

Project Deliverable F: **Prototype 1 and Customer Feedback**  
GNG 1103 – Engineering Design

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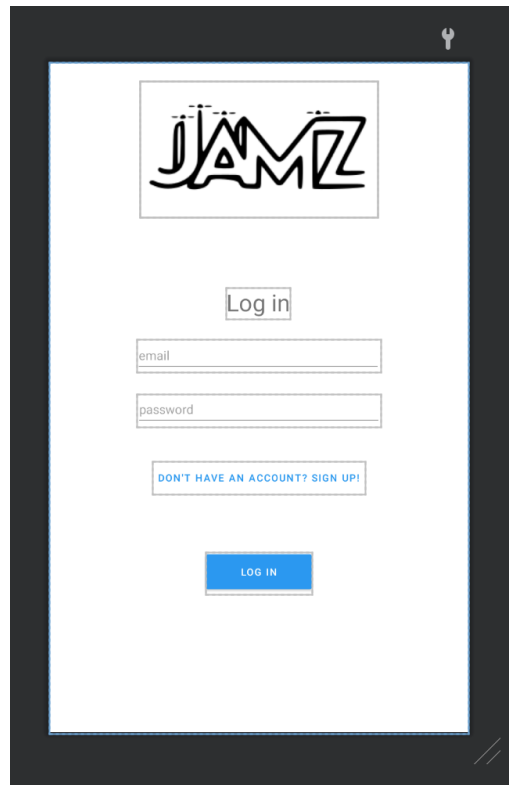
### What Sets Our App Apart

Our goal in the development of this app is to design a simplistic and user-friendly interface. We plan to accomplish this by creating subsystems within our app that lead the user through the order process without confusion. To do this, the means in which the user proceeds or precedes through the app is colour coded, with green being moved forward and red returning to the previous page. This is not yet fully implemented in the examples below, however, can be seen on slide 4 and 5, and will be included more in future developments. Furthermore, in gathering user information, our design allows the user to set up an account that includes payment options and delivery addresses, therefore eliminating the repetitive typing in of credit card numbers and other information. Once the user enters an order, our user interface will give step by step instructions on how to safely retrieve the shipment (slide 9). In the event that JamZ is unable to provide service due to weather or other circumstances, a message will be displayed to the user that JamZ is currently unavailable (slide 10).

### Objectives:


We wanted to split up our main app pages among the members of the group and create them individually in android studio first. We were aiming for simple and easy to use/understand and to follow the design we had agreed upon in the last deliverable.

### Prototype pictures and descriptions



*This is the login page you would see when opening the app.*

*The “don’t have an account? Sign up!” button leads you to the sign up page where you can create an account*



sign up

first name

last name

phone number

email

age (DD/MM/YY)

