

Decision process for Material Design

While the final product should be designed both for Android and iOS, we had to decide in which design language we want to design our prototype. In the end, we decided to go with Material Design. This of course is largely a matter of preference, but there were also some objective reasons.

First, we as a team are more used to Material Design. Due to this, we feel more comfortable in making design decisions for it, which might result in a better-looking prototype.

The market share of operating systems for smartphones in Germany also played part in our decision process. Roughly 72% of smartphones sold in Germany are Android-phones¹. This could mean, that apps developed with Material Design could get accepted by more users. It also ties in with our marketing strategy to have phones available at the tables, so users that don't have the app installed on their smartphone can also use it. Due to the higher market share, it makes the most sense to chose Android also for those phones, so statistically more users would be familiar with the design.

Furthermore, we felt like designing with Material Design is more flexible and leaves more customization options for the developers, which could lead to more interesting app designs. Of course, it is important to be careful not to steer too far away from the usual guidelines, but a little freedom in the design process also doesn't hurt.

For implementing the actual code, we decided to use Framework7 as a framework. It's relatively easy to understand, has almost everything we need and caters both towards Android and iOS. It makes our life easier and our app better and mire responsive. The prebuilt components are perfect for recognition and users already know how to use all of them.

¹ <https://de.statista.com/statistik/daten/studie/256790/umfrage/marktanteile-von-android-und-ios-am-smartphone-absatz-in-deutschland/>