

## **Archery App Task**

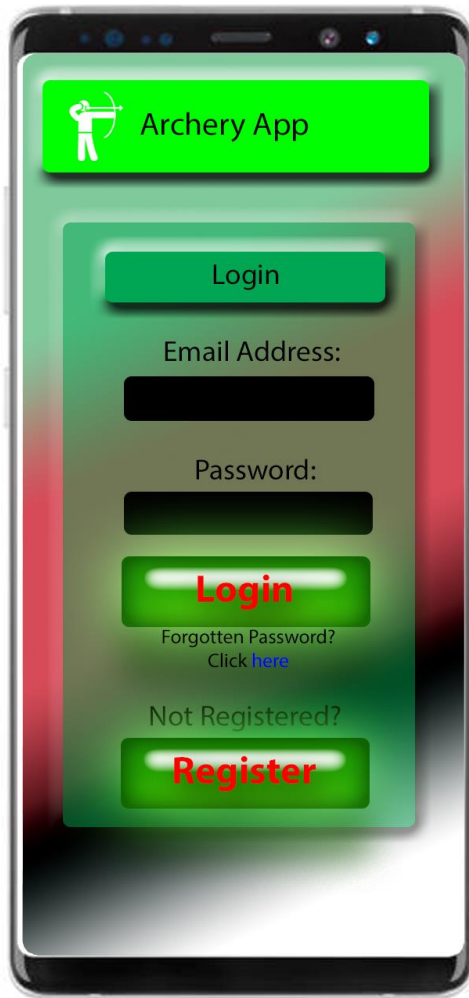
The brief for this task is to design a mobile application to member's scores in archery.

The data required is as follows:

- *Archer name*
- *Date of Birth*
- *Archery GB membership number*
- *Bow style (Recurve, Longbow, Compound, Barebow)*
- *Left or right-handed*

For storing scores the data would be:

- *Date*
- *Location*
- *Round*
- *Bow style*
- *Score*



The client would like a progress tracker, showing PBs, average scores per round and rotate of improvement. Here is the login screen: The login page is quite simple, with options to retrieve forgotten password and to register if it's a new user.

Once entered the application will check for the username and the password, if incorrect the area below the username box will show an error, of username or password is incorrect.

The colour theme follows archery colours along with the red, black and white the client indicated this group use.

The next page is registration:

The registration page, accessed for the new user, also available from the homepage to make changes, allows the user to input relevant information.

When the username is entered a check will be made that it conforms to the expected format of a string followed by an '@' followed by a domain.

Name will ensure that only characters alphabet and hyphens are used and display an error if not to request the user re-enter.

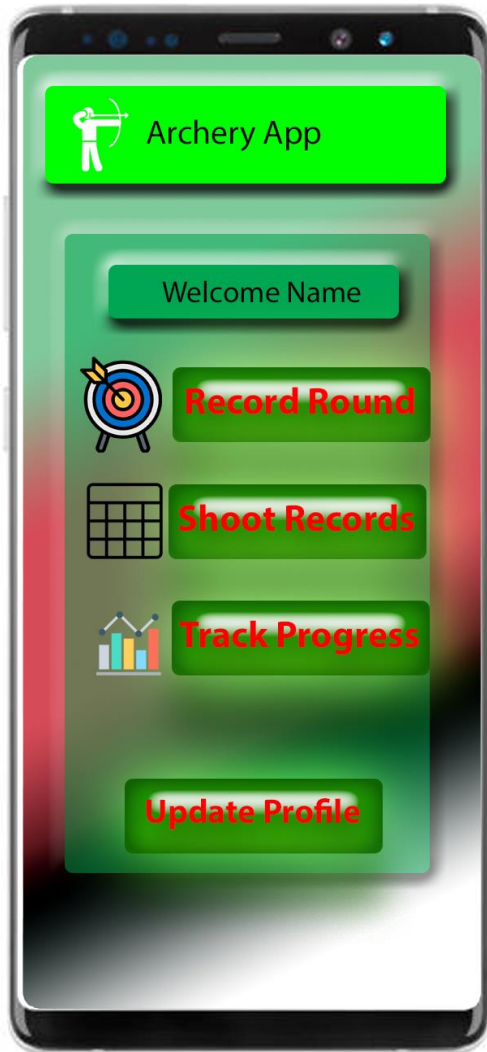
Date of birth will allow simple day entry with the use of a drop down box for month and year, year will start of current year -6years but allow any year to be entered (unless it's the current year and the day and month are after today's date).

Next is Archery GB number. If there is a format of numbers and letters that can be referenced for correct format this will be checked and reported if not to the expected format.

Finally the bow style as a drop down, followed by left/right handed and a button to register.

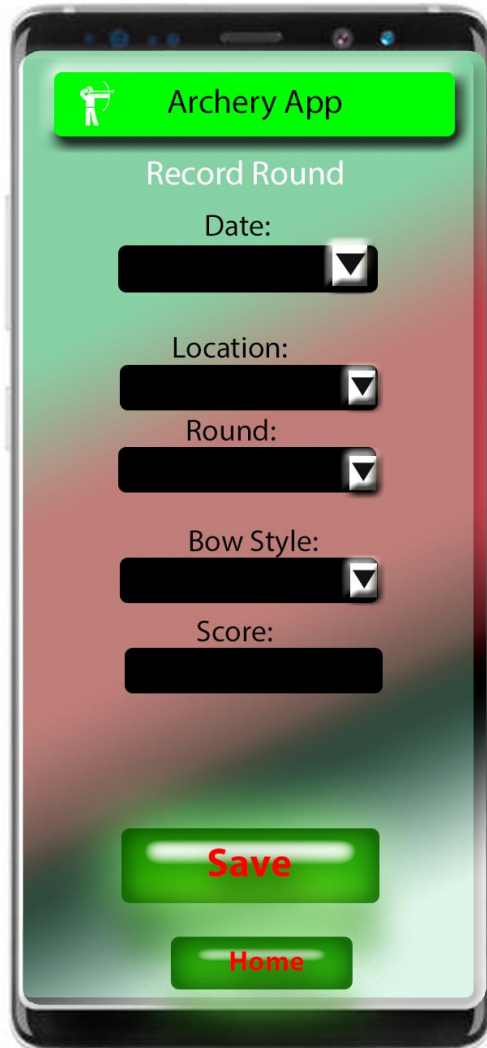
If making changes to profile the differences to this page would be "Save" rather than "Register", "Profile" rather than "Registration" and "Change Password" rather than "Create Password". When pressing on "Change Password" a pop-up would appear to require the old password is entered. When "Register" or "Save" is pressed text will appear below the button to indicate it's been saved before the user

