COMP3130 Major Deliverable 1 Client Report – MemoryBank

1. DFD/ Storyboard
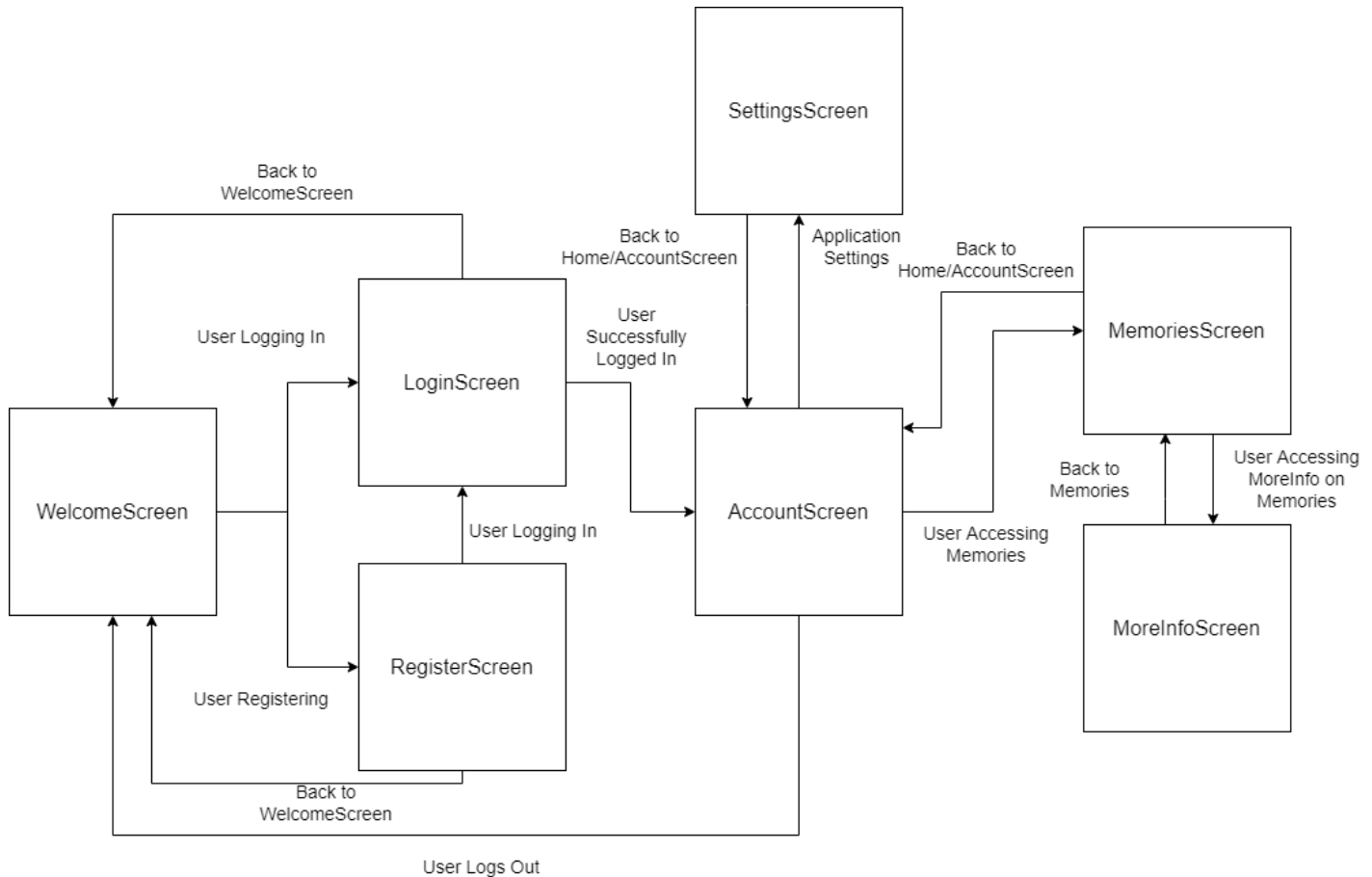

Figure 1.1 – Data Flow Diagram/ Storyboard of MemoryBank

2. Report/Analysis of UI Design Used for MemoryBank

Ui/Ux design is an aspect of programming which I've never really experienced before so this was quite daunting as trying to determine what works and flows to satisfy the functional requirements of the specification was challenging. JavaScript and the React Native framework are languages which I've had no prior experience, so the transferability of skills was hard on occasions as doing something in one language was different with React Native, thus a lot on the spot learning was required.

2.1 Research

Before diving straight into creating an application which would satisfy the client it was determined that performing some research would allow for a better design to be mocked-up and created. Conducting research into the areas of Ui/Ux design was achieved through exploring applications on a mobile device. This research provided insight into what common trends and designs each app shared meaning these were design choices desired by consumers and the more favorable choice for the MemoryBank application. It was evident that designs which were minimalistic i.e.:

- Not too much color- consistent color choice

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- Not too many over the top features which distract the user from what they're meant to be doing with the application
- Not many over the top animations which distract from the user's experience
- Consistent font choices such as the font family, font size, e.c.t
- Not using random images which aren't consistent with the theme/ design of the application
- Components and containers with soft edges which merge well with the flow of the screen

Whilst being able to achieve the functionality specified were the desirable traits of these apps.

2.2 MemoryBank Design Choices

The conducted research really helped in providing guidance to the design of the app. It was clear that a concise Ui/Ux design was the approach to be taken whilst providing the necessary functionality expected from the application. Ui/Ux designs which were associated with finance really intrigued me, as they were able to provide all the features and functions expected from a mobile banking/ finance experience but in a such concise/ direct manner. It was very easy and clear to see what each component did and find your way to desired features of the application. Thus, based on this research I was determined to create a memory/galleries application which has the features and security of a mobile banking/ finance application as now photos contain a lot of metadata which can be used for malicious reasons. My plan for each screen was to keep it focused to functions of application whilst have a nice and consistent Ui/Ux design. This design initially started with determining the color selection for the application. It had to be a selection which didn't consist of too many bright colors, it had to be a collection of at least 5 as well as black and white and had to be colors which blended well together. Using coolors.co allowed me to find the pallet for my application as the site generated combinations of colors which blended well. With color scheme for the application sorted it was now time to implement the design of the application. As stated, having key functions focused as to provide a concise experience was the aimed design. The user's eye will follow down from the top of the screen and focus on the functions as intended. This was achieved by either grouping the key components together like the login/ Register functions together or using a background container with opacity applied to it, to highlight the key areas. Not using images was intentional as well, whilst considering a possible implementation for the user icons it personally seemed like it broke the flow of the color scheme and didn't fit with the scope of the app which is a secure and anonymous space for your gallery. The opted choice for these features of the application was the use of rounded icons or just the icon itself which could act as a button or indicator for some aspect of the app. The use of rounded edges for containers, buttons, images, icons was decided as during the research stage of design it seemed like applications which were lacking a consistent flow and direction incorporated blocky designs. The softer, rounded edges personally seemed to provide a nicer flow and helped with the aimed intent of a focused design. A consistent text choice was selected for both platforms Ios and Android even though the target OS for the application is android, with consistent styling. This ultimately allowed for a desired Ui/Ux design of the application whilst also satisfying the clients constraints.