UNIVERSITY MALAYSIA TERENGGANU

FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS

[CSM3114]

FRAMEWORK

INDIVIDUAL PROJECT 1 REPORT

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[***MOBILE COMPUTING***]

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SUMMARY

The iService Flutter project is a purpose-built platform meant to improve students' university experiences. Its primary goal is to establish a streamlined service exchange environment within the student body. The app's user-friendly layout attempts to simplify daily tasks and stimulate peer collaboration.

The ultimate goal of this software is to empower students by creating a centralised centre for easy service sharing within the university environment. Students can easily offer and access a wide range of services by utilising iService, building a supportive network and encouraging peer assistance.

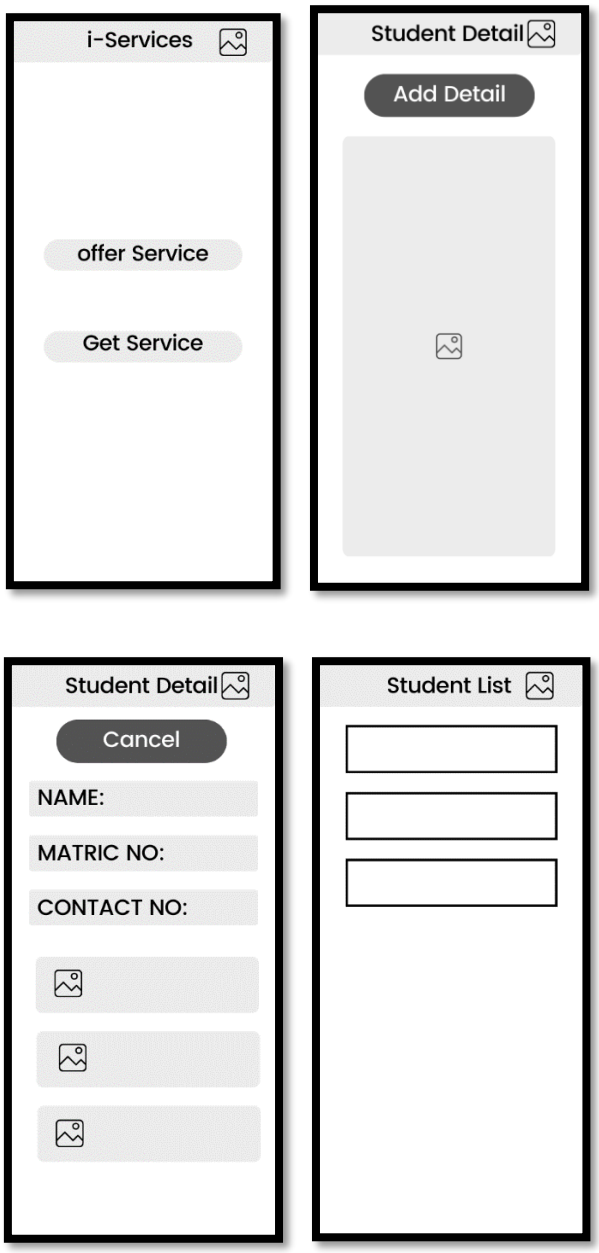
The advantages of using iService for students are numerous. It facilitates simpler access to critical services within the student community by providing a streamlined conduit for service exchange. This accessibility not only saves students considerable time and effort, but also allows them to concentrate more on their academic pursuits.

Furthermore, iService promotes student skill development. Individuals can contribute to the society while honing their abilities by giving services in which they specialise. This dynamic environment fosters a culture of continuous learning by serving as a platform for personal and communal improvement.

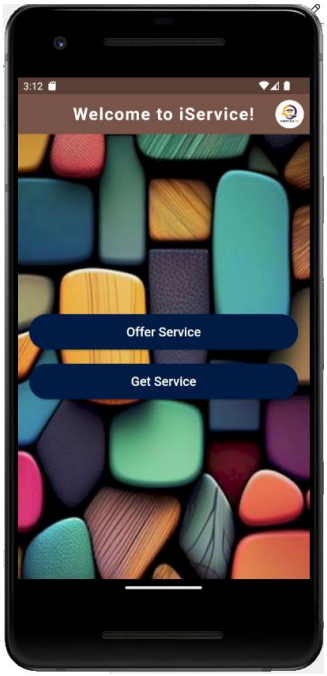
The iService outcomes are focused on community collaboration, skill enhancement, and efficiency. It fosters a friendly environment in which students interact, help one another, and form a cohesive campus community. This collaborative atmosphere fosters skill development and efficiency, resulting in a more enriching university experience.

