

AlGa

Design Document

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Download page: https://github.com/GabrieleGuelfi/Project_DIMA

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Introduction

The goal of this document is to collect and explain the choices, possibilities and motivations of the mobile application AlGa, developed by Alessandro Falcetta and Gabriele Guelfi.

AlGa is an Android application developed within the course of *Design and Implementation of Mobile Applications* ad Politecnico di Milano, Italy. The goal of this course is to design a "mobile" applications by considering both the problem of designing the user experience, that is, the screens used to interact with the user, and the problem of understanding the actual distribution of the components that constitute the application and their interactions.

The document is organized as follows: Chapter 2 states what the app is about and which are the requirement is must satisfy. Chapter 3 explains the reasons behind the choice of the used technologies. Chapter 4 details the architectural choices for the entire application, while Chapter 5 gives an overview on the application from the point of view of the user, including some screenshots and mock-ups. Chapter 6 explains the use of external APIs, while some business-driven considerations are proposed in Chapter 7. Conclusions are finally drawn in Chapter 8.

Idea and Requirements

AlGa is a mobile application which helps users of electrical cars to find near recharge stations.

Chapter 3 Implementation choices

AlGa is implemented in Flutter.

Architecture

The architecture for the application is a client/server one.

Chapter 5
User Interface

Chapter 6 External services

Cost estimation

The application leverages the possibilty of Firebase.

Conclusions

Name	Alessandro Falcetta
Effort spent	20 hours
Task	
	• Group work
	• Introduction
	• Deployment view
	• Runtime view

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Effort spent	20 hours
Task	
	• Group work
	Overview
	• Component interfaces
	• Requirements traceability
	• UML