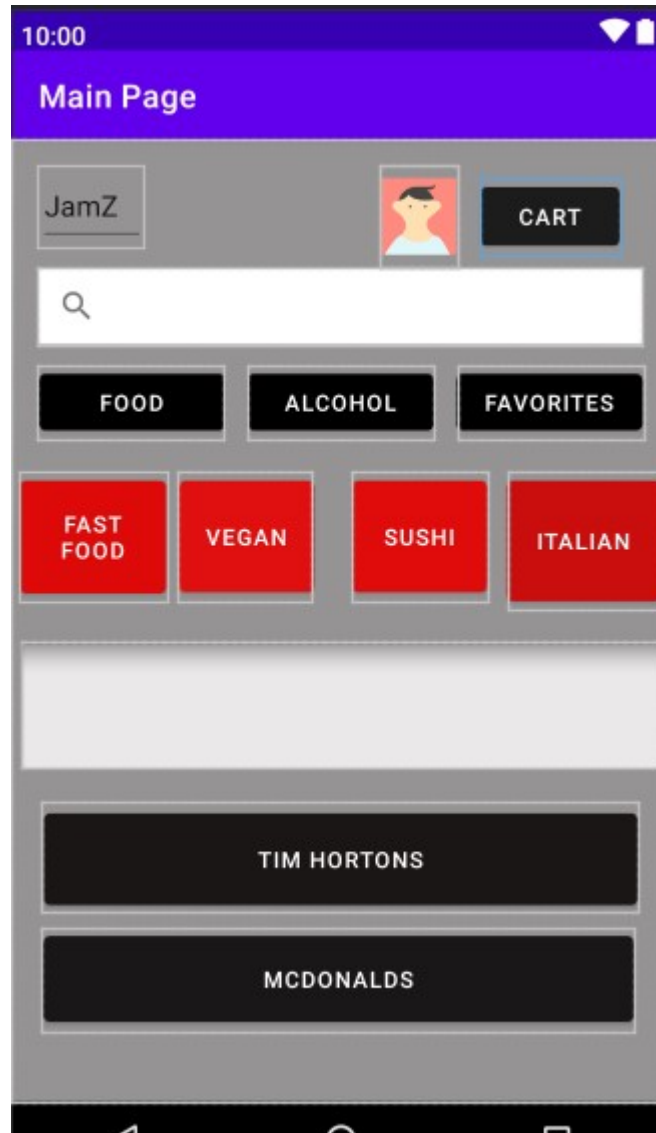
password

confirm password

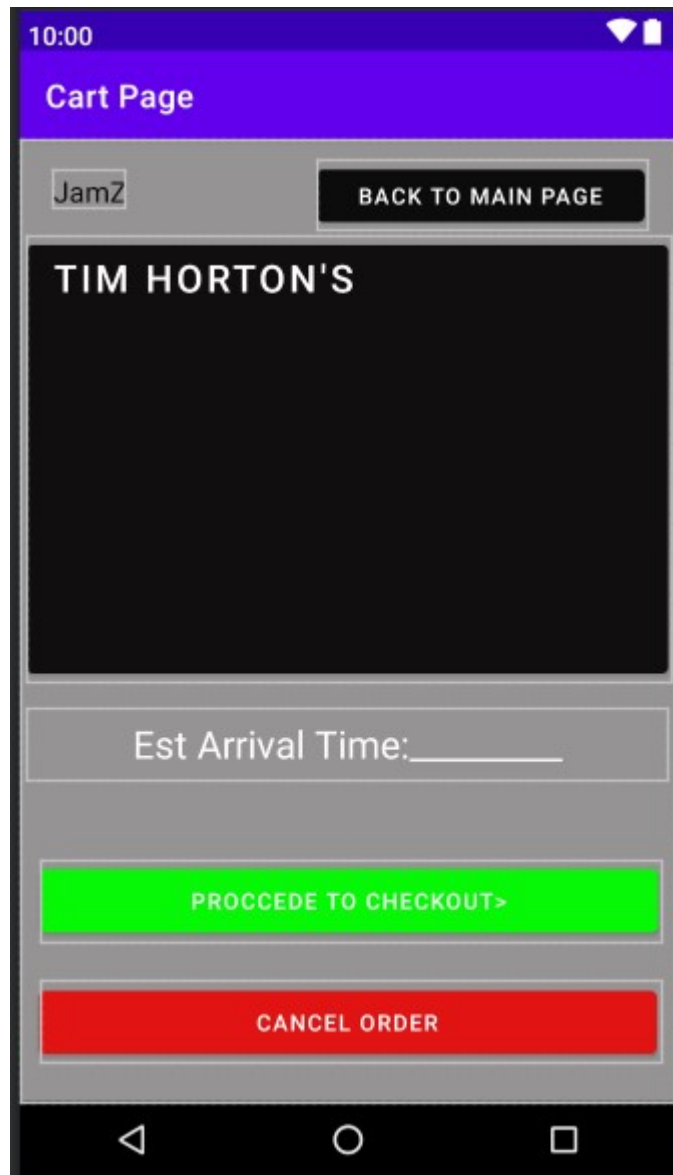
NEXT

*This is the sign up page that lets you enter all your information.*

*The storage of this information possibly through a third party will be done in a later prototype.  
A second sign up page will also be created for prototype 2 where the user can input their optional  
information such as allergies, default address and default payment method.*



The above image is the main screen. This is the screen that the user will see after logging in. Here they will be able to browse the selections of food, access their account, or view their cart. By clicking “Cart” the user can proceed to the next page. Along the bottom of the page buttons will appear with the users most often visited restaurants. Promotions will also be advertised in the grey rectangle. The current theme and layout will be altered for the next deliverable to match the other windows.



*This is the cart page. The user can view their order and make adjustments as they see fit. They will also be given an approximate wait time. Here the color coding feature can be seen, as well as on the next slide. This color coding feature allows for a smoother and less confusing UX.*

