

**Project Deliverable F**  
**Prototype I and Customer Feedback**

GNG 1103: Engineering Design  
Section #A02  
Group #6

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## Introduction

In the deliverable E last week, a project schedule and cost estimation was created to organize the rest of the project and layout all milestones and goals. The purpose of this deliverable was to put the previous conceptual design into development by WIX, as well as receive customer feedback from the most recent. This deliverable will be divided into three parts.

In this deliverable, our design is just a rough sketch of the work the team hopes to complete in the next few weeks. The first prototype is more to prove the concept of our design, because the establishment of various functions and the connection between each subsystem have not been perfect. In this deliverable, we explain the prototypes in more depth, how they are built and how they work. Then, we developed a detailed test plan for the different functions of the prototype. Finally, we also listed customer feedback and Ruge's plan to improve our prototype based on the customer feedback.

## Prototype I

Based on the design and thinking of our team, our website will be composed of three subsystems, user, merchant and manager pages. But before going to the different page, people need to choose which page they wanna. Below we will show and introduce the preliminary prototype of each subsystem in detail.

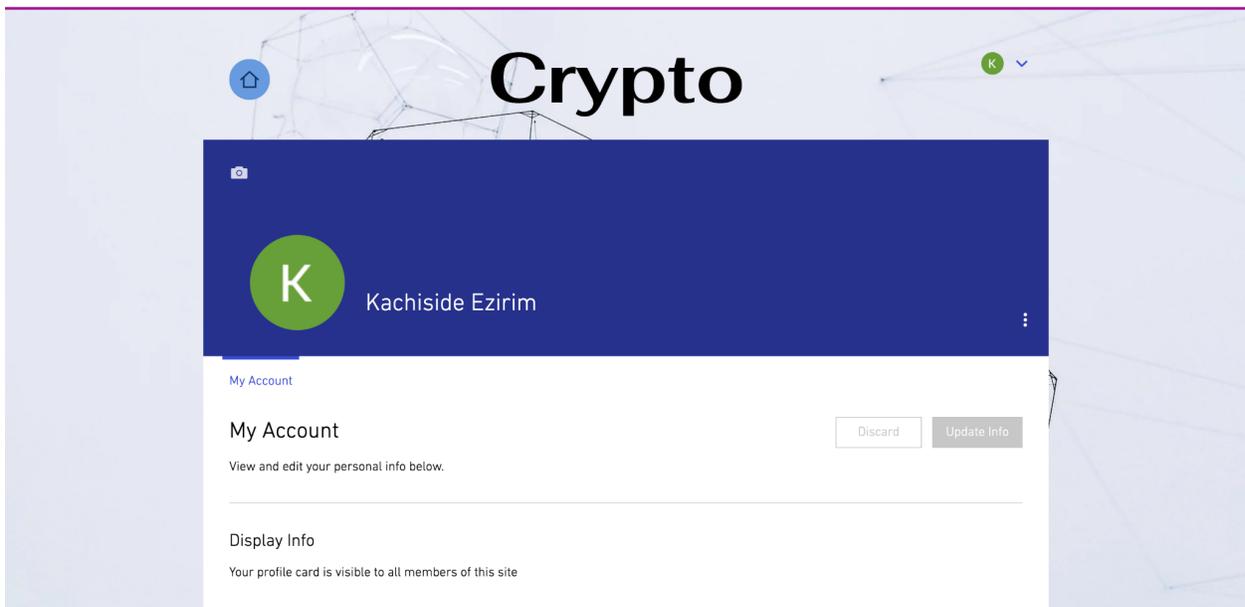
## Homepage of the website

The home page would begin with the client to choose whether he or she is a user/client or a merchant.



## Merchant page of the website

For this prototype the merchant page only includes the account page which would be for their business. After you have logged in, you can publish products and prices on the page. This requires a relatively large database to complete. We can also try to build or search a similar database. The points redemption of the database and page users should be the same database.