Here is the home screen:



The home screen shows the user's name and offers buttons for the application's pages.

Next is the page for entering rounds:

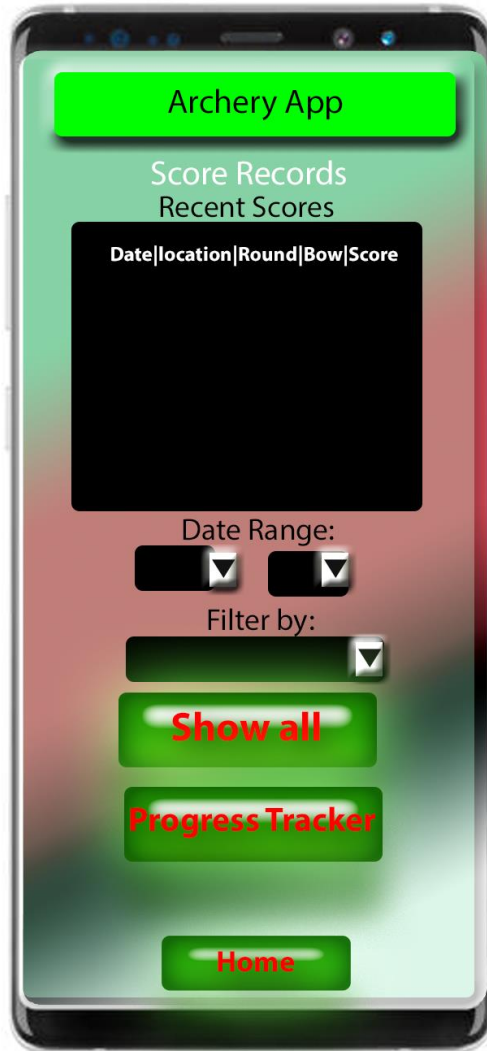


The screenshot shows a mobile application interface for an archery app. At the top, there is a green header bar with a white archer icon and the text "Archery App". Below the header, the title "Record Round" is displayed. The form consists of several input fields: "Date:" with a black dropdown menu, "Location:" with a black dropdown menu, "Round:" with a black dropdown menu, "Bow Style:" with a black dropdown menu, and "Score:" with a black text input field. At the bottom of the form, there are two green buttons: "Save" and "Home".

Date defaults to today's date and a Calander will up up if the button next to it is pressed.

Location is entered next, with a drop down list of known venues and the option to enter a different one if it's not on the list. Round and Bow style are also offered with drop downs. Finally score can be entered. Depending on the Round entered the max score is checked and if the score entered a popup appears and the user required to re-enter before a save it allowed. If the score is a personal best a pop-up appears to notify the user and a notification is sent to the phone's notification system.

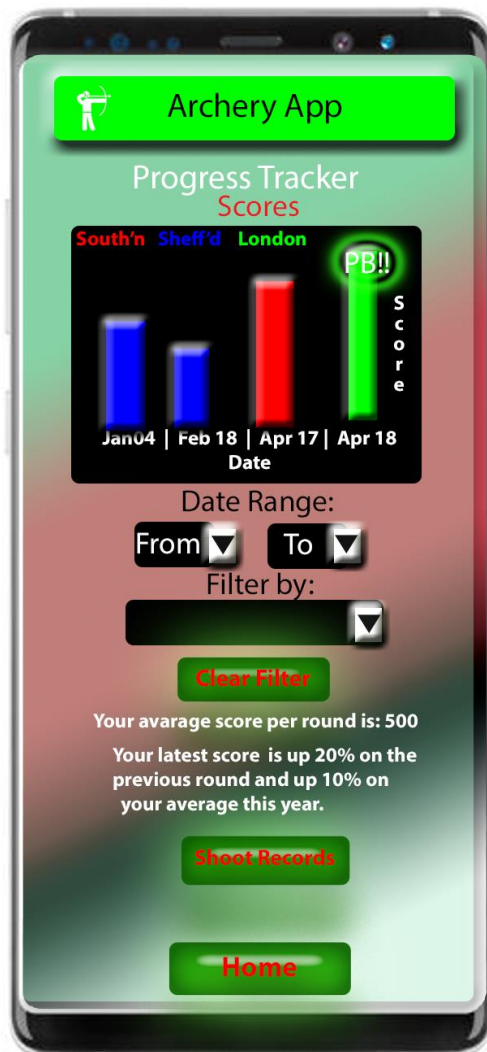
For looking back at the progress of the user two pages are offered. First Score Records



A list of scores is shown then with the option to set date ranges and filter list for round, bow style, or location.

A reset to show all is offered and a direct link to the tracker screen.

Finally the tracker:



Date range and filters again offered along with data on average round score and improvements.