

Mobile Applications Report

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Introduction

The task was to design and code an app, the mobile application I choose to make was a dating app, the first concept was to use hotspots like clubs and bars as meeting spots where you can like or not inside them. Or get put to the closer one if near, as makes each place has different people. But instead I just used a database for students with student email as a login. I looked at apps like tinder to see what they have done wrong in my mind and how I would improve them.

Software Design

The design was very inviting I went for a two colour scheme blue and white. With white background to show off the logo and all the buttons, as believe it gives a clean look.

Implementation

The code may be very buggy, as the firebase database didn't always connect. The user interface is the sleekest part of the mobile application.

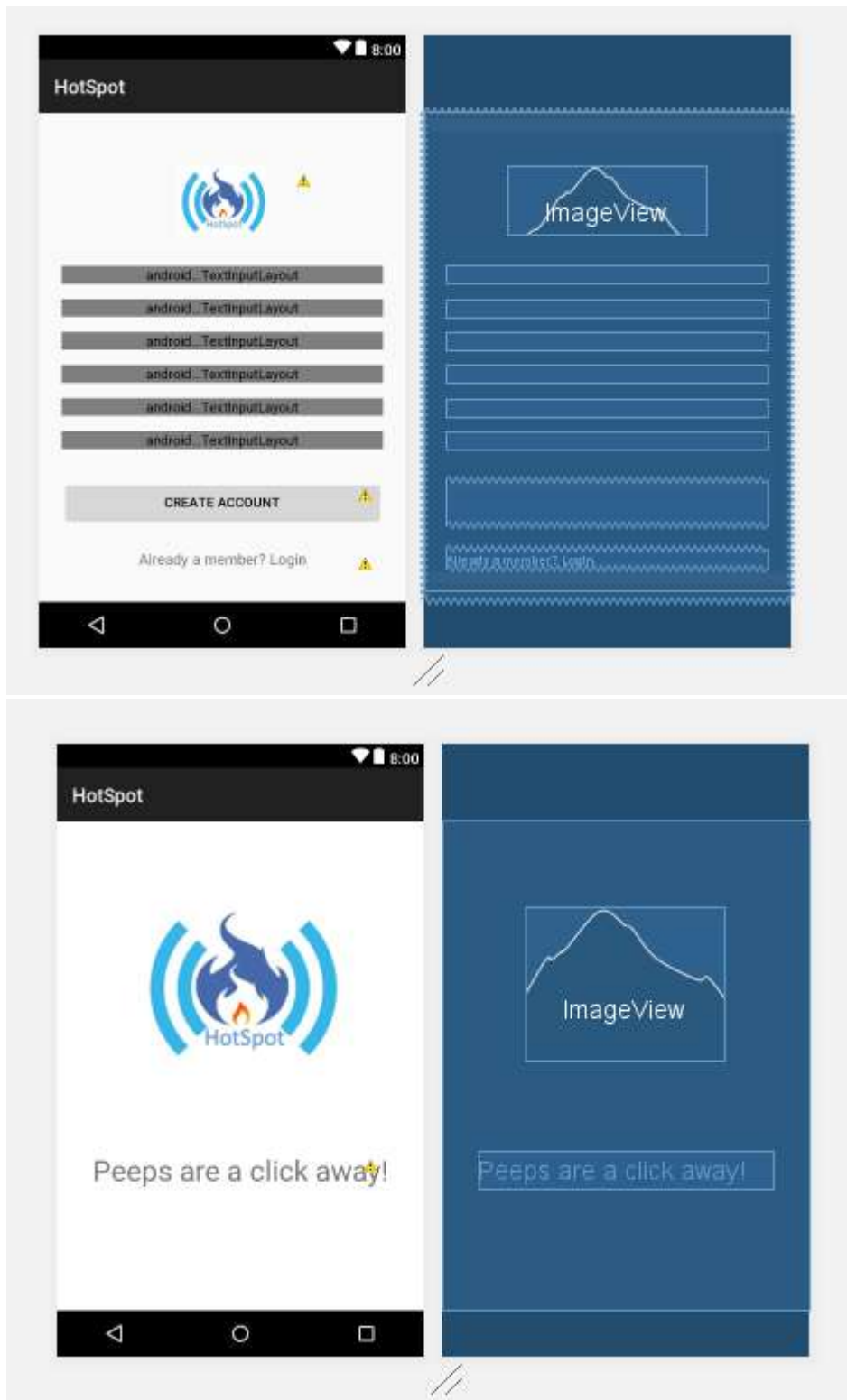
Personal evaluation

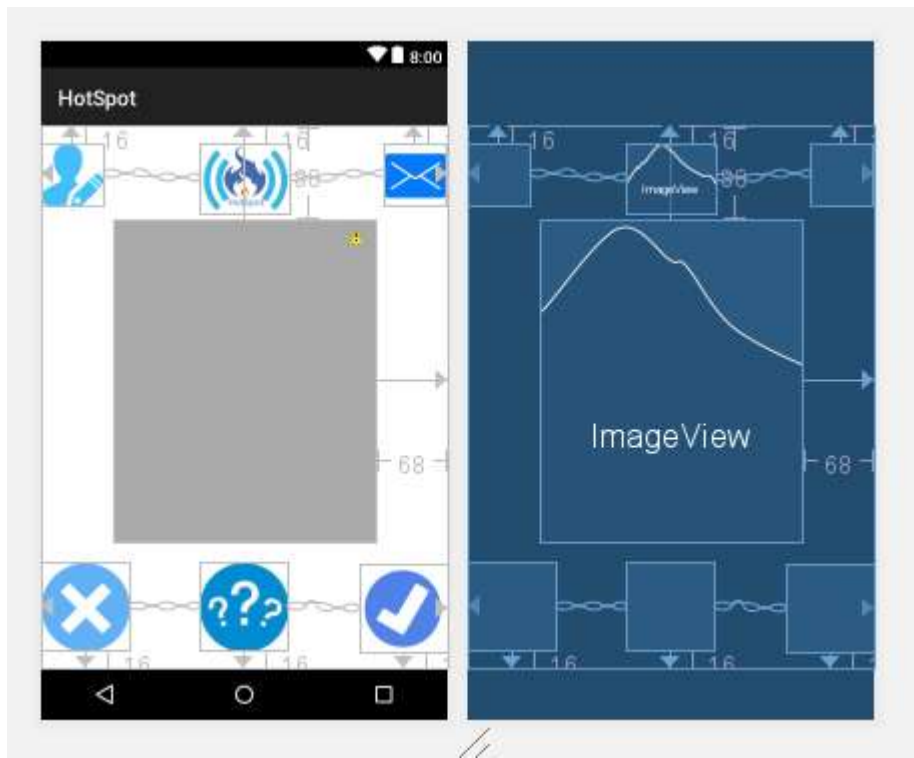
The challenges I faced more than anything was didn't have much time, as I over complicated things. By doing an app that would require a lot more work. so was a rushed job. Its not how I really wanted it too work.

Critical evaluation

The design and the actual product is completely different, as doesn't use the original idea of hotspots. The app if fully implemented would be able to compete with the main dating apps like grindr, tinder, happn and bumble. As it has a different feature which may increase your chance of matching and finding a companion on a night out or at the bar. But as it stands, its just an app that allows students to just match, to find anyone, even a friend.

Appendices





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