# Applicazioni per Dispositivi Mobili A.A. 2022/2023

YOUR\_APP\_NAME

# Design documentation1,2

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| --- | --- | --- |
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GIT Repository URL = https://github.com/Carmine-Pittella/Applicazione-per-mobile.git

1 REMOVE THE FOOTNOTE: The max length of this document is 20 pages

2 REMOVE THE FOOTNOTE: The structure of this document is fixed, it cannot be changed in any way

3 REMOVE THE FOOTNOTE: The team leader is listed as first member in this table

## Strategy

### Product Objectives

#### Business goals

Describe the business goals

#### Product Overview

Very brief overview of the app

#### Competitors

Describe possible competitors

### User Needs

#### Needs & goals

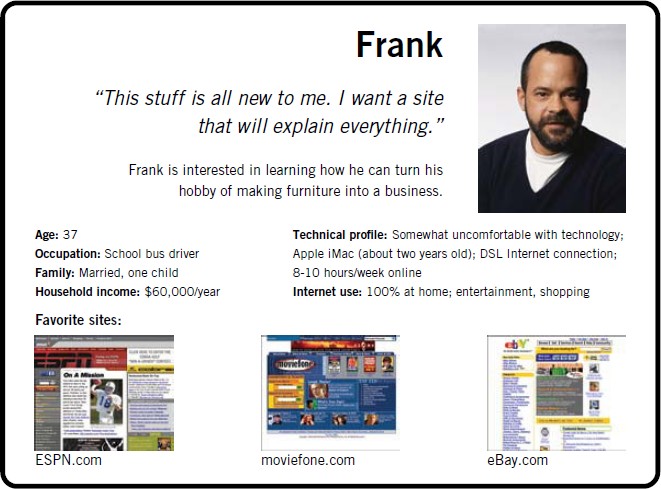
Describe the NEEDS that you want to fill with your app Describe the main GOALS your app allows users to achieve

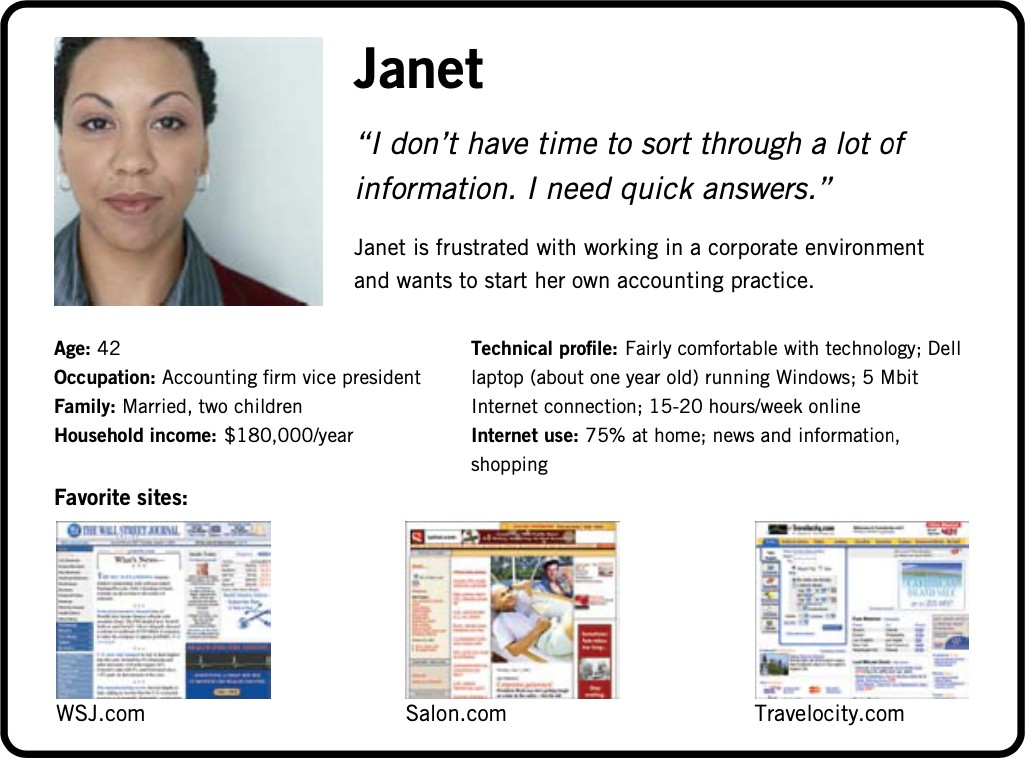
(If relevant) Divide user needs through USER SEGMENTATION

#### User Research

Describe

**Personas**





## Scope

#### Features

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Provide a list of all the features of your app. Specify which are the ‘core features’ of the app.

#### Other requirements.

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Provide a list of other requirements (not implicitly included in the features) of your app (for instance, branding requirements, technical requirements, …).

#### Data provenance

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Specify (of present) the data sources on which your app relies (example: external public APIs, external databases, sensor data)

#### Scenarios

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It is a short, simple narrative describing how a persona might go about trying to fulfill one of those user needs. By imagining the process our users might go through, we can come up with potential requirements to help meet their needs. (One for persona)

## Structure

#### Navigation model

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Navigation model of your app.

#### Data model

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UML Class diagram that represents the data model of the app containing entities and relationships between them. Entities and relationships derive from the functionality and scenarios described in the previous chapter.

## Skeleton

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Lo-Fi Wireframes of your app. In this phase you have to create a **complete wireframe** representing all the views described in the navigation model.

Also, for each LO-FI wireframe give a brief description and highlight the design principles used and the design patterns.

## Surface

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Description of the relevant choices you made about the layout and color palette, fonts, icons, etc.

Provide a Hi-Fi Wireframes of a **single (or two) view** of your app. Please choose a representative view to show here.