Assignment 2:

Planning and research: Things that will need to be done for this project

* Sketch layout for desire feel
* I am thinking for a design to have a red curtain backdrop and have each item with a stroke to have a sort of “show” aesthetic with two arrows on either side tha1t act as the next and back buttons for each item
* I think I will have a switch button option for an instrument that could be acoustic or electric
* I like the idea of having the text and feel be quite game-like for one of the styles
* Continuing on from my first assignment I will be using Figma and Figjam to sketch and create the images I need for the items
* Will need to create a development timeline for getting this project done

Core functionalities that need to be done includes:

* sending the data of the chosen musical item to the second activity screen that will showcase the further details of the chosen item through parcelization
* user being able to set the rental length of the item
* User can confirm booking or cancel booking
* When confirming booking, has to be error checked with amount of credits available or if the user agreement box has not been checked
* For user actions a toast bar or snackbar should be displayed

Development plan:

Sketching/wireframe🡪 understanding UI/UX of app🡪creation of elements/images/design on figjam (ensuring responsiveness)🡪setup of workspace/project on AS🡪Establishment of themes and colours🡪implementation of layout and code

Research images for potential layouts:

A screenshot of a device

Description automatically generatedA close up of a guitar

Description automatically generated

Looking at some different rental websites on my phone, I wanted to get a feel for how the industry displayed their items. Seeing the hierarchy structure of placing the image as the centre and the top of the layout impressed upon me the idea of doing something similar to ensure the user’s focus and attention was on the current item.