**Display Info**  
Your profile card is visible to all members of this site

Display Name \*



---

**Account**  
Update & Edit the information you share with the community

Login Email:  
kezir029@uottawa.ca  
Your Login email can't be changed

First Name

Last Name

Email

Phone

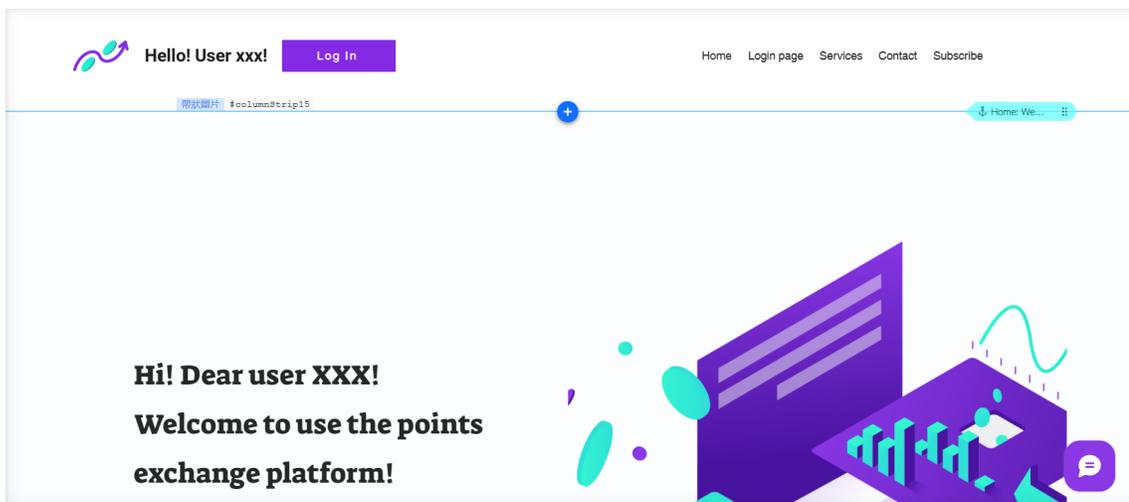
[Discard](#) [Update Info](#)



## User page of the website

After selecting "USER" through the homepage, the webpage will jump to the user interface of the website. We can find the login or register button here, click it to jump to the user login interface. After logging in, you can see the three main services of our user webpage.

### - Login page



*Please entre your email and password here!*

If you're the new user, please register by email.

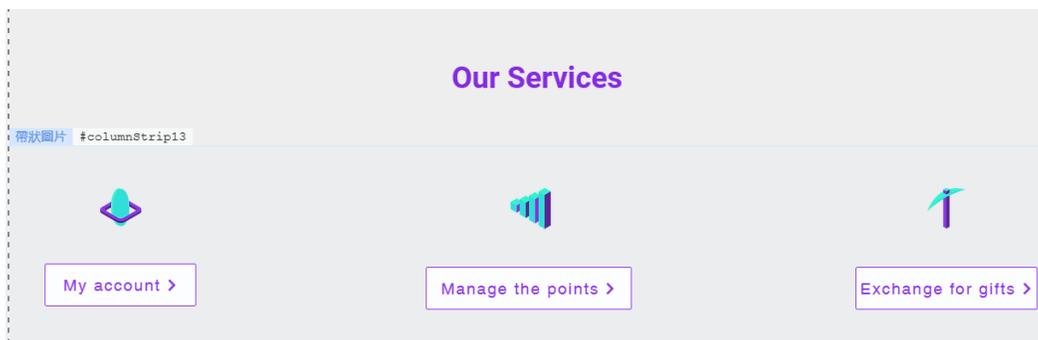
Enter your email here\*

Subscribe

**Thanks for submitting!**

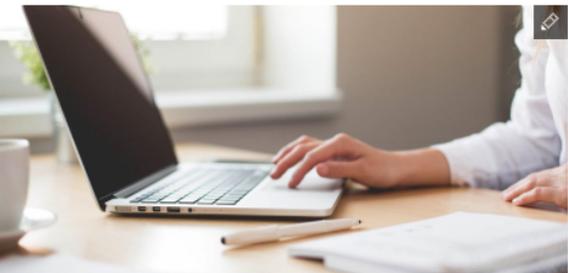
- Service page

After the user logs in, he will be redirected to the service page. Here we can see three main user functions: “ My account”, “Manage the points” and “Exchange the gifts”.



