# Final Prototype Demo- Notes

## Pre-Presentation To-Do List

* Increase size of font within Android Studio, so Tony can see the code
  + WAS ORIGINALLY IN SETTINGS -> EDITOR -> FONT
    - ORIGINAL SIZE: 13
    - NEW SIZE: 15
* Connect Android phone using Vysor
* Reload Memori with preset data and uncheck populate in HolidayRoomDB

## Introduction

* For my presentation today, I will present a travel journal app that I have created called Memori
* A prototype application
  + Acts as an electronic replacement for travel journals
  + Allows you to enter and save holidays for future reference
* Introduce structure
  + Showcase the app and it’s functionality
  + Describe the rationale behind the app’s design
  + Describe how I believe the app meets all of the requirements

## App Showcase

1. Open App
2. Holiday Fragment
   1. Describe Holiday Fragment
   2. Describe View holiday
   3. Describe Create a Holiday
   4. Describe Edit a Holiday
   5. Delete holiday
3. Visited Place Fragment
   1. Describe vplace fragment
   2. Describe View vplace
   3. Describe create a vplace
   4. Describe edit vplace
   5. View newly edited vplace
   6. Delete vplace
4. Map Fragment
   1. Describe Map fragment
      1. Describe pink and blue
   2. Zoom into Paris to view all 3 markers
   3. Describe Filter Options
      1. Filter By Date
         1. Between a specific date
      2. Filter by Holiday
         1. Choosing from list of holidays
      3. Filter By Companion
         1. Entering a list of names
   4. Describe Get POI Options
      1. Describe Options
         1. Within 3000m
      2. Select Find Restaurants
         1. Describe Red Marker
         2. Describe Any Blue Marker
5. Gallery Fragment
   1. Describe gallery fragment
   2. Describe view image
      1. Describe share function
   3. Describe Sort Options
      1. Sort By Holiday
         1. A to Z
            1. Explain why there are only 5 images
      2. Sort By Date
         1. Old to New
         2. New to Old
   4. Describe Search Options
      1. Search by Tag
         1. Search for happy
         2. Reset Search
6. Describe gesture
   1. Holiday
      1. Small tap
      2. Long tap
7. Describe persistent storage and how the app is stored

## Design Rationale

### Design Patterns.

* The first pattern used was Global Navigation Bar
  + Allows the user to navigate through the system easily
  + User is aware of where they are in the system
* Visual Framework
  + Ensures the user is familiar of where the functionality can be found on each page
  + Page follows a similar structure
    - Title
    - Area of functionality
    - Main Content

### Colour Scheme

* Wanted to achieve the best colour contrast possible
  + Blue on white was chosen for main elements
  + For smaller elements, shades of grey was used for areas of functionality such as buttons and clickable lists
* This ensured that the user was aware of what could and could not be interacted with
* Also ensured, users who suffer from any type of colour blindness could still use the application
  + As the design is protanopic, deuteranopic & tritanopic friendly

### Text

* Text uses the colour scheme previously mentioned
  + Titles are displayed using white text on blue backgrounds and in much larger size
  + Smaller sized headings are displayed in a dark blue colour
* Combination of colour and font ensures the user is aware of the structure within the application

## Meeting Requirements

* In my opinion, practically all of the requirements have been met
* System able to create, update and delete any holidays or visited places
  + Whilst ensuring they contain sufficient information
* User can also associate pictures to a holiday/visited place and add a tag.
  + However images store location and date by using the current location of the device and the current date at the time of the image being taken
* All photos within Memori can be accessed via the gallery page
  + Which can be sorted and searched in order to narrow down the results
* User is able to view locations of visited places and images within the map page and filter accordingly
  + Clicking on the respective marker presents more information
* User can also identify nearby places of interest to visit, also via the map page
* Gesture is something that has been implemented using the long tap, but could most definitely be improved
* All data stored within the application within a database, which does not reset on app closure