UNIVERSITI MALAYSIA TERENGGANU

CSM3114

Framework Based Mobile Application Development

PROJECT 1 REPORT

REMINDER APP

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GitHub Link

https://github.com/Hisye/reminder_app.git

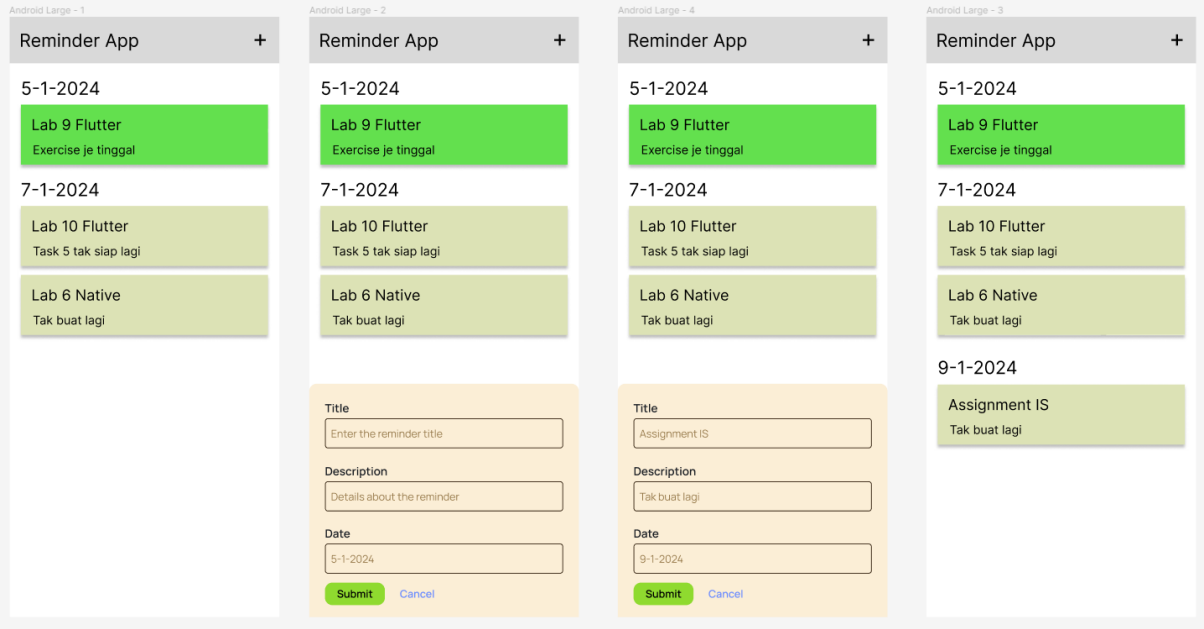
Slide Link

https://www.canva.com/design/DAF5INvgtH0/EtCbhv0YKixz3-eyUFCvDA/view?utm_content=DAF5INvgtH0&utm_campaign=designshare&utm_medium=link&utm_source=editor

Executive summary of the prototype

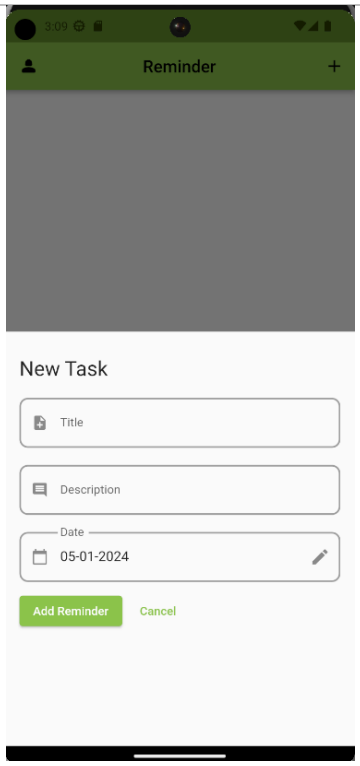
The Reminder App prototype is a forward-thinking mobile application designed to streamline and enhance the daily lives of users within the university community. Tailored specifically for students, usage primarily, the app serves as a centralized hub for managing and organizing reminders efficiently. Its intuitive user interface ensures a seamless experience, requiring only a few steps for users to set and manage reminders. The app embodies design thinking principles, prioritizing user-centric features to provide personalized interaction and convenient self-service options. With a focus on adaptability and intelligence, the Reminder App empowers users to stay organized and boost productivity. This innovative solution aligns with the university's commitment to a smart campus environment, offering a practical tool for fostering collaboration, efficiency, and an overall improved campus experience.