10:00

## Order Confirmation

JamZ

Please Enter Address

Credit Card #

Coupon #

Food\$:\_\_\_\_\_

Delivery\$:\_\_\_\_\_

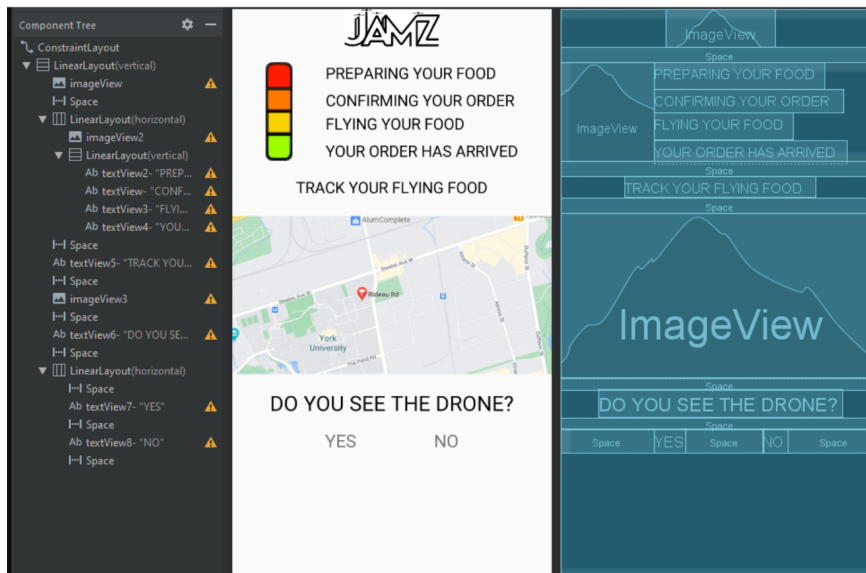
Total\$:\_\_\_\_\_

<CANCEL ORDER

CONFIRM ORDER>

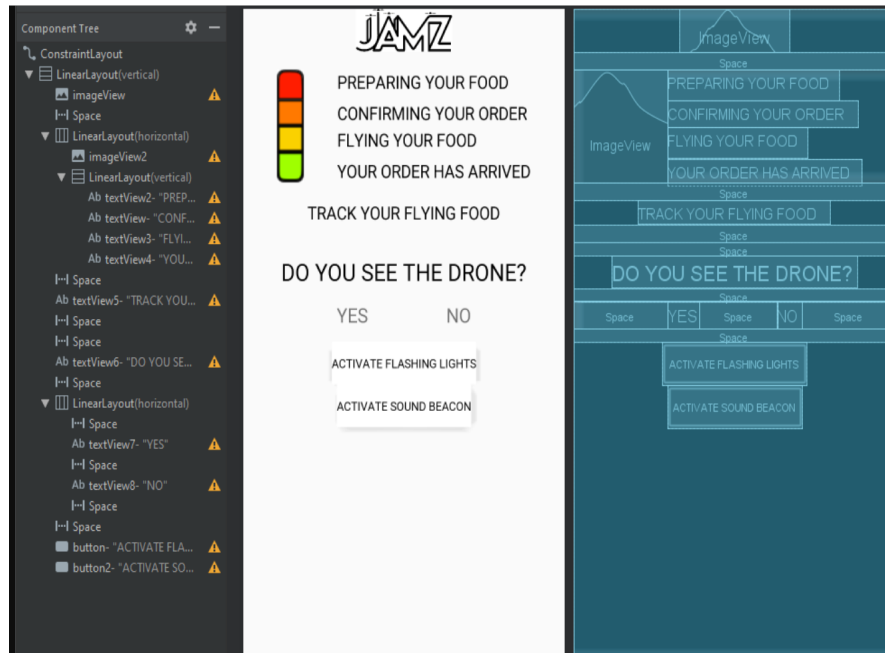
***Lastly this is the confirmation page. This page will detail prices and payment methods. The address and credit card features may be relocated to the account part of the app in order to make it so the user does not have to enter it every time.***

**“Track Your Flying Food”** (the middle image is the app prototype whereas the rectangles on either side is an outline



This is the “Track Your Flying Food” page where customers can track the delivery process of their food with the flashing lights (red, orange, yellow and green light). When the light is red customers will know that their food is in the process of being prepared by the restaurant and has not left for delivery yet. At orange the drone will arrive at the restaurant for pick-up and employees at the restaurant are at the confirm your order stage where they review the customer’s order and make sure the drone is delivering the correct one. At yellow the drone has taken off for delivery and is making its way towards its destination. At green, the customer will receive an alert indicating that the drone has reached the destination set by the customer. Now the map is more of an accurate tracking order method where it will indicate the exact location of the drone from when the flashing light turns red till it turns green. This way the customer will know exactly where the drone is and prepare themselves for pick-up. Once the drone has reached its destination the customer will have to indicate on the app whether they see the drone or not. If they see the drone, they select the “YES” button and that will bring them to a page that will show steps on how to retrieve packages and interact with the drone. If the customer does not see the don’t, they should select the “NO” button which should bring the customer to the “Activate Sound Beacon or Light” buttons. This was coded with android studios however the transition from the “Track Your Flying Food” to the “Activate Sound Beacon or Light” buttons have not been fully made. As well as the map is still not joined with google maps. We are currently waiting for information on the clients approved API. Overall the design may also be altered and the logo as well. And we are currently in the process of joining all the app pages into one whole project.

