UNIVERSITY OF HERTFORDSHIRE

BSc Honours Computer Science (Online)

Module: insert here

Mobile Development Assignment 2

Development Report

Geoshopping

## Introduction

In this development report I will be detailing all the design processes and programming efforts done throughout the development of the assignment 2 app (Geoshopping). This app is the continuation of the planning work done in the first assignment in which a planning app was designed to demonstrate a useful mobile app.

## Purpose

The purpose of this app is to create multiple shopping lists in which each list can be linked to a location that will be Geofenced. When the user gets close to that linked location a buzzer notification with sound will show up on their phone. This will remove the need for the user to remember which shopping list is for which location, thus creating a very convenient shopping tool.

## Development platforms

This assignment was created using native Android platform via Java programming language instead of using JQuery mobile. I chose this due to me having experience in developing with native Android with Java, I also believe it to be easier to achieve certain functionality such as handling of Geofences via GPS location than using JQuery mobile. Android is also constantly evolving with new and better techniques and features when compared to JQuery mobile. With those features in mind it is easy to see why I chose my development platform.

The integrated development environment used was Android Studio. There are other alternatives but this is the one that is most familiar with me.

I used Lucid charts to help create my mock-up and sketches for designing the look and feel of the app.

I used Adobe lightroom to create the apps final logo, icon and help screens.

The repository was created via Github, I chose Github due to it being a free online resource for storing repositories that many other developers use. It is reliable and well known while constantly being maintained, which reduces the risk of losing data.

## Back button (Need reference to support)

This assignment does not utilize a back button (Besides the search function), this is due to Android having a built in native one. Multiplatform apps that are built for both Android and IOS will exhibit a back button due IOS not having a dedicated back button. The Android side will have to incorporate a back button feature due to IOS not having it in order to remain compatible on both platforms. There are many arguments for and against it but generally it is only required on Android apps that go too many screens deep or bring the user to a situation that would require a back button. Since this app only goes two screens deep with simple navigation, no back button was needed.

## Design stages

This section will detail each stage of the app design, from early sketches created on Lucid Chart to Final look shown on the App.

## Evaluation results

Dasda

## Design Decisions

## External resources

Since Google changed its Ping

## Conclusion

IN conclusion…

## References

## Git repository

Insert pictures here

## Git URL