Comp3130 Deliverable-1

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What the mobile application is about:

Main Idea: The goal with this project was to create a travel app which could allow users to find places to travel to whether they wanted to experience a particular aspect of a culture or spend some time away from home. As well as create their own travel experiences similar to Airbnb "experiences" or booking.com Hotels in various locations. This was the goal with this assignment was to create an app which allowed the user to find and create their own experiences, places to stay or activities.

Relevant Screen Explanation:

WelcomeScreen: Simple welcome screen which give the user the option to login if they already have an account or register if they don't have an account yet.

ProfileScreen: Once the user has either logged in or registered they are greeted with the profile screen. The reason I chose to make the registering user log in is because they already typed their password twice to sign up and typing their email and password 2 and 3 times may reflect negatively on the User Experience as the user would need to enter the same details numerous times. Profile screen provides user details (email and name) as well as Tabs for accessing the other pages via icons on the bottom row.

SavedScreen: The saved screen is where saved adventures will be and if the user logs in with fake@fake.com with password: Asdfgh1! you will see that the cards that the user has saved. This makes the app useful for storing information people can refer to later.

ExploreScreen: The explore screen is where users can create their listings/adventures. The idea of this page was that you could also create, and find other listings. Here on this page you can describe the location with a description of the activity/experience/place to stay as chosen in the modal in the categories section.

My Approach: Initially I made an overly ambitious wire-frame which I very quickly realised would not be feasible within the time frame as I was researching all the glorious things which Apps these days can do. For example Search, I was planning to create a search which would have used a google maps API to create a map view of the locations people could travel to.

What I would do next time: I would create a very basic outline which satisfied the requirements first then built the app, then once the core features are built move on to the more advanced fancy features. Laying down the foundations of the app is very important in understanding how the bigger picture works.

Not covered in lectures:

1. Ionicons: I have used for my tab icons ionicons which is a open source library of icons which had some icons i was looking for which were not in the material icons library.
2. Regular Expressions: for my login error checking I used regular expressions to find out whether the entered expression was legal or not.
3. I create the component AppInput which helps handle errors and touching of input strings as well as assigning the icons from material design.
4. Apptitle component was created so that I didnt need to repeat a <text> or <AppText> component every screen which required a title.

Expo project link:

https://expo.io/@big_guy_joe/projects/3130deliverable1

I used 'expo start' to run my application.

You will need to install the node modules to run my application.

Platform used: Android Pixel 4 on Android 11.0

| Pixel 4 API 30 | ▷ | 1080 × 2280: 440dpi | 30 | Android 11.0 (Google Play) | x86 | 11 GB | ▶ ✎ ▼ |