**“Activate Sound Beacon and lights Page”** (the middle image is the app prototype whereas the rectangles on either side is an outline)

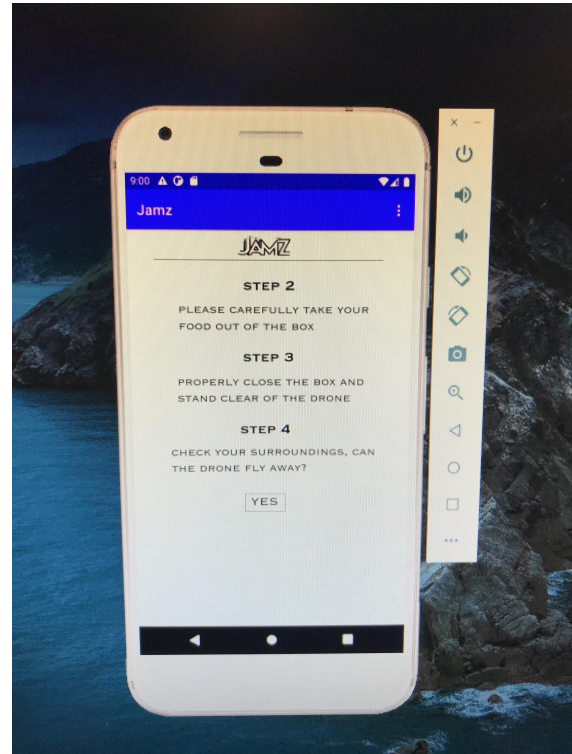


This page is seen when the customer selects “NO” when the drone has reached its destination and the customer is asked on the app if they see the drone. Now if the customer doesn't see the drone, they get the option to activate the loud sound beacon on the drone to catch the customer's attention or activate the flashing lights. Now these options help those who are hearing impaired or visually impaired have options to find the drone. As well as if the drone was doing a night-time delivery the flashing lights would help locate the drone easier and the sound beacon would be easier to use when the drone is delivering in the day. So far, the buttons don't necessarily work. The design for the pages is set but we are working on having the pages connect through buttons. Also, the flashing lights and beacon is not yet connected to the drone that will actually be handled by a third-party. The logo here also will be changed.

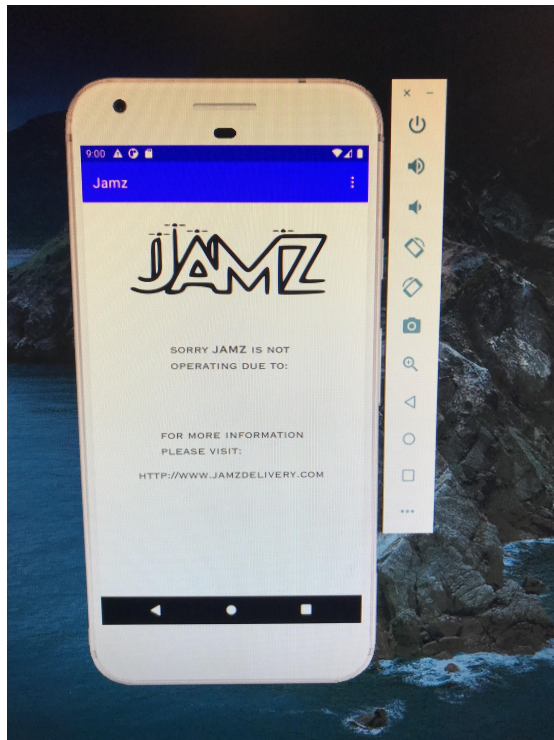




*QR code scan page*



*Instructions to pick up order page*



*Jamz alerts/error page*

These are currently non-functional, they are just meant to display the layout of each page. The first page is displaying a QR code that the user is informed to scan. The second page displays the steps in which the user should safely remove their food, they are then asked if the drone can safely fly away. The third page is the alerts window, this will display any problem that Jamz is experiencing and will display the Jamz website. These visuals represent the layout and theme that the final prototype of these pages will most likely be composed of.

## Testing Prototype 1

- No testing was possible since there is not a lot of functionality (other than first appearance in our app)
- A form of testing will be receiving feedback from client on tuesday the 10th of November.

## Objectives for Next Stage:

Our objectives for the two future prototypes included choosing a theme and implementing it across the different windows, creating functioning buttons that link the various windows/pages together, implement a search bar, and figure out how to make the map work. For this we would most likely need to start doing the project on one computer for simplicity sake of combining the different pages as well as making sure that the theme and design matches up.

For now we are planning on having some buttons work for deliverable 2 (subject to change depending on if we can figure out how to do that) and agreeing on a theme/style. Jean is also going to take a first look at the map and how to implement that. Any backend data storing such as user information will also be completed for the 3rd prototype.

## Trello Board:

