the paper prototype, the home page contains news about the site, newly added restaurants and featured items. However, on MS3, we changed the homepage to be more simpler than the paper prototype so that users can easily find the restaurant based on their location.

Second, we moved “Need help?” button from the top navigation bar to bottom right.On the paper prototype, it was hard to stand out the “need help” feature as a user, so we changed the location to the bottom right and it is a floating button that exists at any page so it is now more noticable for the users.

Third, we got rid of the gps location feature at the address input box because it was hard to implement that feature with our knowledge.

Last, we changed the location of the separate payment page for multiple carts. It is more visible for users to see how much is the total of each cart (located on

the right side). For giving a consistent user experience, we keep the same layout and location of the individual payment section as like the cart on the menu page.

- Usability “sales pitch”

Design Principles.

- Visibility:
    1. Navigation bar at the top of each main page is clear and indicates where on the site the user currently is.
    2. The interface guides the user on what they need to do next (Fields and buttons that require user input are the same color on the main pages).

- Constraints:
    1. Quantities are limited to positive integers between 1 and 99 per item.
    2. If the user selects a quantity of 0 for an item in a cart, they are prompted to remove it from their cart. If they cancel, its quantity is reset to 1.
    3. When the current value of a quantity field is 0 or 99, its corresponding '-' or '+' button is greyed out, respectively. This indicates that the user can not decrease/increase the quantity anymore.
    4. When there is only one cart, the user cannot delete it.
    5. Input masks for email addresses and payment details are in place.

- Feedback:
    1. If an invalid character is entered in a quantity field, the character is ignored, but the text flashes red for 0.1 seconds. This intuitively tells the user that the system has received their input, but something is wrong.
    2. When the user changes the quantity of an item in a cart, the cart total instantly updates to the correct value.
    3. A message bubble pops up when there is an input error advising the user on a correct format of input (payment card number)
    4. When the user hovers their mouse over a button, it animates indicating an action is possible if the user selects the item
    5. On the home page if user try to search without entering an address error message popup and advise user to enter their address.
    6. When user try to click on purchase without selecting food item it gives error message that cart is empty and advises to put items into the cart.

- Mapping:
    1. When selecting a cart to add an item to, the list perfectly matches the list of carts on the right.

- Consistency:

1. In many cases, pressing Enter causes the current task to be submitted, as is common in many other websites and applications i.e when entering special instructions when customizing an item before adding it to a cart
2. Clicking outside the pop up window when adding to cart causes the window to disappear and cancels the item, which is common in other web interfaces.
3. All pages have the navigation bar on the top of the page

- Simplicity:
    1. Specials/combos are at the top of the screen making them easily accessible.
    2. Home page has only the navigation bar and the address input field which is minimizing information on the page, making it simple.

- Minimizing memory load:
    1. If the user starts the ordering process on the restaurants page and they use the navigation bar to go to different pages, they are able to come back to the restaurants page and continue from where they left off, making it easier on them if they had made lots of progress on a big order for example.

- Diagnose/recover from errors:
    1. Asks the user for confirmation before deleting a cart, or an item from a cart.
    2. The ability to remove items from a cart if they were put in by mistake or if the user changes their mind.
    3. If wrong input is detected, the system doesn't allow the user to continue without changing the input information (payment card number).
    4. Informative error messages with the correct input format suggested.

- Control and freedom:
    1. The navigation bar allows the user to move around the site freely.
    2. Ability to cancel adding an item to a cart when the confirmation window opens.

- Provide help:
    1. "Need Help?" chat box at the bottom right of the screen which allows custom messages from the user.

Usability goals:
1. Effectiveness - The system is a food ordering interface which allows the user to customize their order and pay for it to get delivered to them.
2. Safety - the system allows user error and notifies the user of any errors.

User experience goals:
1. Rewarding - the order confirmation page after paying is rewarding

Gestalt principles of perception:

1. Proximity - buttons that affect the quantities of specific items are close to the associated area where the item is located.
2. Similarity - all the “add to cart” buttons are the same color as the “add to cart” confirmation window to convey similar function.