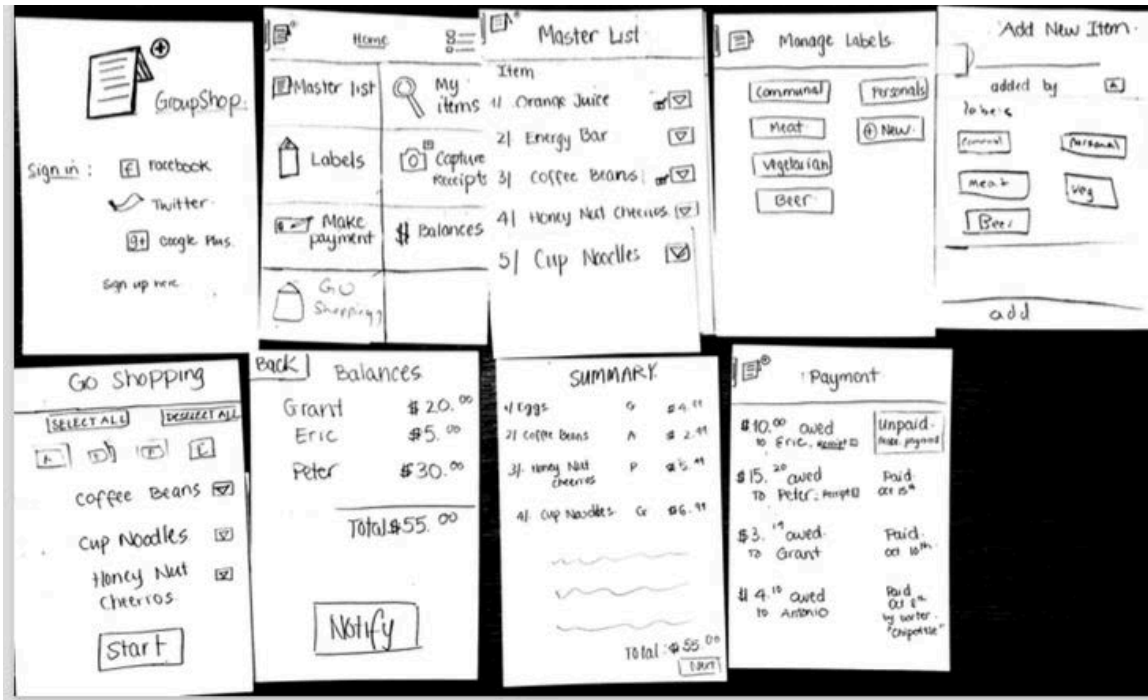
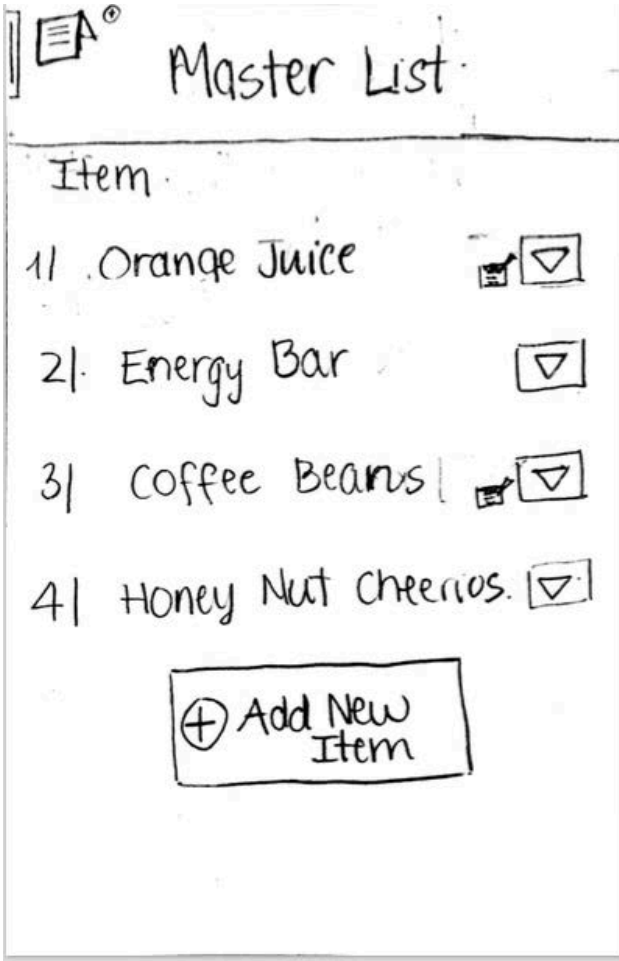


