During a 5-week course I've partaken in a Mobile app development process. The task of the course was to identify current problem, and collaboratively solve.

Our team of 6 decided proceeded with an idea to create a mobile app to solve the problem of parking situation at UCSD. The aim was to allow students, faculty, and staff to be able to search open parking spots throughout the campus.

We interviewed 17 randomly-selected potential users, and identified six different persona types representing six categories of drivers: *Student, Faculty, Staff, Motorcyclist, Disabled, and Visitor.*
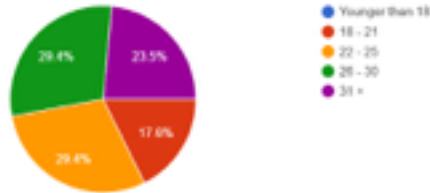
We analyzed the data and identified most frequent concerns: (1) they wanted an app that's simple and easy to use; (2) to monitor occupancy of the lots; (3) to purchase temporary parking permits and load funds to their account remotely; (4) to view on the map where their car is currently parked; (5) to monitor specific parking locations, such as *Hopkins, Athena, Gilman, Regents, Equality & Voigt, East Campus 1* that they frequent; (6) to include visual indicators with distinct colors representing A, B, S, V, etc. parking areas.

During week 3-4 we created Low-Fidelity prototypes and proceeded to identify challenges that app users might discover initially. We interviewed our classmates, and later performed Heuristic Evaluations following the *10 Usability Heuristics for User Interface Design* by Jacob Nielsen. Now our team group was eager to finalize the app development process since with peer and faculty feedback, interview, and heuristic evaluations we were confident about how to create the final High Fidelity Prototype of the BEEP app.

During week 5 we created an elevator pitch and presented to our final ready-to-release version of the BEEP app to our peers and evaluators.

The 5 weeks course was really challenging, fast-paced and information heavy. Yet, our team gained excellent design, programming, and team-collaboration experiences.