# Activity sheet 1.18: Sowerby Biscuits – planning a project

*Learning outcome B: Be able to use project planning techniques to plan, design and develop a user interface*

*B1: Project planning techniques*

Read the requirements of the following project brief. Then complete the tasks.

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| Project – Sowerby BiscuitsProject brief Sowerby Biscuits is a chain of shops in the north of England that makes and sells speciality biscuits and a range of other household items. The business aims to make a profit by selling its biscuits for more than the cost of making them. The business was founded ten years ago with a single shop and has grown rapidly. It now has over 20 branches. The business had a revenue last year of over £10 million. The majority of the business’s customers are aged 25 or over.  The business has a website but this is limited to providing basic information about the business, such as what it does and the locations of its shops.  Sowerby Biscuits now wishes to introduce an online store where customers can make a selection from the company’s full product range and place orders for home delivery. They want the online store to help them expand without needing to open new shops. They want the website to attract customers from all over the UK, as well as abroad.  The business has asked you to help design and develop the user interface of the online store. They want to review the design of the interface at different stages and have the opportunity to provide feedback. Requirements ***Screen 1 – Product page***  This page should enable users to browse all products. There should be a menu system that enables users to filter or select specific types of products; for example, all biscuits or all chocolate-covered biscuits. The page should display the products selected, together with a short description that can be extended by the user clicking to see more detail. The page should display the current price of each item and whether it is in stock. Users can read reviews from other customers or add a review of their own (if they have signed into their account). Customers wishing to make a purchase can select an order quantity and send the item to their shopping basket.  ***Screen 2 – Buying page***  **This screen will take customers step by step through the ordering process.**  If they are an existing customer they can sign into their account to bring up their name, address and stored items such as delivery preferences and payment method (if the user chooses to store their card details). If not, they have the option either of creating an account (in which case they will be able to enter and store these details) or continuing as a guest (they will be prompted to enter their customer details but these will not be stored once the order has been processed).  The screen will then bring up the shopping basket for customers to review and edit if required by clicking a link to return to the product page. Users can then confirm the basket and proceed to place an order, where their saved details will be displayed for them to edit and/or add to (e.g. payment details will be requested here if the customer has not stored any payment card details).  ***Screen 3 – User Account page***  On this screen users can sign into their account or create a new one. Users will be able to enter all personal details needed to process and deliver orders, including: name and address, contact information, payment card details (if being stored) and preferences (e.g. for marketing communication from Sowerby Biscuits). Users will also be able to view and amend their account details, for example: username, password and account recovery options.  On all pages, suitable prompts and advice should be given to support the users when they are entering details or clicking a command.  **Additional requirements**  The user interface should:   * be suitable for the hardware and software that is found on desktop PCs, tablets and smartphones * be suitable for the age, skill level and past experience of the users * have a range of suitable accessibility features that make effective use of design principles to allow users to navigate the user interface effectively and efficiently * use the most appropriate type of user interface to meet the requirements in this brief * promote the company house style by using the colours green and light grey. |

1. Describe, in your own words, the requirements for *Screen 1 – Product page*.

1. State the benefits and drawbacks of using a written description for this project.

1. State the benefits and drawbacks of using a graphical description, such as a mind map, for this project.

1. Create a mind map to show the requirements of the Buying page.