

# **Deliverable H - Prototype 3**

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## Abstract

During this deliverable, the group, using the information gathered from the third client meeting, created a brand new prototype. This prototype was created with a new, realized concept in mind; a point stock market. Prototype III was put through preliminary testing, mainly making sure the front end of the design worked, so that a presentable 'idea' could be shown, while the backend, (the REST API), was still worked on.

## Table of Contents

1. Introduction	4
2. Prototype III	4
3. Future Features & Test Plan	5
4. Analysis of Prototype III	7
4.1 Results of Test	7
5. Conclusion	8

# 1. Introduction

Continuing the development of the design for Zafin, a third prototype has been made. In a comparison of the last two previous prototypes, a completely different approach was taken. The reason why the original idea and direction took was nixed was mainly from the feedback received by the customer, Zafin. The main aspect that has been dropped for this design is the conversion between points, which has now been swapped with a simple buy point and sell points idea, or in better terms, a Point Marketplace.

## 2. Prototype III

For this prototype, the group took a step back from the original path and came to the collective conclusion to veto the idea. As mentioned earlier, this was mainly due to the feedback received from the customer, Zafin, but also through the realization that an everyday consumer would not like to download another banking application when already they would have one to two pre-existing ones. Heading back to the drawing board, the group collectively came up with a new idea to bring to Zafin called; the Point Marketplace. This design was also chosen as would be more reliable, a better representation at democratizing points, be more simple and easy to use for future consumers, easier to implement and have high fidelity.

The Point Market place is a simple concept, taking ideas from the preexisting stock market. How it would mainly function is that users could buy or sell different types of loyalty points, that are purchasable through the banks, (such as TD, CIBC, BMO, etc), or through individuals. These options would appear as Bank Buy and Bank Sell respectively. Since this design harps back to the stock market design, the price of the points would not be fixed, instead, it would fluctuate based on the current demand.

Prototype III has been made using Vue.js 3 application, paired with Firebase Authentication and Firestore, allowing for a basic front end to be made. Figures 1.1 & 1.2 are shown below of where the prototype currently is:

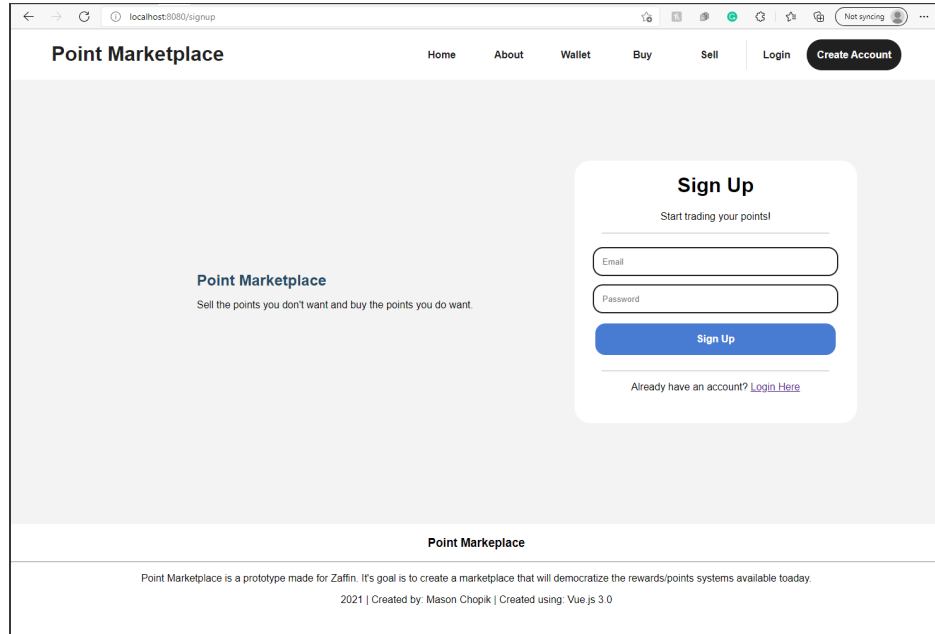


Figure 1.1: Main Homepage for the Point Marketplace. Note this simple design will be built upon and approved upon before Design Day.