The user clicks the button and jumps to the corresponding interface to operate according to their purpose and needs. For the “ My account” fonction, We can see the user's personal interface. This will directly display the total number of points the user has (as shown in the figure below). Scroll down the page to view the points earned and paid during the selected date by selecting the time. Scroll down again to see the personal information of the account. The part of History and Bills will connect to the manager page when these two pages are complete.

My account  



— **Points total** —  
Points available this month

**User, Yang**

Points available this month : 955 credits 



— **History Bills** —

 Home  **My account**  Managem...  Exchange

— **History Bills** —

\*  Points Earned  Points paid

\* **Date:**

dd/mm/yyyy

**GO !**

**My account information** 

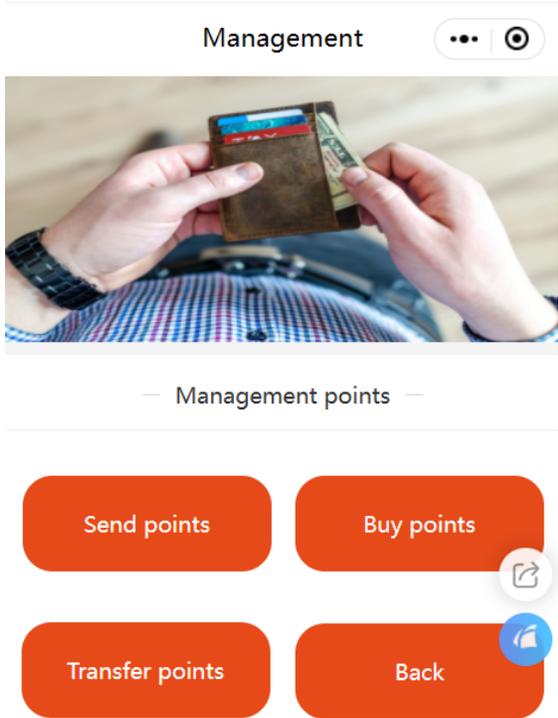
User ID : Jieying Yang 

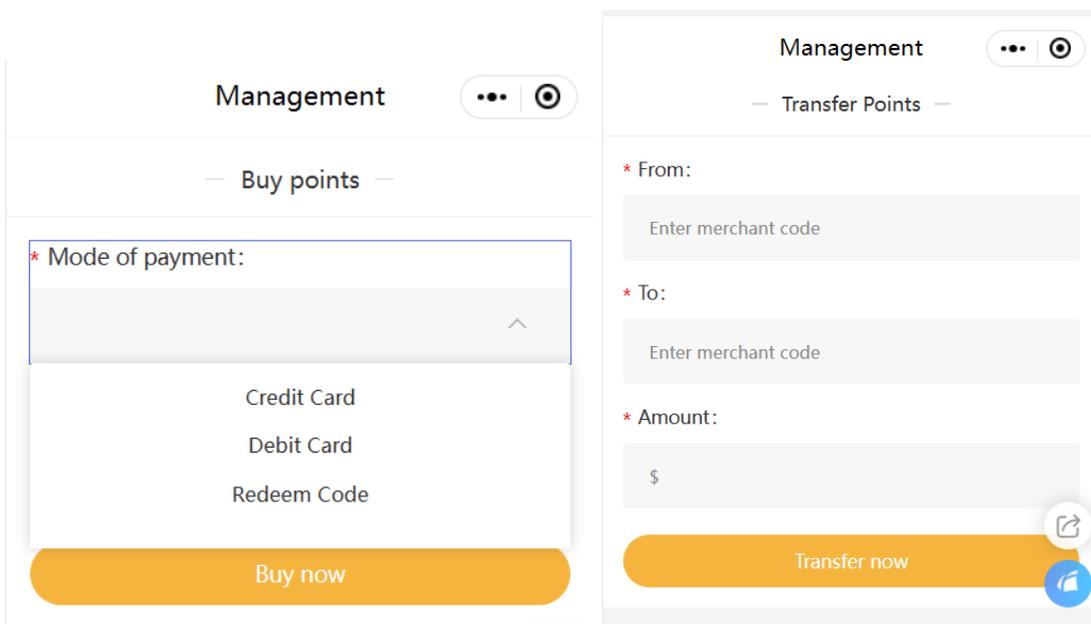
