

**NAME:**

**SURNAME:**

**STUDENT NO.:**

**MODULE: Mobile App Scripting**

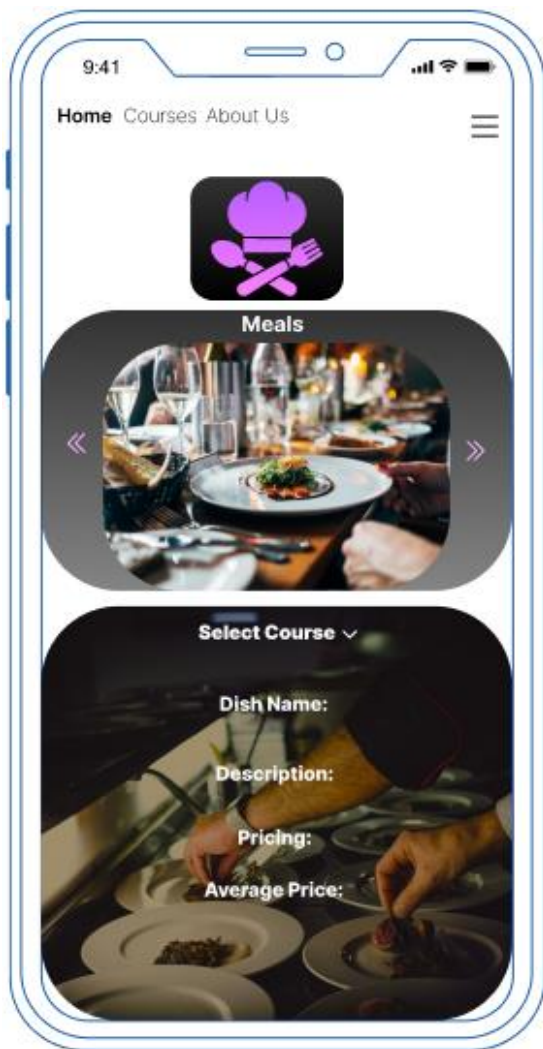
**LECTURE: Steven Ndaye**

**ASSESSMENT: POE Part 1**

## Table of Contents

<b>SCREEN DESIGN:</b> .....	2
References: .....	5

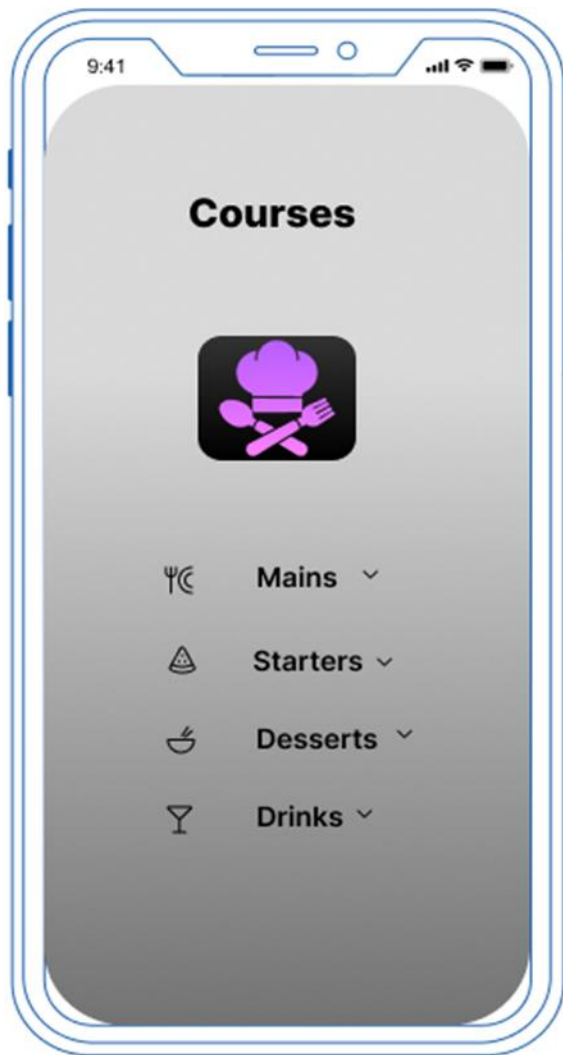
## SCREEN DESIGN:



