

Internet and Mobile Application Design Project

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Brief

To provide a design document outlining my goals for the project. To design and develop an application suitable for Android or Windows using C# and XMAL via Visual Studio.

Idea

I want to develop an application suitable for users that are new to the concept of 'Wild Camping'. It is intended to give them a brief overview of the information I would have liked to have when first getting into the activity. I want it to be simple and easy to navigate/interact with.

Research

I have downloaded apps from the play store (related to camping) to see what is available. Below are some examples I found on Google Play Store while researching my design.

Camping Ireland

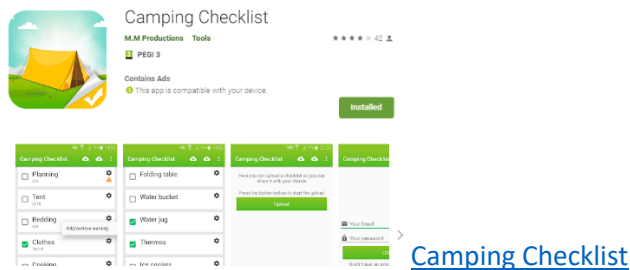
Unfortunately, it crashes before the app opens, so it is impossible for me to comment on its process's or its value to the user.



[Camping Ireland](#)

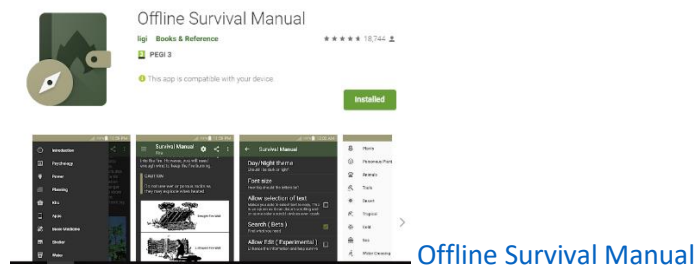
Camping Checklist

This app is literally a check list. It has numerous check boxes beside a title that can be checked and unchecked. A check list/notes section in my design is something I may consider adding in the future.



Offline Survival Manual

This is a fantastic app full of useful information. I have had it installed on my phone for some time. Unfortunately, it is very clunky and there is a sense of information overload while navigating it.



There are various other camping applications available, but they are mostly set for the USA. They provide registered camping sites and hiking trails on a google map type interface. Again, this is of no use to the users I am targeting... because the theory of Wild Camping is to go to the unexplored! My aim is not to make a navigation application, but it is something I will consider adding as an add on in the future.

Features

- I do not believe a login page is necessary and would take away from the simplistic design I have in mind, so its been omitted. Once the application is open on the user's device I want it to be ready for use.
- I want something simple and easy to use. I do not want to overload the user with information, so I will only provide details I think are the most important.
- All pages will have a background on which the other information will sit.
- Its hard to find a power point in the wilds so I want my app to be battery efficient. With that in mind I will not be adding sound or video.

I plan on an initial four buttons on the main screen. Each bringing the user to its own page and its content.

1. Health & Safety

- For example, letting someone know your plan, location, expected return time/date before leaving on a trip.
- SOS reminder, when in a stressful situation it is hard to think what to do next.
- STOP: Stop / think / observe / plan

2. Tools & Gear

- Give the user a suggested list of gear/tools they may want to bring on their trip, for example, Dave Canterbury's 5 C's of Survivability
- Extra Comforts!

3. Knots

- Useful knots for camping applications. Plenty of apps out there for this already so I will only add those I feel are used on a regular basis in camp.

4. Further Information

- A place for me to recommend authors, books, YouTube creators etc that I have found useful during my experiences wild camping / bushcrafting.

Main Page

Main Page

BTN-1: Health & Safety -

Opens new page with reminders for health & safety

BTN-2: Tools & Gear

Suggested stuff to put in a backpack

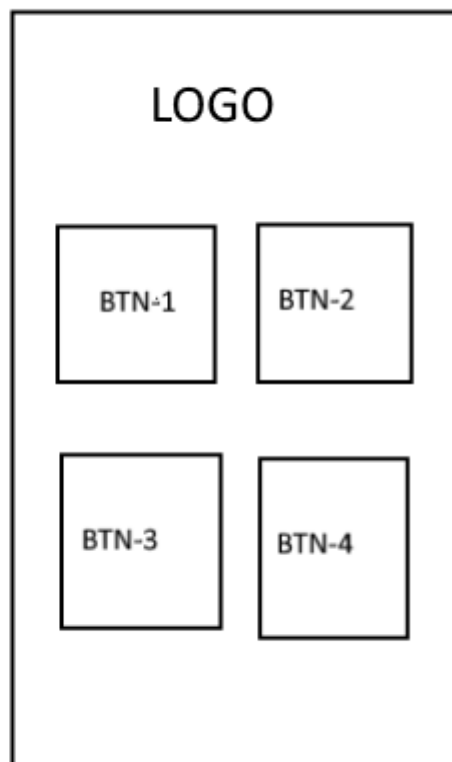
BTN-3: Knots

Suggested knots to use while camping

BTN-4:

Further Information

Buttons and Title sitting on top of a background image



Content Page2

Page 2

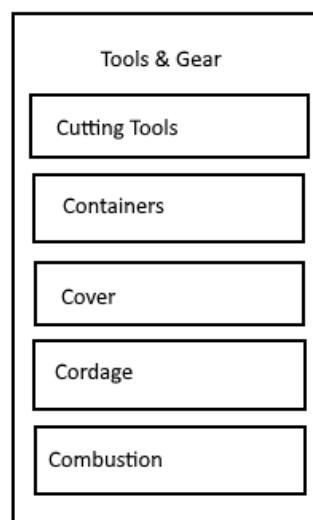
Various tid-bits of information
and reminders



Content Page3

Page 3

Going through the 5 C's of survivability
Really a list of the essentials one should
bring with them if planning on a night out



Content Page4

Page 4

A few usful knots for around the camp site

Knots

Content Page5

Links and Information

Providing the user with links to information I find useful
Including YouTubers, Books, Forums, FaceBook Groups etc

Links and Information