

A Design Approach to our App

Final App Project - Mobile Applications Development

Revision 01

Afternoon class - Brainstorming/Design

Where to start from?

READ AND CHECK THE BRIEF

1) What is being asked of us?

- check the deliverables and the deadline
- check or query key requirements
- anything unclear?

Firstly, read and re-read the brief to ensure you understand exactly what is required in the project. If you have any questions, queries or things that are unclear to you, you should ask the product designer or person(s) responsible for the requirements.

If happy with the brief, we move onto design

Design

Accelerometer

- create a prototype with some known sequence and get it to work - highest number of marks

Layout / UI

The main screens (1 and 2)

- start with a simple layout/UI
- iterations
- evolve a more professional and mature UI

Landscape / Portrait - look at layout

Random Sequence Display

Random Sequence of lights working with images of buttons for screen 1

Hi Score Database

Insert hi score

Select the top 5 scores

Check if current score is in the top 5

Skeleton Game Flow of Screens/Activities

Create a simple 4 screen app which switches activities and passes information from activity to activity using `putExtra()` and `getExtra()`

Need to get back to first screen from 3rd and 4th screen (in the manifest)

Ask the user for their name if in the top 5