Mobile Apps 2024

Assigment 2

Due : 11 April 2024 11:59 PM

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Introduction:

I wrote this report in French then translated it in English via DeepL

This report provides a summary of the project to develop a mobile application for cinema seat reservation. The project was initiated with the aim of creating an intuitive and efficient interface for users, providing the ability to select seats for four different movies. Throughout this endeavor, several challenges were encountered and overcome, as described below.

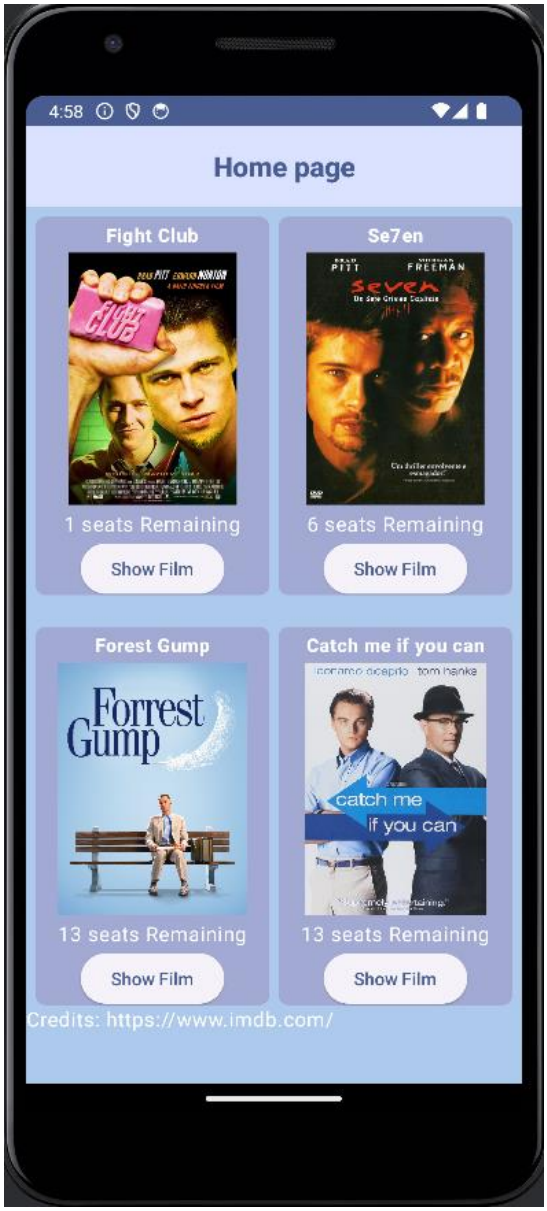
Firstly, for this project, we had to understand the various challenges to focus on them for better progress. Expanding upon this, it was imperative to thoroughly grasp the multifaceted nature of the challenges at hand, thus enabling us to allocate our efforts more effectively towards advancement:

-Crafting an engaging and intuitive graphical interface that resonates with the user.

- Streamlining navigation between screens and facilitating seamless transmission of information from one screen to another.

- Aggregating pertinent data on selected films.

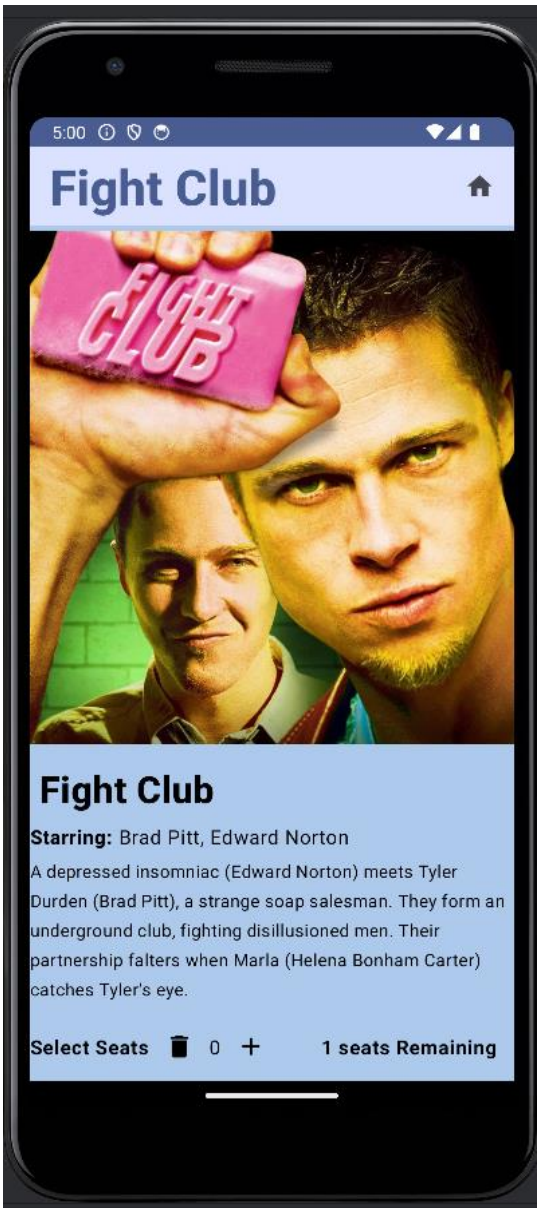
Graphic interface part:



Here is a show case of what the home page of the project looks like
For this project, I have thus chosen to utilize boxes to frame each film. Incorporating boxes proved to be a straightforward method of delineating each film along with its corresponding information, appearing to me as directly suitable. The selection of fonts and colors for both the boxes and background image was an arbitrary decision, opting for these hues over the basic black. This interface design is both simple and clear; the user immediately comprehends that the buttons are clickable, and that further information will be accessible upon button activation.