Finally, iService helps to improve the university experience by making it easier for students to share services. It plays a critical role in cultivating a comprehensive and supportive atmosphere for students' growth and development by promoting teamwork, skill development, and efficiency.

WIREFRAME:

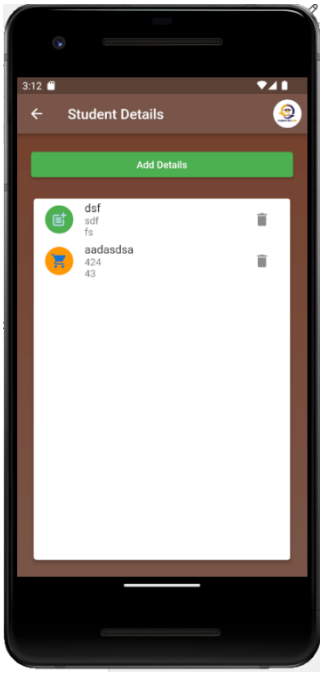

i-Services
offer Service
Get Service
Student Detail
Add Detail
Student Detail
Cancel
NAME:
MATRIC NO:
CONTACT NO:
Student List

USER INTERFACE DESIGN:



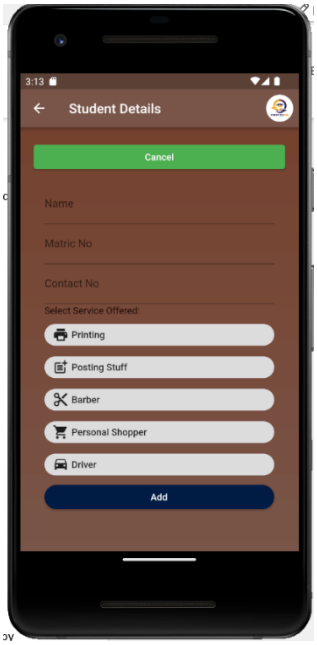
HOMEPAGE:

The homepage of the iService app greets users with a clean and pleasant appearance. An AppBar at the top displays the title of the app alongside a circular profile icon, offering a personalised experience. The backdrop, which is embellished with visually appealing graphics or gradients, establishes a friendly tone. The main focus is on two large buttons labelled "Offer Service" and "Get Service," each having a different visual appeal and rounded shape that prompts visitors to either supply or seek services. Users can enter their service details by tapping "Offer Service," while "Get Service" takes them to a list of services offered by others in the community.



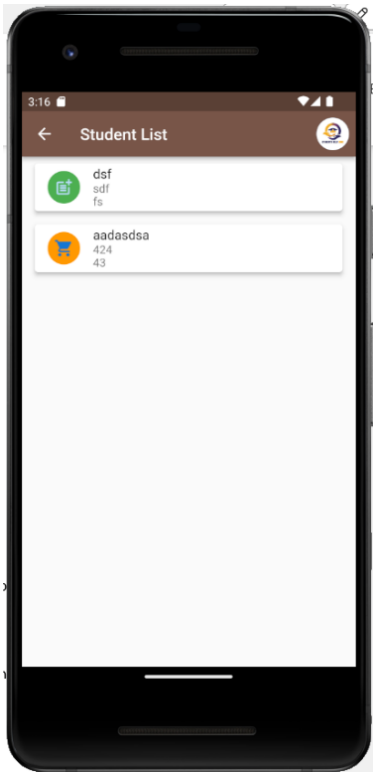
STUDENT DETAIL:

The I Service app's student detail page provides users with a structured and effective interface. It prominently displays an App Bar labelled "Student Details" for convenient navigation. It can display the services that the student has submitted.



STUDENT DETAIL:

The main body employs a card-based style to convey user information such as name, matriculation number, contact information, and offered services via an intuitive form-like interface.



STUDENT LIST:

The iService app's student list page offers a comprehensive catalogue of various services provided by fellow students. The page, which has a clean and efficient design, offers a hierarchical list of users and their connected services. Each entry displays a student's name, matriculation number, contact information, and the specialised service they provide, all in a card-based arrangement for simple browsing. Furthermore, including service icons alongside each entry improves visual representation, allowing users to rapidly identify and select the services they desire. By promoting connections between students seeking services and those offering aid, the page promotes seamless navigation and develops a collaborative environment.

