

Homework 2.5:

CmpE 496 HCI

Due: 23 November 2005

Programming Languages: Java, Visual Basic,...

- Since a majority of submitted HW2's are very badly designed, you will re-submit your HW2's with the specifications below.
- Read the important remarks on homeworks (report and submission) at the course web page and follow the guidelines there.

You can check the following pages for more information:

http://pages.cpsc.ucalgary.ca/~saul/hci_topics/exercises/CheapShop/cheapshop.html

http://pages.cpsc.ucalgary.ca/~saul/hci_topics/topics/tasks.html

System

You will design a Cheap Shop Department Store, a catalog-based store similar to IKEA. Shoppers in the store decide on the item they want by browsing a paper/digital catalog, and can then purchase items by entering the relevant information (item number, quantity) into the screens.

You will follow the phases of a task centered system design. The phases are:

1. Identification: identify specific users and articulate their concrete tasks
2. Requirements: decide which of these tasks and users the design will support
3. Design: base design representation & dialog sequences on these tasks
4. Walkthrough Evaluations: using your design, walk through these tasks to test the interface

You will include these phases in your report. Also develop two task examples and evaluate your design via walkthroughs.

Forms

There will be 2 forms/screens in your program. Your visual design will be different but your forms must have the similar information content with the forms that are at the end of this document. You are expected to prepare a user friendly and easy to use interface. You are welcome to make **realistic assumptions** and modify the interface as long as you follow the specifications. **Think carefully about the users that will use this system, the purpose of each field and design your fields/components accordingly.**

Specifications (can be extended)

- To create an order
 - On screen 1, shoppers enter their personal information and their first order
 - text is entered via keyboard
 - the tab or mouse is used to go between fields.
- Further orders
 - shoppers go to the 2nd screen by pressing the “Next Catalog Item” button
- Order completion
 - shoppers select ‘Trigger Invoice’.
 - the system automatically tells shipping and billing about the order
 - the system returns to a blank screen #1
- To cancel order
 - Shoppers do not enter input for 30 seconds (as if they walk away)
 - The system will then clear the screen(s) and return to the main screen
- Input checking
 - all input fields checked when either button is pressed.
 - Erroneous (wrong format, required field empty, invalid value ...) fields will blink/have focus for 2 seconds (or a screen will appear indicating those fields) and will then be cleared.
 - the shopper can then re-enter the correct values in those fields.

Example Screen 1

Cheap Shop Catalog Store Dandely software, screen A1.1

Purchaser

Name: Phone:

Postal Code: Province: City:

Delivery Address:

Today's date:

Credit Card No.: for dept use: validation id:

Catalog Item

Number: Quantity: Cost/item: Total:

Balance Owing:

Next Catalog Item (PF5)

Trigger Invoice (PF8)

Example Screen 2

Cheap Shop Catalog Store Dandely software, screen A1.2

Catalog Item

Number: Quantity: Cost/item: Total:

Balance Owing:

Next Catalog Item (PF8)

Trigger Invoice (PF5)