**Immagine che contiene testo, Carattere, Elementi grafici, logo

Descrizione generata automaticamente**

**Master’s Degree in Computer Science**

**Academic year 2023/2024**

**RoomFinder**

A report for the Mobile Programming and

Multimedia Project

|  |  |
| --- | --- |
| Author | Student ID |
| Michael Amista’ | 2122865 |
| Sebastiano Sanson | 2130917 |

**Contents**

[1 The project 3](#_Toc168666032)

[1.1 Mobile app 3](#_Toc168666033)

[1.2 Users segment 3](#_Toc168666034)

[2 Mobile Design 5](#_Toc168666035)

[2.1 Mockups 5](#_Toc168666036)

[**2.1.1 Nonregistered user** 5](#_Toc168666037)

[**2.1.2 Registered user** 6](#_Toc168666038)

[**2.1.3 Registered host** 6](#_Toc168666039)

# **1 The project**

This project has been developed for the Mobile Programming and Multimedia course and it consists in the development of a mobile application using a cross-platform development approach to optimize the writing of the code for both Android and iOS platforms.

This section presents the idea of the mobile app, considering the contribute it can bring through people, and the kind of users who can retain the developed app a useful and effective tool for their daily life.

## **1.1 Mobile app**

Students who want to move to another city for study reasons should have the possibility to examine in a simple way all the rental proposals of the city without making a lot of calls or passing through a lot of rental agencies. This represents something that is missing in the largest Italian cities and that is the reason behind the idea of the chosen application.

The original idea of **RoomFinder** was to develop an app that allows the Italian student community, composed by both national and international students, to easily review all the rental proposals of the various accommodations scattered around the city of studies. The user can examine the various proposals by comparing prices, location and using all the other metrics offered by the app and useful for a particular facility of interest. A further important aspect is the possibility of being able to consult the possible roommates already present through a short description which will inform the user, who is carrying out the search, about the kind of persons he will meet choosing that facility. It will also be possible to engage in a chat with the host of the possible facility with the aim of exchanging useful information for both parties.

## **1.2 Users segment**

The application represents a useful tool for multiple kinds of users. In fact, RoomFinder is not only a useful tool for students who are looking for an accommodation but even for private hosts who want to make available their spaces. RoomFinder represents also an effective solution for international students who can encounter difficulties in interacting with people who only talk Italian. In fact, the application is available in both Italian and English version to extend RoomFinder’s users segment.

In RoomFinder there are three types of users:

1. **Nonregistered users**: visitors that are not subscribed to RoomFinder. This kind of user can view all the rental proposals present in the system but to access to further features the subscription is necessary.
2. **Registered users**: registered students who are looking for an available and affordable facility. This kind of user can view all the rental proposals present in the system and he can access to further features that can power up his/her user experience. Some of these features are the possibility to save ads, chat with a host to request more information and view the roommates’ details.
3. **Hosts**: registered owners of facilities present in the system. This kind of user can add new ads in the system and/or manages ads already added. Hosts can also respond to requests of information from students via a chat system.

# **2 Mobile Design**

The main RoomFinder pages have been designed using Figma tool. That tool allowed us to easily design pages, considering the mobile design principles seen during lessons, rather than directly code the pages.

The mockups and all the mobile design choices are discussed in this section.

## **2.1 Mockups**

Before starting to design the mockups we had to decide the color palette for the application. Considering that colour theory is a complex theme that interacts also with emotional design and cultures we decided to make deeper research before choosing the main color and its variations for the palette. What we have found is that **color** **blue** conveys trust, calmness, professionalism, and inclusivity, all of which are crucial for an app aimed at helping students find reliable rental accommodations in a new city. The emotional comfort and broad appeal of blue can significantly enhance user experience, making the app a trusted and preferred tool for our users segment. This guided us to the choice of a blue palette for the entire application.

After that we produced different mockups for the main pages of RoomFinder, dividing them based on the type of user who is using the app.

### **2.1.1 Nonregistered user**

Immagine che contiene testo, calzature, vestiti, schermata

Descrizione generata automaticamente**FIRST VISIT**

This page is the first one every user will see the first time he/she runs RoomFinder. The idea is to transmit a message to capture the user curiosity through the **humanization**, involving the user through a humanized figure that represents happiness, calmness and trust of students like him/her that found their stability using RoomFinder.

Furthermore, there is a written message that encourages students and hosts to use or be part of the RoomFinder network.

At the end the user, if he is convinced, is ready to start the experience through a tap on “Let’s start” button which redirects the user to the rental proposals search page where, ideally, a small tutorial on how to use the app is shown.

Immagine che contiene testo, schermata, Sito Web, Pagina Web

Descrizione generata automaticamente**RENTAL PROPOSALS SEARCH**

…

### **2.1.2 Registered user**

…

### **2.1.3 Registered host**

…