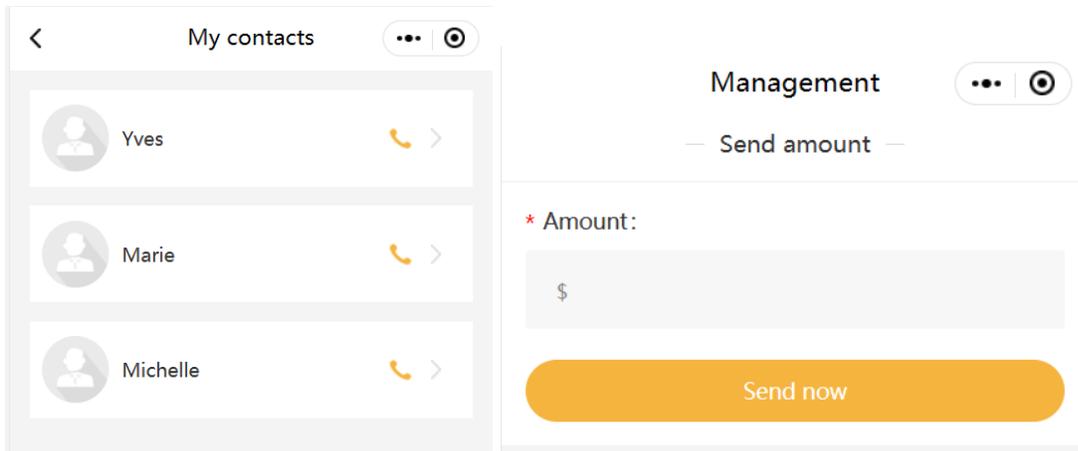
Telephone number : 873-288=1234

Email : username@gmail.com

My address : University of Ottawa, xxx Street. 

For the second fonction “ Manage the points”, we create 3 mains buttons for this fonction page. When we want to send points to friends, we use the "send points" function, and then a page for selecting contacts will jump out. After the contact is selected, enter the amount sent, and the contact will receive the points you sent. When purchasing points, there is a drop-down option to select the corresponding payment method, credit card, debit card or redemption code. If you choose a redemption code, there will be new fillable items that require you to fill in the redemption code. The conversion between merchants and merchants can also be done on this page, just click "Transfer points" and then an interface similar to bank transfer will appear, and the merchant's code is fillable.





