

High fidelity prototype of mobile app for buying tickets

Task

Prepare an interactive high fidelity prototype of mobile app for buying tickets.

Detailed description

This is high fidelity prototype so it's should be more functional than earlier prototypes and be prepared for real usability testing on mobile devices. For example there should be possibility of storing user-entered data such as the amount and type of tickets, a real summary of the purchase, etc.

Proposed tools for developing project:

- <http://proto.io/>
- <http://jquerymobile.com/>
- any other preferred programming environment for mobile development

Requirements

- The prototype must be interactive.
- User may navigate through all screens and perform actions in accordance with all customer requirements.
- App is storing user-entered data such as the amount and type of tickets.
- App provides summary screen presenting selected purchases.
- App is ready to be presented on real smartphone.
- Remember about needs of users that have been described in earlier projects (Personas and Accessibility).
- Visual form may be in graphical form (with icons, colors etc.)

Customer requirements

The mobile app should allow the following functionalities:

- Buying tickets (prices shown in dollars here):
 - Single ride ticket: regular fare 1.50 dollars, reduced fare 75 cents,
 - 20-minute unlimited travel ticket: regular fare 1 dollar, reduced fare 50 cents,
 - 60-minute unlimited travel ticket: regular fare 2 dollars, reduced fare 1 dollar,
 - One-day unlimited travel ticket: regular fare 4 dollars, reduced fare 2 dollars,
 - Seven-day unlimited travel ticket: regular fare 8 dollars, reduced fare 4 dollars,
- Add money to the city travel card:

- 30-day unlimited city travel card: regular fare 60 dollars, reduced fare 30 dollars,
 - 90-day unlimited city travel card: regular fare 120 dollars, reduced fare 60 dollars,
- Pay with:
 - Bank transfer
 - NFC
- View the bus/tram timetable (the only implemented functionality here is the line number selection):
 - Three bus lines (no. 3, 10, 20)
 - Four tram lines (no. 4, 6, 8, 12),
- Change the working language; English, Polish, German, and Russian should be available (The selection screen should be implemented, but all other screens are prepared in one English language only)
- Access help (implemented as a single screen “This is help”, without details).

Deadline

- 2 weeks
- Please send the project or access to preview it to: mati@pjawst.edu.pl