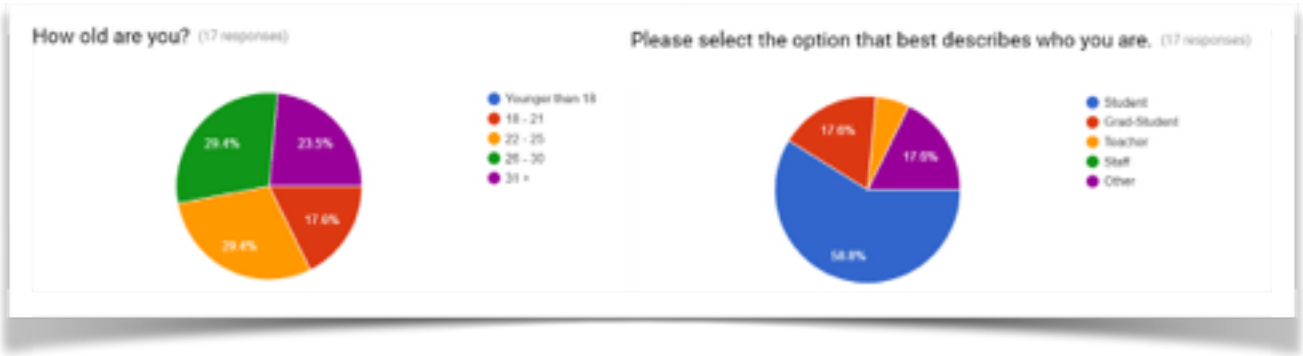
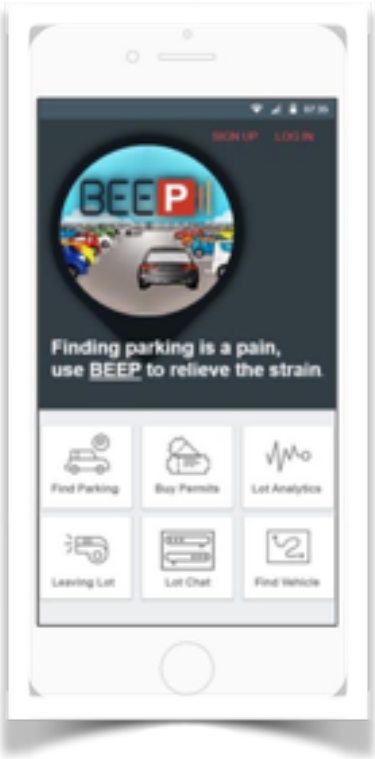
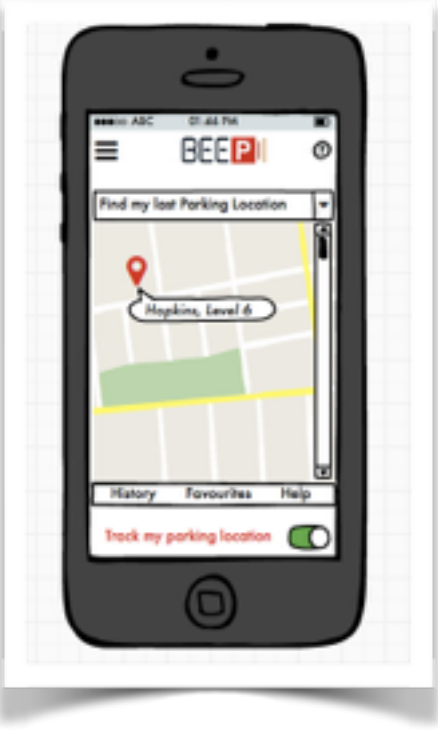
During a 5-weeks course I've partaken in a Mobile app development process. The task of the course was to identify one current problem, and collaboratively solve.
Our team of 6 decided to proceed with an idea to create a mobile app to solve the problem of parking situation at UCSD. The aim was to allow 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 discovered the 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 4 we created the 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 responses, and heuristic evaluations we were confident about how to create the final High Fidelity Prototype of the BEEP mobile app.

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

Overall, the course was particularly challenging, fast-paced and information heavy. Yet, our team gained excellent material design, programming with HTML, presentation, & collaboration experience.