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Report
"Where to GO?"

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Lüneburg, 50.06.2024 (Place, Date) _____ (Signature)

Introduction

My App is called "Where to GO?". I thought this name was very appropriate as this is the question that the app is designed to answer. I wanted to create an app where the user could find a place to eat, drink and enjoy in just a few minutes by clicking through a few pages and answering questions. The app is supposed to be designed to give an overview of the places that have enough seats available for the number of people you're with. So you don't have to spend hours looking for a place to eat. It was important to me that the app appeals to everyone, so I included vegetarian, vegan and all food options. Everyone should be able to use my app successfully, no matter their preferences.

I created two main profiles on my app: one for shop owners and one for customers. This way, reservations could be made and updated on both profiles in real time. The idea was that if the place had free capacities, the shopkeeper would note it on their profile and it would automatically be noted on the customer's profile as well. This would allow for more efficiency.

Methodology

When I started to improve my prototype, the first thing I did, was make a list. I wrote down everything that I wanted to improve, the placeholders that I wanted to replace with working pages, and the things I wanted to add. When I presented my project in class, some people criticized the fact that the design was not consistent throughout my app. So I sat down and tried to change that. I threw out some old backgrounds and created some new ones, in a similar style. I then replaced some pages that did not work with pages that did. An example would be the calendar on the shopkeeper's profile. Where there was just a picture of a calendar, you can now click through each day of the week.

Once I felt the shopkeeper profile was clean, I moved on to the customer one. Here I wanted to give the user more options. I started with replaying the search label on the homepage with a search button and gave it the ability to search for at least one category. Step by step, I optimized the different pages of my app.

Design

As mentioned before, I received some criticism for my design on my prototype, so it was really important to me to incorporate that criticism into my work. I decided to get rid of the images I had downloaded from the internet and only use designs I had made myself. This way I wanted to create my app's own atmosphere and recognition value. I started by replacing some old designs with new,

cleaner ones, such ass the cafe layout, and added some new ones as well. I wanted the background to reflect the content of each page. My aim was to find a balance between to much going on and not enough going on. I wanted it to look warm and welcoming, but also clean and organized.

Limitations

In my case, I would say that the biggest limitation was, that I had no real data to use. In order for my application to work, it would have to be implemented in some real places. It would also need to be constantly updated. Such an app would contain so much data, such as reservations, number of seats in the places, different menus of the places, the ability to search for any category and get some sort of output. I knew I wouldn't be able to create such an application, so I decided to create a simpler version that would be a display of my idea. Instead of creating hundreds of menus, I decided to create just one, that would pop up whenever the menu button was used. I also decided to create just one option for the search button, as a placeholder for all the options I would have liked m app to have. This option, to search for "Italian" food, I customized a bit. I wanted it to be at least a little different from the others, so I added new Italian-themed places and descriptions.

Another thing I struggled with was keeping the code clean and organized. Even though most of my buttons lead to the same pages, they always go back to different ones. For example, the reservation planner on the shopkeepers page. The only thing that was different between the pages was the day and the definitions of the back and fourth buttons. However, because of these small differences, I had to duplicate a whole page of code several times. Sometimes the amount of code confused me. When I tried to rename the back and title buttons so that they would be in the correct order when I scrolled down my code, I made a lot of arrows that caused the code to not work at all. So I came to the conclusion that I would rather have my buttons numbered in the wrong order than have my code not work. Even though I already have so much code, I had to stop myself from adding more. Whenever I have an idea, I like to work it out in as much detail as possible.

Conclusion

To quickly sum up, I'd say that although there's still room for improvement, I'm generally pretty happy with my result. I think what I like most about it is the design. It came out almost exactly as I wanted it to and adds a lot more personality to the pages. I can see a real difference between the before and after. I did my best to include as many features as possible that made sense for my application.

References

As far as my references go, all the functions I used in this project I already used in tech basics one. So whenever I added buttons, labels and entry boxes or images, I used my tech basic one project as a reference, when needed. At this point I was really familiar with these functions and didn't need any further references. The same goes for adding definitions and back buttons.