**Design Consideration**

**(including discussion of usability, accessibility and design**

**guidelines)**

**Implementation:**

**Brief description and reflection of your code implementation,**

**level of complexity, how the key features are implemented, and any additional**

**tools/APIs used to develop the app.**

**Critique**

**: What worked and what didn’t work and how could the program be**

**Improved.**

Considering android is a google product, choosing the google design styles (Google, 2019) for android made sense, since the design style is tailored for the products in which the app will run.

In terms of colours, the google design styles suggest using:

* A primary colour with dark and light variants
* A secondary colour, also with dark and light variants, which compliments the primary
* And sparing use of surface, background and error colours

The chosen Surface & background colours as suggested by the google design style documentation have been selected as weak toned colours so as to not distract the user from more important UI elements.

The colours have been chosen with users with colour blindness in mind. Since the two main types of colour blindness are difficulty distinguishing between red and green, or between blue and yellow (Neitz, Maureen, 2007), these specific combinations have been avoided.

Thanks to Android’s configuration settings allowing users to scale text larger if needed, little consideration as to the size of the apps text is required. Therefore, text of the app will be designed to be legible for users without any text size vision impairments. Positioning of text however will need to account for the fact that the text may be scaled to maintain a clear appearance.