Expanding upon this approach, it's worth noting that the utilization of boxes not only provides a structured layout but also enhances the visual appeal of the interface, thereby contributing to a more engaging user experience. Additionally, the deliberate choice of fonts and colors reflects a conscious effort to evoke a certain aesthetic and mood, thereby enriching the overall user interaction. Moreover, the simplicity and clarity of the interface

design not only facilitates ease of navigation but also promotes user satisfaction, ultimately leading to enhanced user engagement and retention.



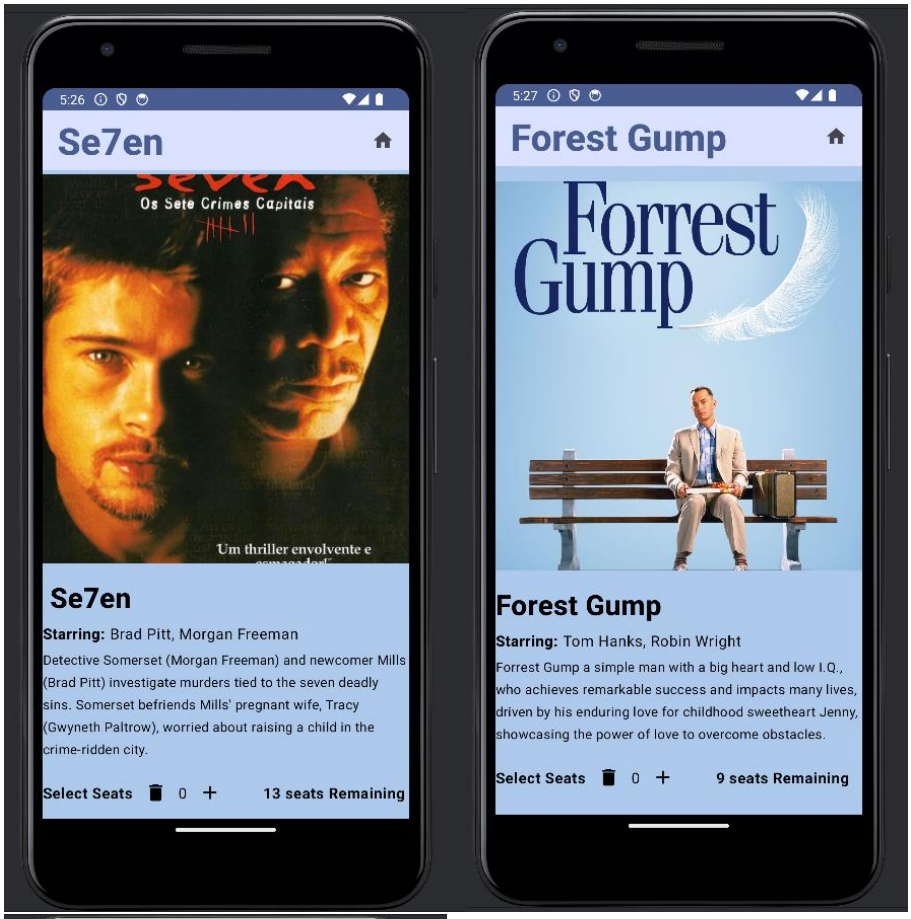
Here is a showcase of how a movie is displayed after the user clicks on the button” show film”.

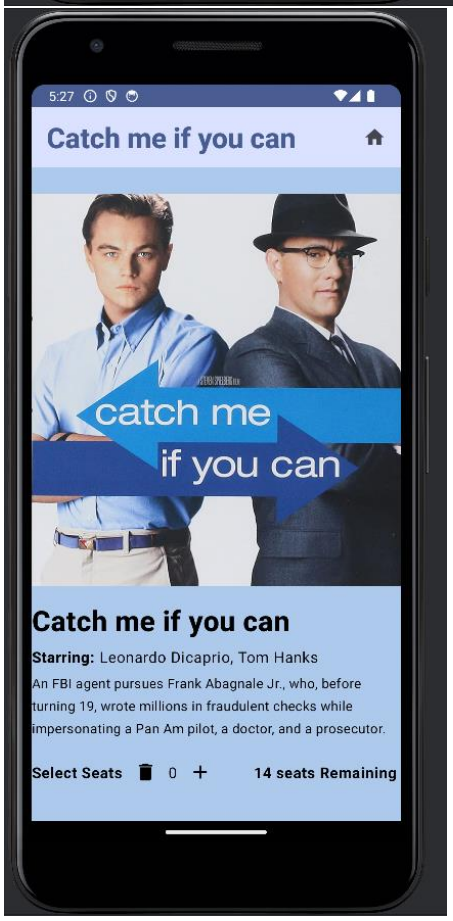
This second screen is specific to each film. The film is presented with its title in the "Top app bar," along with a house-shaped icon indicating that the user can return to the main menu by clicking on it. In the center of the image, there is a close-up cropped image of the film showing the movie poster.