Grant Azure, Hieu Trung Le, Antonio Diaz, Peter Hu  
 Assignment 3a – Paper Prototype

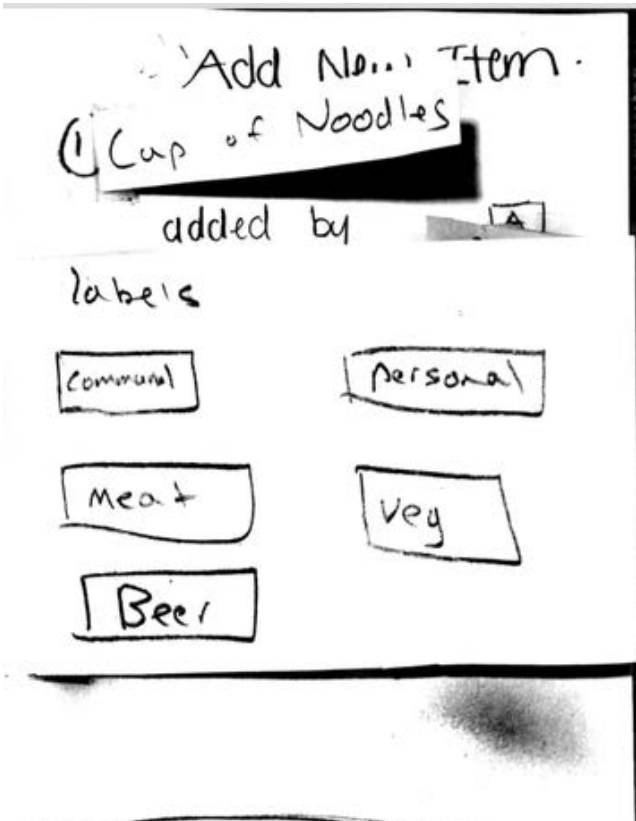
Overview :



Task: Adding an item (User: Antonio, Item: Cup of Noodles, for personal use)



It shows items already added to the list, to add an item, Antonio selects 'Add New Item'



He types in "cup of noodles" in the 'item' field.  
The 'Added by' field is already populated with his icon.  
He hits the choose button which brings up the label choices.  
He selects the appropriate label for his personal cup of noodles ('Personal').  
He his returned to the previous screen with the 'label' field filled in. He has no further notes to add, so he can hit "add" to complete the list addition process.

☰<sup>®</sup> Master List

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Item

1/ Orange Juice

2/ Energy Bar

3/ Coffee Beans

4/ Honey Nut cheerios

5/ Cup Noodles

Antonio has successfully added his cup of noodles

☰ Manage Labels

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Communal

Personals

Meat

⊕ New

vegetarian

Beer

If he wants to add or register to a label to make sure the billing is properly calculated (instead of separate lists, we decided labels for the reimbursement logic) he can enter the Labels section from the homepage to arrive here

Label.: meat.  
Registered user  
- Peter

- Grant.

You are not yet registered  
Register for this label?