### Description of designs:

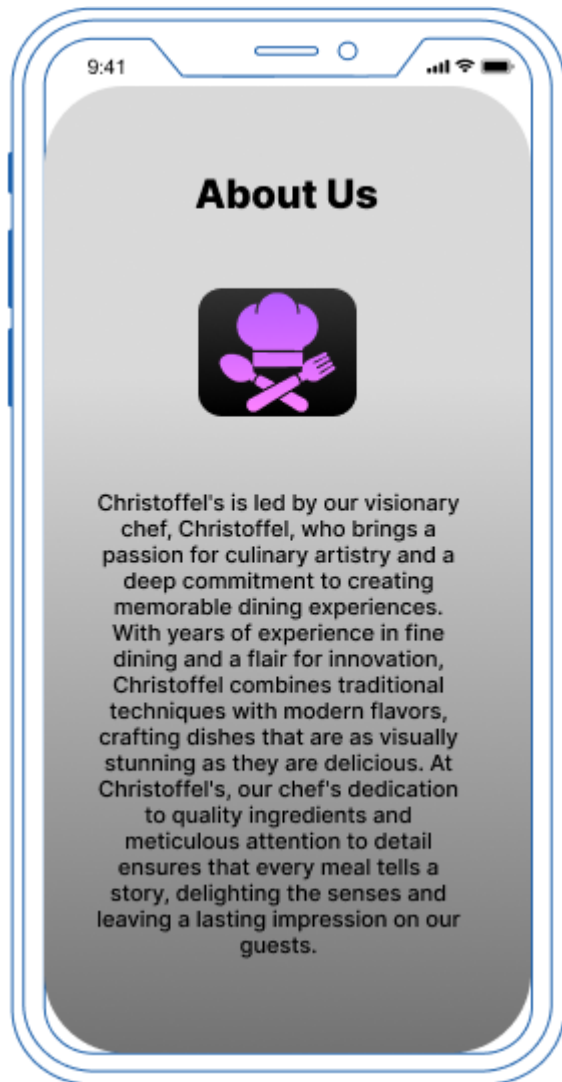
#### Home Screen

The first landing screen is the Home Screen. This page is about introducing the book, which it is a free used screen for any user to get access with any book they'd like to read. This screen provides information of the dining experience whereby Christoffel needs an easy way to swiftly change up his menu for clients. The content being displayed on our Home Screen shows the navigation links the allows the user to access to other screens, and secondly, we have a menu on our far-right top corner we will display all our menu's. Now we have a logo for our application and a slide display for all the meals being provided, and lastly, we have output for displaying whatever meals the user has selected.



### **Courses Screen:**

The second screen is the Courses Screen. This screen is an additional screen for this application, which it displays the drop-down menu for courses of meal that will be selected by the users. so, we have our first menu option which is “Mains” this option has dishes often include a significant portion of protein, such as meat, fish, or plant-based alternatives, and are accompanied by sides like vegetables, grains, or starches. And on the second option we have starters, they are often smaller, lighter dishes that set the tone for the main course. Thirdly we have Dessert’s option, this are sweet course served at the end of a meal, meant to provide a satisfying and often indulgent finish. And lastly, we have drinks, they typically accompany meals and can be served at various points throughout the dining experience, from the beginning to the end.



The third screen is About Us Screen. This screen is the conclusion of the application, which it expresses the information about Christoffel being a chef and how she came up with the idea of launching an application for his dining experience. Not much is elaborated here but this screen merely explains the field of growing up being a chef and to show the mission and vision of being chef and how you could have a tool that will be easily accessible for the clients.

## References:

FLATICON. (2024, August 15). Chef Icons. Retrieved from FLATICON:

<https://www.flaticon.com/search?word=chef> Magoni, F. (2024, August 15). Unsplash. Retrieved from unsplash: [https://unsplash.com/photos/person-preparing-cooked-dish-boaDpmC-\\_Xo](https://unsplash.com/photos/person-preparing-cooked-dish-boaDpmC-_Xo)

Wennington, J. (2024, August 15). unsplash. Retrieved from unsplash:

[https://unsplash.com/photos/dish-on-white-ceramic-plate-N\\_Y88TWmGwA](https://unsplash.com/photos/dish-on-white-ceramic-plate-N_Y88TWmGwA)

React Native. (2024, October 2). *Start a new React Native project with Expo*. Retrieved from React Native: <https://reactnative.dev/docs/environment-setup>

## Improvements Part 2 and Change Log:

### Home Screen Enhancements:

- **Introduction of the Application:** The Home Screen effectively introduces the purpose of the app, focusing on enhancing the dining experience.
- **Navigation Links:** Clear navigation links have been added, allowing users to access other screens easily (Courses and About Us).
- **Logo Integration:** A logo has been included, improving brand visibility and professionalism.
- **Image Slider for Meals:** An image slider displays various meals, making the interface more engaging and visually appealing.
- **Output Area for Selected Meals:** This section displays meals selected by users, enhancing interactivity.

### Courses Screen Improvements:

- **Drop-down Menu for Meal Courses:** The Courses Screen includes a drop-down menu that allows users to select different meal categories (Mains, Starters, Desserts, Drinks).
- **Detailed Meal Descriptions:** Each meal category is explained in detail, providing users with a better understanding of what to expect.
- **Add Menu Item Functionality:** Input fields have been integrated into the Courses Screen for chefs to add new menu items directly.
- **Remove Menu Item Feature:** A remove button is included next to each meal, allowing chefs to manage their menu items effectively.

### About Us Screen:

- **Chef Biography:** The About Us Screen concludes the application by sharing insights about Christoffel's culinary journey and background.
- **Mission and Vision Statement:** It explains the mission behind creating the app, emphasizing accessibility for clients.

### User Experience Improvements:

- **Meal Selection Limits:** Alerts are provided when users attempt to select more than four meals, ensuring clarity in user interaction.
- **Clear Selections Button:** A button allows users to clear their selections easily, enhancing usability.

### Professional Aesthetic Enhancements:

- **Background Color Changes:** The background color of the Home Screen has been updated to a professional grey for a more polished look.
- **Title Color Adjustments:** The title color has been changed to lime purple for better aesthetics.