



Mobile Application Development

Name

Username

Password

Re-password

Log In

Register

Username

Password

Submit

Welcome to the ***museum*** booking app "name".

Museum 1
Info of museum
Links to detailed page

Museum 2
Info of museum
Links to detailed page

Museum 3
Info of museum
Links to detailed page

Museum 4
Info of museum
Links to detailed page

Museum 4
Info of museum
Links to detailed page

Museum 5
Info of museum
Links to detailed page



Detailed information describing the museum.

[Book Now](#)

Optional Food

Item 1

Item 2

Item 3

Item 4

Item 5

Next

Optional Soveniers

Item 1

Item 2

Item 3

Item 4

Item 5

Next

Checkout

Price Breakdown

Pay now

Normans' Fundamental Principals

Visibility

All functions that are available to the user and are useful for what the user is currently doing will be in clear view at all points throughout the application. No function will be left out of the sight of the user, and all functions will be clearly labelled as to what they do to avoid any possible user confusion.

Feedback

Users will be shown clear and easy to understand errors if they ever enter any incorrect information or use a function incorrectly.

Mapping

The application will be mapped out in a consistent way throughout to avoid user confusion between different functions. For example, all functions within the app will be activated using buttons.

Affordance

All functions will be very clear to the user, and the buttons that are used to activate them will be clearly labelled as to what they do.

Shneiderman principles of design

Informative feedback

When a user performs an action within the application the app will provide some sort of feedback to the user to show them that the action was successful. For example, if a user adds an item into their basket the application will show the user a pop-up message to show that the item has been added, this could be done using toast.

Easy reversal of actions

The user can use the back function within android to undo misinputs, so they don't need to start the entire process again.

Reduce short-term memory load

The users short term memory will not be taxed as all the information that they will need at whatever point they are in inside of the application will clearly be displayed on the screen.

User Concern

Depending on the language that the phone is using the application will use different resource files containing the same information just localised. For example, the language of the application will change, and the currency will be converted.