For the third fonction “ exchange points”, we will connect with the merchant page and this fonction page when both the merchant page and user page are complete. For the point exchange function, he is relatively complicated. First of all, we need a large database that contains all the commodities or businesses that can provide exchange services. But because of the deliverables this time, each part is not perfect, so we just tried to write some code (as below) to show how it works. First, users are required to enter their available points, and then through calculations, to find the most suitable exchange method for them (waste as few points as possible). Finally, the price and name of the exchangeable items will be displayed to users on the web page.

```

1  #include <stdio.h>
2
3  int main() {
4      //first read the commodity information
5      int tot_sp = load_spList();
6      int flag_1 = 1;
7      int flag_2 = 1;
8      int flag_3 = 1;
9      printf(_Format: "#Item:\n");
10     for (int i=0; i<tot_sp;i++)
11     {
12         printf("%5d| %s\n",spList[i].value,spList[i].name);
13         if (spList[i].value%10 !=0) flag_1=0;
14         if (i>0) if (spList[i].value !=spList[i-1].value) flag_2=0;
15         if (spList[i].value %2 ==1) flag_3=0
16     }
17     printf(_Format: "# Total %d items;\n", tot_sp);
18
19     //get the points from users
20     int m;
21     printf(_Format: " # Please input the credits you've got: ");
22     scanf(_Format: "%d, &m");
23
24     printf(_Format: "\n");
25     int cnt = 1;
26     for {int i=0; i<results_index; i++}
27     {
28         if (results[i][MAX_SP_MUM] == m)
29             continue;
30         printf("#Plan %d:\n", cnt++);
31         int remain = m;
32         for (int j = 0; j < tot_sp; j++) {

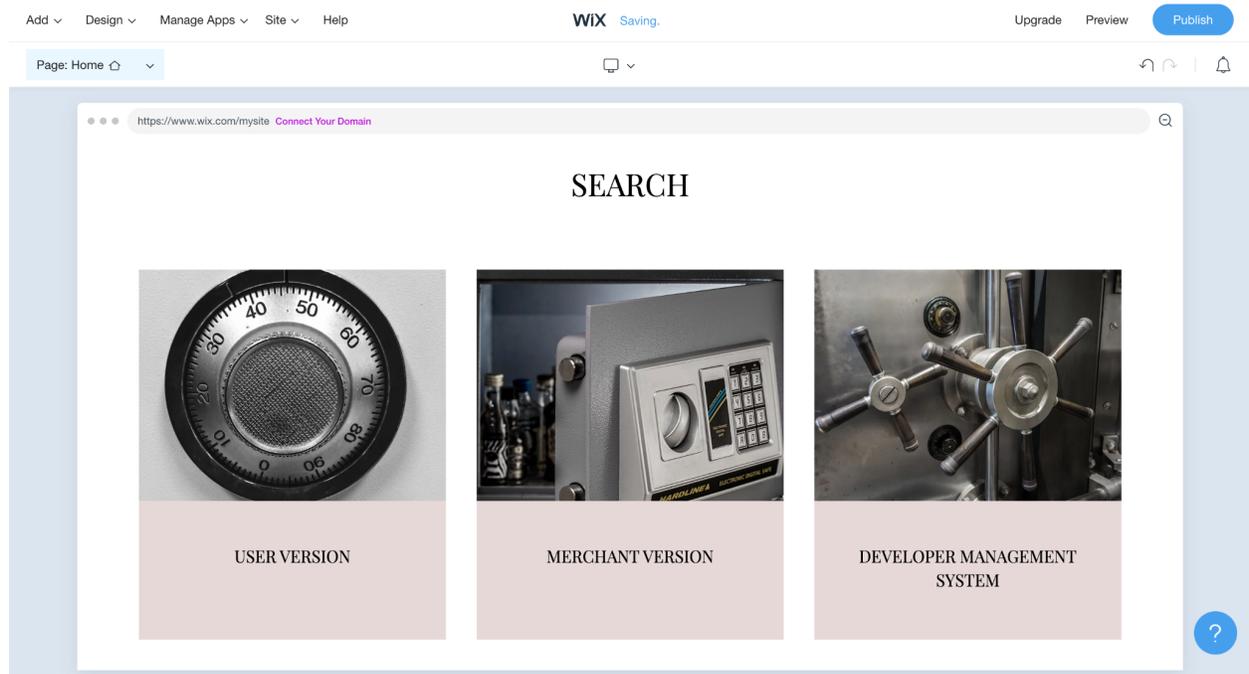
```

```

2         for (int j = 0; j < tot_sp; j++) {
3             if (results[i][j] == 0)
4                 continue;
5             printf("- %5d * %9d | %s\n", results[i][j], spList[j].value, spList[j].name);
6         }
7         printf("# Remain credits: %d\n", results[i][MAX_SP_NUM]);
8         printf("\n");
9     }
0     return 0;
1 }
2

