Coupons for Dominos

Web Application Screen Requirements

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# Main Screen

## Summary

The Main screen displays all of the applications 2 functions. It allows the user to select which function they would like to use. This can be either by text or icon.

## Specifics

1. The two (2) functions can be either text or icon and can be located anywhere (even if they are on the bottom of each page for easy switching). The functions to be listed are:
   1. Find Coupons
   2. Submit Coupons

NB: You can find processes for each of these in the process document.

1. The logo should be visible on this page.
2. Advertising should be shown at the bottom or top of the screen.

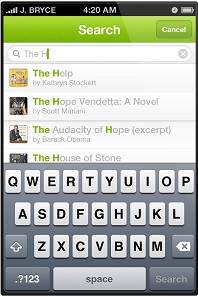
# Store Selection Screen

## Summary

The store selection screen will have a menu selection system. It allows the user to select which store they would like to use, it is also used when the user is selecting their default store and when they are selecting the store on the submit coupon screen.

## Specifics

1. It must allow the user to select country, and then type letters / numbers of their store. As the user is typing these characters.
2. It will automatically update the list in real time showing the closest matches as the user types.
3. The store data (address information) will be located in the app on the phone.
4. The user can select their store from the list at any time when it is listed in the real time search results. Functionality (not style) example:



# Coupon Screen

## Summary

The Coupon screen lists all of the available coupons for the store that has been selected. It allows the user to select which coupon they would like to use.

## Specifics

1. Each coupon is separated and easily distinguished from the one above and below it.
2. Three (3) filter options need to be available
   1. All
   2. Pickup
   3. Delivery

When these are selected, it will show only the coupons for the selected store that match them. Each coupon in the database has this listed as one of its attributes so a query can sort them.

1. When a coupon is selected, it will copy the code to the clipboard so that it can be pasted later.
2. The user must be able to navigate back to the store selection screen in the case they have selected the wrong store.
3. Advertising should be shown at the bottom or top of the screen (always visible – users may have to scroll to see all of the coupons but the advertising will be visible the whole time)

# Submit Coupon Screen

## Summary

The submit coupon screen has a form and allows users to submit it once all fields are completed. It allows the user submit a coupon code.

## Specifics

1. The following text should be on the page above the form: “Help your fellow Dominos© lovers and submit a coupon, we’ll even give you the credit!
2. Six (6) fields are listed on the page. They are:
   1. Coupon Code
      1. Field is free text.
      2. Caption – “Type coupon code here”.
   2. Delivery or Pickup
      1. Field is a checkbox - Selection of both is allowed.
      2. Caption – “Select the applicable method for the coupon”.
   3. Store
      1. Selection – use the same as the store selection screen.
      2. Caption – “Select the store which this coupon is known to work with”.
   4. Description
      1. Field is free text.
      2. Caption – “Type what you will get for using the coupon”.
   5. Price
      1. Field is free text.
      2. Caption – “What is the price?”
   6. Credit to
      1. Field is free text.
      2. Caption – “Type your name / nickname”.
3. User can only submit once all fields are populated.
4. The form entries are to be uploaded to a database.
5. Once submitted the following text should be displayed: “Thank you for your submission, we will check the code and if we don’t already have it in our system and it works, we will add it to the stores it is available in and credit you.” It should then ask the user if they would like to submit another coupon (as shown in the process document).
6. Advertising should be shown at the bottom or top of the screen.

# Additional Information

## Screen Orientation

The content only needs to be vertical. If the phone is tilted horizontally it will not change the perspective.

## Advertising

AdWhirl will be implemented to display advertising banners and must be added to the coding of the application and displayed on screens where it is required. They are:

1. Main
2. Coupon
3. Submit

A 320 x 50 pixel space will be allocated for advertising. This could be at the bottom or the top of the screen.

## Additions And Changes To These Requirements

During the course of the design and/or coding, these requirements are subject to change.