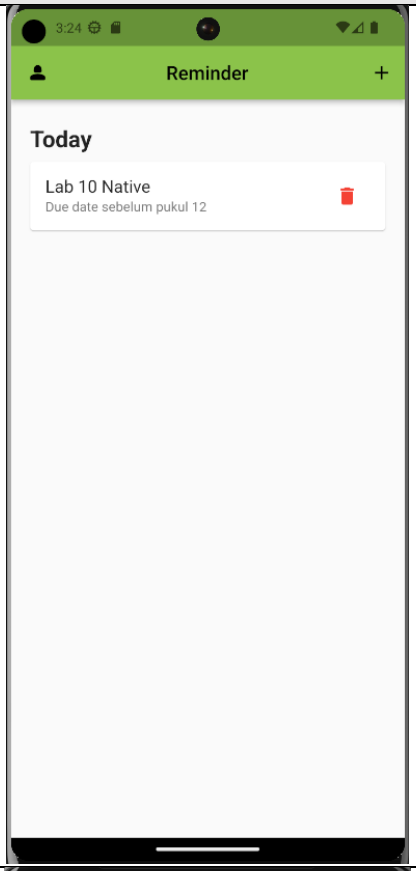
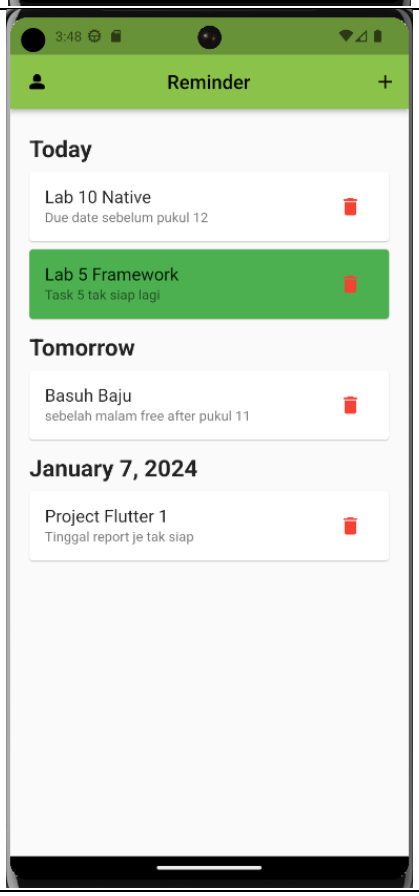
The prototype designs



The design above is the design for the prototype that will be implemented for the reminder application. This design consists of app bar that have title of the app and the icon button to add a new reminder. Then, in the body of the scaffold, there are list of reminders that are added by the user, the reminder will display title and description like the above design. Next for the implementation, the user can add title of the reminder, a bit of detail about it and the dateline of the reminder. Upon submit, the date will display above the reminder as a spacer to differentiate different dateline for the reminder, for the same date in the new input, the list tile will appear below the already existed reminder of the same dateline. The colour for the reminder tile will change after the user already finished the task that added in the application. As for how it is implemented will be explain further in the next section.

UI for the application with explanation

UI Interface	Explanation
	This is the interface after the user get into the application, the appbar have title of the app and iconButton to add a new reminder for the user. For the body, it still display 'no reminder task yet' because there are no reminder added by the user. The icon person in the appBar does not have any function, maybe will be further used later when the app become bigger.
	Upon pressing the plus sign icon, the model botomsheet will appear that have need the user to input the title and description for the new reminder task, the initial date are DateTime.now() or specifically the day user use the app and the user can change it by clicking the pencil(edit) button there. User can specify which date as a dateline for the reminder and the date will change according to user specification. Upon tapping the Add Reminder button, the model bottomSheet will disappear and the user new reminder will display in the body of the page.

UI Interface	Explanation
	After a new reminder added, this will be tu UI, the specific will be different based on user input, for the date, if its today dateline, it will display today, and for tomorrow the same, the widget for the date consist of the title which is 'Lab 10 native' and the description is below, upon pressing the red bin button, the specific widget will be deleted, the user will be notified with alert box whether to delete it or not, if yes, then it will be deleted, if not, then the specific reminder will stay where it is.
	This is the interface if there are many reminder in the page, the reminder with the same date will appear only under one date, and if user add a new task or reminder, it will get into the list based on the date, if the date is early, the it will display at the top of the list, so that the user does not miss the specific task reminder. The green one is the one that already completed by the user. The user only need to longTap the specific reminder and it will change color to green to indicate that it is completed.

Potential commercial value and the pricing of the prototype

The Reminder App prototype carries significant commercial potential, offering an intuitive and user-friendly solution for individuals seeking effective task management. With its simple design and personalized features, the app caters to a broad audience, including students and professionals. The suggested pricing strategy involves a freemium model, providing basic features for free and introducing a subscription-based or one-time purchase model for advanced functionalities. This approach ensures accessibility while generating revenue from users who require additional features. Collaborations with local businesses or campus organizations and exploring monetization opportunities through strategic partnerships contribute to potential revenue streams. Continuous refinement based on user feedback and staying responsive to market trends will be pivotal for the app's long-term success.

Lesson learned

The lesson that I learned from this project is that how to implement the date picker better, how to implement navigation in method, how to implement compare date time so that the earliest date will be the first value inside the array, how to separate list tile by date, implementing interactive features like the delete function and dialog boxes, the DateTime usage and how to better implement it, the basic of Flutter widget and how to implement it to make it look better in user design centric and navigating through potential errors enhanced my problem-solving skills. Overall, this exercise reinforced the iterative nature of app development, emphasizing the continuous learning and adaptability required for successful project execution.

Conclusion

The completion of the Reminder App project marks a significant milestone, showcasing the practical application of mobile app development concepts. Through this project, I gained hands-on experience in designing and implementing a user-friendly interface, managing stateful components, and integrating essential features like reminders and task management. The iterative development process allowed for continuous improvement, emphasizing the importance of adaptability and responsiveness to user feedback. The implementation of the delete functionality, complete with a user-friendly dialog box, enhances the app's usability. Overall, the project provided valuable insights into the complexities of mobile app development, reinforcing the significance of user-centric design and efficient coding practices.

Reference

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4. expense_app in class
5. flutter ebook documentation