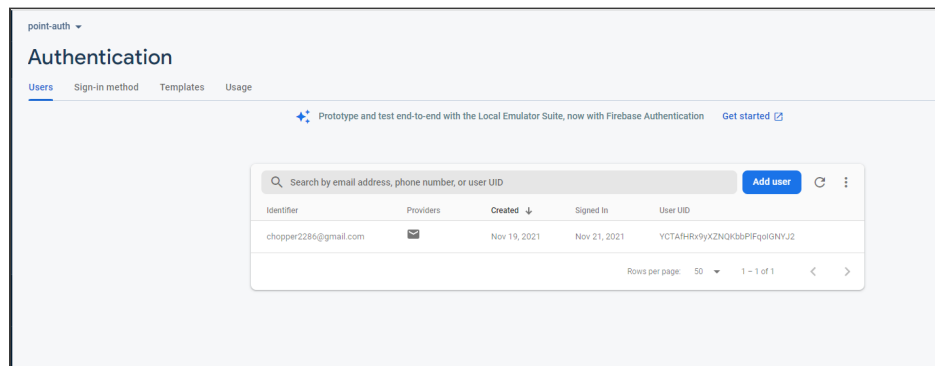


Figure 1.2: This is an example of the authentication, from the “builder’s”, point of view, with Firebase Authentication.

### 3. Future Features & Test Plan

As mentioned in the above section, prototype III only has a basic working front end, so the goal is before showing the design to the Zafin on Design Day is to have a Rest API for the point marketplace, an improved front end, and a deployable server for physical testing. Furthermore, by design day, it is very important to keep in mind to have a working front and dynamic back end, so that a design presented can be tested by anyone present. All of these implementations are to be made in the coming week.

Bellow, (Table 1.1), is the Test Plan for prototype III

<b><i>Test ID</i></b>	<b><i>Test Objective</i></b>	<b><i>Description of Prototype used and of Basic Test Method</i></b>	<b><i>Description of Results to be Recorded and How these results will be used</i></b>	<b><i>Estimated Test duration and planned start date</i></b>
<b>1</b>	Working Login System	<p>This is to make sure that users can log in to save their information to a secure account. This is tested via the creation of a ‘fake’* account.</p> <p>*Fake refers to an account created for the sole purpose of testing.</p>	Results will be viewed and noted on a separate document, or on paper. The results of these tests will be very important to future planning and development.	<p>Estimated Duration: approx. 2-3 minutes.</p> <p>Start Date: November 13<sup>th</sup>, 2021</p>
<b>2</b>	Checkable Authentication (checking of the accounts created)	This is to make sure that whoever is the owner of the design has access to the information for the accounts, such as ID, and email. This is also so that the login system can be checked for function.	Results will be viewed and then recorded on paper or on a separate document. Like the login system, this will be very important to future planning and development.	<p>Estimated Duration: approx 1-2 minutes.</p> <p>Start Date: November 13<sup>th</sup>, 2021.</p>
<b>3</b>	Rest API	This is to make sure that the design can be fully functional, allowing for possible users to test, and allowing for mock trials to take place.	Results will be recorded by the checkable authentication, but also by having different people test the design.	<p>Estimated Duration: approx 2-3 days.</p> <p>Start Date: November 26<sup>th</sup> to November 28<sup>th</sup></p>
<b>4</b>	Improved Front End	This is to make sure that the front end is presentable and easy to navigate through. Doing this test will also test to see if the backend works with the frontend.	Results will be recorded from different testers, with feedback being used to future improve the design.	<p>Estimated Duration: approx 1-2 days.</p> <p>Start Date: November 27<sup>th</sup> to November 28<sup>th</sup>.</p>

## 4. Analysis of Prototype III

In this section, a small analysis of what has been tested for prototype III is shown in table 1.2.

### 4.1 Results of Test

Bellow, (Table 1.2), is the results of some of the Test Plans, outlined in Table 1.1.

<i><b>Test ID</b></i>	<i><b>Test Objective</b></i>	<i><b>Results</b></i>
<b>1</b>	To make sure that users can make the account, and continue to log into their account.	Results taken were successful, as a 'fake' account has been made, and is possible to log into.
<b>2</b>	To make sure that the owner of the account can look at the various accounts information, including email, and user ID.	Results were successful, as noted in figure 1.2.

## 5. Conclusion

To conclude, the goal of this prototype was to make sure to do as much as possible, while also making sure that the group's overall morale and health were taken into consideration. This was done as prototype III is vastly different from prototype I and prototype II, both of which built upon each other. As mentioned earlier, the reason behind prototype III's vastly different design than the previous design is mainly due to the customer's feedback. So even though it seems as progress has been made backwards, the work being done on the third prototype is going strong, considering the fact that the group basically had to start near square one. In the next coming week, hard work will need to be done to fully realize the idea to fruition, and to gather creditable feedback to make sure that the best can be shown on December 2<sup>nd</sup>, which is Design Day.