

ENGINEERING AND APPLIED SCIENCE

**CS3040 MOBILE DESIGN AND DEVELOPMENT**

COURSEWORK REPORT

**Memori: A Mobile Travel Journal Application**

A mobile application replacement for a travel journal

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# Introduction

This report is based around the development and implementation of a mobile application called Memori. Memori has been designed to improve how users track the holidays they travel on and its events and potentially, act as an electronic replacement for travel journals. The report will first discuss where the inspiration for the UI originated from and then explain how this inspiration was put into place. It will then showcase the functionality behind the UI and how several aspects have been implemented. The final section of the report will discuss how a potential evaluation would be carried out, in addition to a self evaluation about Memori itself.

# Design Motivation

## What motivated the design for Memori?

The overall design for Memori was inspired by...

## What background research was conducted for the design?

SOME TEXT

# Application UI Design

## How does the user navigate through the app?

NEED TO CHECK IF THERE IS A SPLASH PAGE

The user will arrive on the first page of Memori which is the ‘Holidays’ page. A holiday- within Memori- is a place where the user will be able to enter information about the holiday that they are travelling on, for example start/end dates, locations, companions etc. From this page, the user will be able to view all of the holidays they have created, in addition to pre-defined holidays which provide a chance for the user to get familiar with the system [Figure 1]. There is functionality for creating, editing, viewing and deleting a holiday all within this page. In order to create a new holiday, the user can select the ‘Create A Holiday’ button, which will navigate the user to a page where they can enter the necessary information [Figure 2]. Once created, the user will be able to view this holiday by selecting it within the holiday list, which will take them to the ‘View Holiday’ page [Figure 3]. To edit a particular holiday, the user must select the toolbar from the ‘Holidays’ page and then select ‘Edit’, which will navigate them to a similar page to ‘Create Holiday’ where they will be able to edit and save any changes to the holiday [Figure 4]. The final point of interaction on this page is to allow the user to delete a potential holiday, which can be found alongside the ‘Edit’ function within the toolbar.

PLACE IMAGES HERE

The next significant page within the system is the ‘Visited Places’ page. This page acts very similar to the ‘Holidays’ page in terms of user-interaction; hence why the UI elements (such as toolbars and buttons) can be found in the same location [Figure 5]. A visited place is a place that is visited when on a holiday, for example a holiday could be a honeymoon to Paris, and a visited place could be the Eiffel Tower. The ‘Add a Visited Place’ button allows the user to add one where they will be able to select which holiday they are travelling on and also a potential location for the visited place [Figure 6]. All visited places created will be available to view from the ‘Visited Places’ page within the list. Functionality to edit a particular visited place will also be available by navigating to the toolbar, selecting ’Edit’ and then a particular visited place; which will take the user to the ‘Edit Visited Place’ page.

## Why the UI was designed this way?

SOME TEXT

# Implementation

## What was the overall structure/architecture of Memori?

SOME TEXT

## Which aspects were difficult to implement and how were they achieved?

SOME TEXT

# Evaluation

## How would Memori be evaluated to determine its usability?

SOME TEXT

## What are the strengths/weaknesses of Memori?

SOME TEXT

## What elements could be improved?

SOME TEXT

# Bibliography

REFERENCES HAVE BEEN HIGHLIGHTED IN GREEN

Grass.osgeo.org. 2020. *GRASS GIS - General Overview*. [online] Available at: <https://grass.osgeo.org/documentation/general-overview/> [Accessed 9 March 2020].

1. Home Fragment
2. Create Holiday
3. View Holiday
4. Edit Holiday
5. VPlace Fragment
6. Create VPlace
7. View VPlace
8. Edit VPlace