Register

Label.: meat.  
Registered user  
- Peter

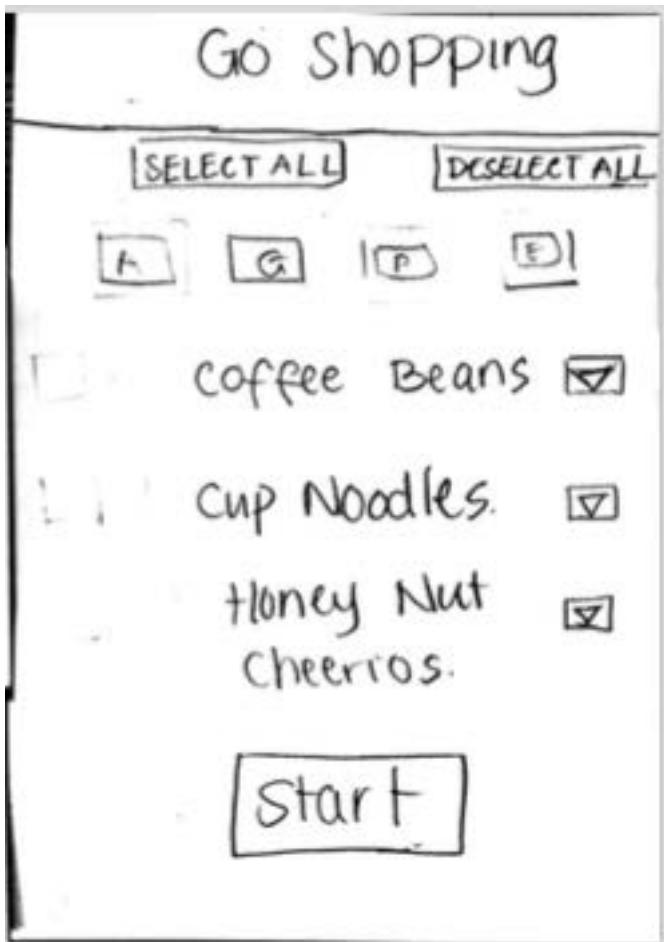
- Grant.

---

- YOU  
you are registered.

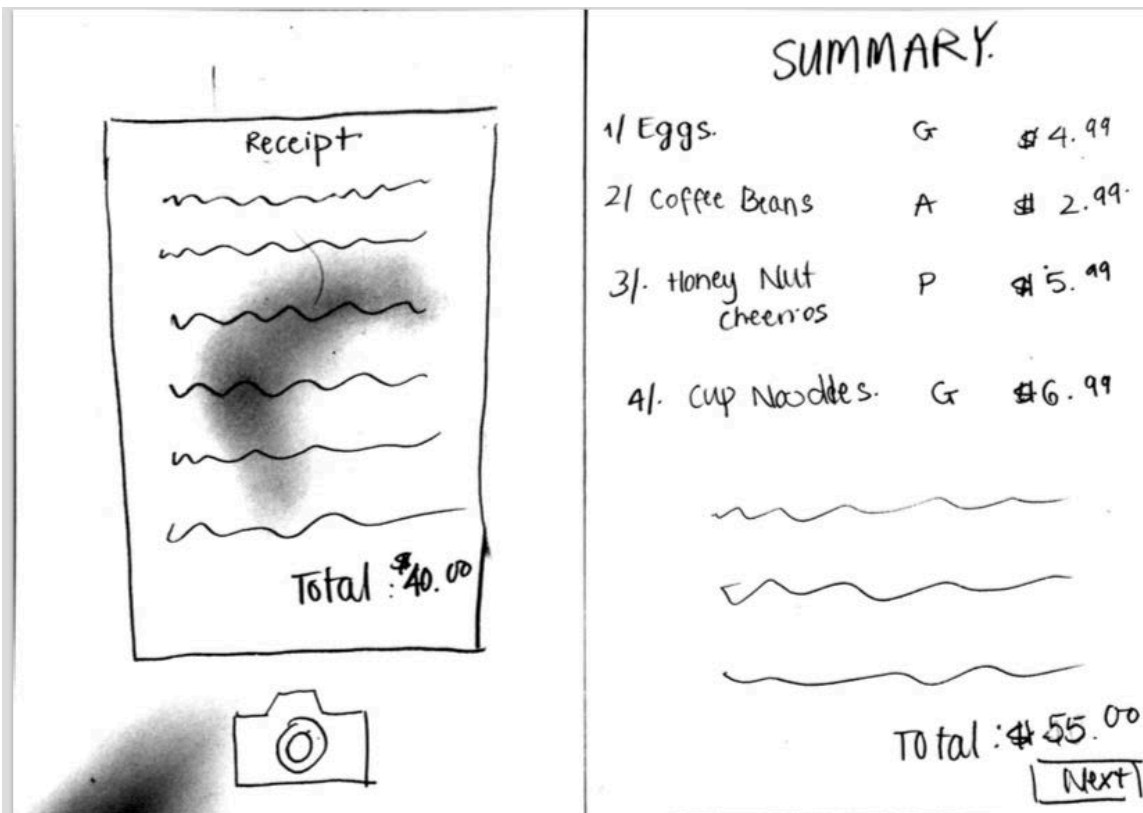
Unregister.