Following this, the title, starring actors, and a brief description of the film are provided. Finally, at the bottom of the screen, there is a selection of seats with two clickable icons allowing the user to choose the number of seats, accompanied by the remaining number of seats displayed on the right side.

Expanding upon this description, it's evident that the layout of the screen has been meticulously designed to prioritize both functionality and aesthetics. The inclusion of the house icon not only provides intuitive navigation but also enhances user experience by offering a familiar interface element. Additionally, the detailed presentation of the film information ensures that users have all the necessary details at their fingertips, fostering informed decision-making. Moreover, the interactive seat selection feature empowers users with control over their experience, further enhancing engagement and satisfaction.

As depicted in this final screenshot, it's observable that the cross icon becomes grayed out and rendered unusable once the remaining number of seats reaches zero.



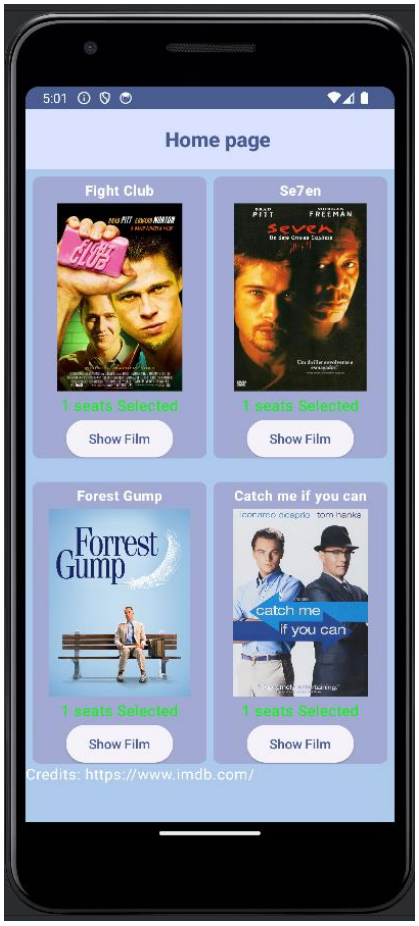


Here is the same screen proper to each movie.

Navigation part :

Passing Information Between Screens Another significant challenge encountered during the development process was efficiently passing information between screens within the application. As the user navigates through various screens to select seats for different movies, it was crucial to ensure that relevant information, such as movie selections and chosen seats, is accurately transferred between screens. Implementing this functionality required careful consideration of data handling and navigation mechanisms within the application framework. Through iterative testing and refinement, I successfully implemented a robust system for passing information between screens, thereby enhancing the overall user experience and functionality of the application.
I'm still encountering an issue with the data passing mechanism that I haven't been able to resolve. The problem persists when selecting seats; upon returning to the main screen, the white text turns green, indicating the selected number of seats. However, this change is applied universally to all movie boxes, rather than being specific to the movie just selected.

To address this, I need to implement a solution that ensures the selected seats' indication is tied to the respective movie selection. This involves refining the data management process to accurately track and display the selected seats information for each movie individually. By doing so, the user experience will be significantly enhanced, providing clear and intuitive feedback tailored to each movie selection.



Here is an example of the issue I'm facing. (I only selected 1 seat on the “Fight Club” Movie)

Collecting Data part:

For this section, I have chosen four films arbitrarily from among my favorites. All the information and images were obtained from the website: https://www.imdb.com/, which I have referenced at the end of the homepage. Personally, I have condensed the film descriptions to make them more readable on the already cluttered screen.

In selecting these films, I carefully considered various factors such as genre, popularity, and personal preference to curate a diverse and engaging selection for users. Additionally, the decision to source information from IMDb ensures reliability and accuracy in the data presented. Moreover, by providing a clear reference to the information source, transparency and credibility are maintained, enhancing user trust and confidence in the platform. Additionally, the deliberate effort to abbreviate the film descriptions demonstrates a commitment to user-centric design, prioritizing readability and usability amidst the constraints of limited screen space. This approach reflects a thoughtful

consideration of user needs and preferences, ultimately contributing to a more seamless and enjoyable user experience.

Conclusion:

In summary, the Mobile Apps 2024 project aimed to develop a user-friendly cinema seat reservation app. Challenges were met with creative solutions, resulting in intuitive interfaces and seamless navigation.

The selection of films and design choices prioritized user experience, with careful attention to detail and reliability sourced from IMDb. Despite challenges like data passing between screens, solutions were sought to enhance functionality.

Ultimately, the project exemplifies innovation in mobile app design. Going forward, I am committed to refining the app to meet the evolving needs of users and technology.