POTENTIAL COMERCIAL VALUE:

Subscription Model and Pricing Strategy:

The iService app is subscription-based, with users receiving upgraded capabilities for a monthly cost of RM 0.99. This membership provides access to prioritised service listings as well as other functions, with the goal of improving the user experience within the app. The price structure maintains student affordability while generating consistent revenue, which aligns with the app's purpose of establishing a friendly service-sharing community.

Value Offered:

iService subscribers benefit from an enhanced platform that allows for speedier service exchanges and an optimised user experience. The subscription increases the app's usability by allowing users to easily navigate and access prioritised services. The value offer is around providing low-cost access to features that simplify service sharing within the university community.

Commercial Viability:

The subscription approach, which costs RM 0.99 per month, finds a balance between accessibility and revenue generating. iService wants to establish itself as a necessary tool for students while assuring a sustainable revenue stream to support continuous developments and the app's growth by enticing users through an affordable price approach.

Code Optimization and Efficiency:

Working alone could highlight the need of producing efficient and optimised code. Being in charge of the entire codebase would have emphasised the importance of maintaining clean, performant, and scalable code.

Future Planning and Scalability:

Even while working alone, considering future enhancements and maintaining a scalable design could have been a valuable lesson. This may entail reorganising the codebase to accommodate anticipated future features or extensions.

Lesson Learned:

User-Centric Design:

The development process underscored the critical importance of a user-centric approach. Understanding and addressing the needs of the university student community were paramount. It taught the team the value of simplicity and intuitiveness in design, ensuring that the app was accessible and easy to navigate for users of varying technical backgrounds.

Iterative Development and Feedback:

Iterative development cycles were instrumental in refining the app. The incorporation of user feedback at different stages helped identify pain points, preferences, and opportunities for improvement. This iterative process highlighted the significance of actively engaging with the user base to create a more refined and tailored product.

Importance of Scalability and Flexibility:

The project emphasized the necessity of building a scalable architecture and flexible framework. Anticipating future growth and accommodating potential expansions or feature enhancements became a critical aspect of the app's development, ensuring adaptability and sustainability over time.

Collaboration and Team Dynamics:

Effective teamwork and collaboration were foundational to the project's success. The diverse skill sets and perspectives within the team contributed to a more comprehensive and innovative approach. It underscored the value of open communication, shared goals, and leveraging individual strengths for collective progress.

Continuous Improvement and Adaptability:

The development journey reinforced the significance of adaptability and a culture of continuous improvement. The ability to pivot, incorporate new technologies, and adapt to changing user needs and market dynamics proved essential in delivering a more resilient and evolving product.

Conclusion:

The iService app's development journey has been a testament to the confluence of technology and community-centric solutions. The software attempted to streamline service exchanges within the educational setting by utilising a user-focused design. Its user interface emphasises simplicity, allowing students to offer and access services with ease, enhancing the college experience.

The prototype design featured a simple and user-friendly interface that prioritised user convenience and interactivity. The homepage and student detail pages provided accessible platforms for service sharing, encouraging user collaboration. Recognising the app's financial potential, a subscription-based approach was offered, ensuring affordability while supporting the app's growth.

The project revealed important insights, such as the importance of iterative development, scalability, and self-reliance in coding. The iterative method emphasised the necessity of incorporating user feedback, resulting in improved functionality and a more user-friendly software.

Despite being a one-man project, the creation of iService emphasised the importance of efficient coding practices, adaptability, and ongoing learning. The project functioned as a growth platform, creating a better grasp of the complexities of software development, user interaction, and the dynamics of a service-oriented community.

Finally, the iService app exemplifies creative solutions customised to the needs of university students. Its trajectory demonstrates not only technical prowess in app development, but also a dedication to establishing supportive communities through technology. The project's lessons and accomplishments serve as a foundation for future endeavours, propelling the quest of impactful, user-centric solutions in educational settings.

Reference:

1. https://stackoverflow.com/questions/75432227/flutter-textformfield-validation-error-message-text-padding
2. https://pub.dev/packages/material_symbols_icons/example

Link github:
https://github.com/DanialSolehin/i_service.git