```

## Manager page of the website



The management is able to view the website from the point of view of the users, merchants also through the developer management system. The manager interface is mainly used to track the activities of users and businesses. It doesn't require much design and programming. Once the merchant page and user page are complete, add permissions to the manager. The manufacturers are able to track the points of the customers and see how much they spent on different products. They can also see when the customer spends their points and what they spend it on.

## Test Plan for prototype I

<i>Test ID</i>	<i>Test Objective (Why)</i>	<i>Description of Prototype used and of Basic Test Method (What)</i>	<i>Description of Results to be Recorded and how these results will be used (How)</i>	<i>Estimated Test duration and planned start date (When)</i>
1	for the client to be able to create an account	the website	the result would show that the account can be saved on the website	3 days
2	Users can use points to exchange gifts and track their exchange history	Simulating users to redeem points	After the redemption, check whether the points in the account have decreased and whether the redeemed items are displayed on the personal homepage at the same time. And use the history tracking function to check whether it has been recorded in the bill.	2 days. We will begin when we finished the user page of the website (before 11.29)

3	The points of different businesses can be converted to each other	Try to convert points between two businesses.	If the points in merchant A can be successfully used in merchant B. Then the function of converting points among different businesses will be successful.	2 days. We will begin when we finish both the merchants part and the user part. Also when we successfully create a merchant account.
4	Whether management can track both users' and merchants' activities.	Simulating users to redeem points	After completing several points redemption, check whether the management interface can view the billing records of the merchant and the user at the same time.	2 days. We will begin when we finish the user page, merchants page, and management page. ( before 11.29 at least)

Because our three subsystems are made separately. Therefore, it is necessary to wait until the functions of each subsystem are fully completed before testing. We have established a plan for subsequent testing. He should be able to perform the first test after the prototype II is completed.

## Customer Feedback and Recommendation

### Homepage

From some feedback the homepage is pleasing aesthetically but there should be an about us page that would tell the client more give them ideas to what they are getting themselves to. Also from feedback there should be a contact place incase of any issues and they contact the management or even a chat platform to send a quick message to whoever is live to help. Another user also suggested to change the name that crypto sounds a bit basic

### Merchant page

Since there isn't much on the merchant page the feedback was more on the aesthetic which was, in some of their words "boring". To improve the users suggested more animation and colors with the buttons, one user even suggested making a logo. We will improve with the aesthetic but still have to deal with the use of the page which is to be able to see the points the merchant's business has and a history of their customer and purchases with the crypto.

### User page

By interviewing potential users and other members of the group, the feedback we got was mostly positive. But for the login page, it needs to be more attractive. The current interface is a bit monotonous, and only has some simple text. The client hopes to add some animations or pictures to attract more users. The same advice applies to service pages. We need to further improve the connection and conversion between each sub-page, and each function. For the page to redeem points, we need to solve the problem of cryptocurrency. And we need to build or search a larger database to record various information about the commodities that can be exchanged. Several users suggested that they might prefer to be able to browse all the products instead of only showing them the best redemption plan through filtering. We will improve this issue in the next deliverable. But this will have higher requirements for databases and web pages, so we may find professionals for some help.

## Conclusion

The first prototype was created with the purpose of visualising our initial concept. We have established simple time, but have not improved yet. We also got some feedback and suggestions from customers. We can provide improvements in these areas next time. The second prototype will focus more heavily on the subsystems of our design and developing them, then try to test them if they can connect each other.

## Wrike Plan