He sees his roommates registered and wants to register as well, so he hits "Register"



Task – Declaring a trip and inputting the receipt

Antonio wants to go shopping and wants to notify his roommates of what he will be buying, he selects the “Go Shopping” button of the home screen and arrives here. He wishes to buy everyone’s groceries so he hits SELECT ALL and then start, which notifies his roommates.



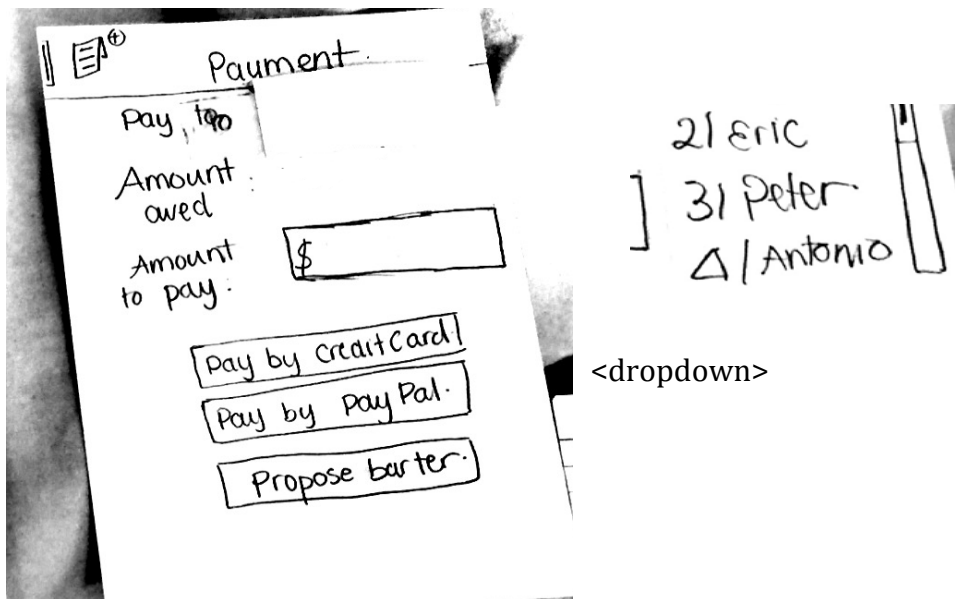
When Antonio is done shopping he inputs the receipt through image capture and is provided a summary of what is on the receipt with the assignment of names and labels to it.

Back   Balances		Payment	
Grant	\$ 20.00	\$ 10.00 owed to Eric. <input type="checkbox"/> Receipt	Unpaid. (Make payment)
Eric	\$ 5.00	\$ 15.20 owed to Peter. <input type="checkbox"/> Receipt	Paid. Oct 15 <sup>th</sup>
Peter	\$ 30.00	\$ 3.19 owed to Grant	Paid. Oct 10 <sup>th</sup>
Total \$ 55.00		\$ 4.10 owed to Antonio	Paid Oct 8 <sup>th</sup> by barter. "Chipotle"
<div style="border: 1px solid black; padding: 5px; display: inline-block;">Notify</div>			

Antonio can now see his updated balances with his roommates and can notify his roommates of their updated balances.

#### Task - Reimbursing a shopper

Grant has decided he will pay Eric back for some other groceries he purchased (Dipping away from Antonio for this step). He does so by selecting make payment button on the home screen.



Payment

Pay to Eric

Amount owed: \$10.00

Amount to pay: \$10.00

Pay by creditCard

Pay by PayPal

I'll pay for your Chipotle burrito tomorrow.

Send

He selects Eric as the roommate he wants to pay to, using the drop down menu, and the amount owed field is updated for him. He can then fill in the amount he wants to pay and select a payment method. He can also set a barter as his payment method (which Eric will have to approve)

Payment

Congrats! \$10.00 had been successfully paid to Eric.

Return

Confirmation.

Notifications have been sent to Eric, Grant & Peter.

OK