**Applicazioni per dispositivi mobili**

**course**

**a.y. 2016/2017**

**DifferenziApp**

**Design documentation[[1]](#footnote-1),[[2]](#footnote-2)**

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Strategy

# Product Overview

DifferenziApp is an app that helps citizens in the activity of selective waste collection in the municipality of L’Aquila, providing tools and information that allow to communicate directly with the recycling company making the main services (such as requesting a special waste disposal) available directly from your smartphone.

The app aims to be usable by a vast diversified audience, from “middle-aged moms” to offsite students.

# Competitors

* [Juker](https://www.google.it/url?sa=t&rct=j&q=&esrc=s&source=web&cd=1&ved=0ahUKEwjLj4uZ993SAhWDDRoKHWxPAjcQFggcMAA&url=https%3A%2F%2Fplay.google.com%2Fstore%2Fapps%2Fdetails%3Fid%3Dit.giunko.junker%26hl%3Den&usg=AFQjCNFTJA4VVCf9US15NTm6yaGizWhVNg&sig2=GZ): “The first interactive app for the proper disposal of household waste”, its main goal is to tell the user how to properly separate waste and to provide basic information about the local recycling company (collection schedule, collection points location etc..).

Junker’s main issue is that it doesn’t allow a direct user-company interaction and it is not currently available for the municipality of L’Aquila.

* Other similar apps are dedicated to certain territories, so they are not considered as direct competitors.

# User Research

The main need that DifferenziApp aims to fill is the necessity to retrieve information about the schedule of waste collection and to interact with the recycling company without further losses of time.

* How many times have you forgotten to take out the right recycle bin?

From now on DifferenziApp will notify you every evening telling you what is going to be collected the next morning.

* How much time have you lost trying to find the right number to call the right office to request a special waste disposal?

Through DifferenziApp you can forward a request directly with your smartphone and will also inform you about disservices or schedule variations.

DifferenziApp wants to achieve that by providing an easy-to-use environment that allow the user to access the services as fast as possible.

# Personas

**Gabriella**

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| **Age:** 55 | **Occupation:** Biologist |
| **Family:** Married, 2 children, 2 dogs | **Internet use:** Facebook, Internet Banking and simple searches |
| **Technical profile:** Totally uncomfortable with technology, Samsung A3 |  |

Gabriella is a mom of two children with a full-time job and two dogs, she is the one that takes care of the house. She is so busy that she often forgets to take out the trash bin, so the waste starts to accumulate in the back of the house.

**Luca**

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| **Age:** 21 | **Occupation:** Offsite student |
| **Family:** Engaged for 2 years | **Internet use:** Social networks, university researches |
| **Technical profile:** Very comfortable with technology, Apple iPhone 7 |  |

Luca is an undergraduate at University of L’Aquila. He shares the apartment with other 3 colleagues. He doesn’t know how separate waste collection works in L’Aquila and he is too busy to go and ask information about it. Also, being without a car, he has difficulties reaching the company offices to get the physical calendar and the trash bags.

**Mauro**

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| **Age:** 40 | **Occupation:** Electric engineering professor |
| **Family:** Single | **Internet use:** Facebook, scientific researches |
| **Technical profile:** Somewhat comfortable with technology,  Huawei p9 |  |

Mauro is an electric engineering professor that teaches at University of L’Aquila, he is an “old school” professor that prefers paper and pencil to a pc even if he is starting to embrace the new technologies. He lives alone and he has some difficulties managing all the housework.

He often uses his house as a laboratory and so he sometimes need to dispose special wastes.

Scope

**Features**

Main features:

* **Notify** the user about what is going to be collected the next morning

The user can choose the desired time at which the notification will be sent (if he wants).

* Show the user the selective **waste collection schedule** through a digital calendar
* **Booking** a special waste collection and disposal

The user can choose from a list of dates and times when a company employee can pick up the special wastes.

* **Order** trash bags

The user can order a certain quantity of trash bags (directly provided by the company) to be delivered to his address.

* Get **communications** from the company

The user will be notified whenever there are disservices or changes to the calendar.

* Show the user a **map** of used oil collection points

Keeping in mind that the app will also be used by people that are not particularly comfortable with technology, the app needs to be very simple and user-friendly.

Every feature must be reached in as few taps as possible as the typical user uses the app to save time.

So, all the actions must be quick and focused to the result.

**Scenarios**

It is a short, simple narrative describing how a persona might go about trying to fulfill one of those user needs. By imagining the process our users might go through, we can come up with potential requirements to help meet their needs.

Structure

# Navigation model

Navigation model of your app.

Description of its main parts and the relevant choices you made. For each view and for each main navigation flow you have to describe your design decisions and their main objectives.

# Data

Provide a class diagram representing all the contents you manage in your app. As a reference for class diagrams, use this: <http://it.wikipedia.org/wiki/Class_diagram>

Skeleton

Lo-Fi Wireframes of your app. In this phase you have to create a **complete wireframe** representing all the views described in the navigation model.

Description of the relevant choices you made about the user interaction and how information flows among views.

Surface

Provide an Hi-Fi Wireframes of a **single view** of your app. Please choose a representative view to show here.

Description of the relevant choices you made about the layout and color palette, fonts, icons, etc.

1. The max length of this document is 20 pages [↑](#footnote-ref-1)
2. The structure of this document is fixed, it cannot be changed in any way [↑](#footnote-ref-2)
3. The team leader is listed as first member in this table [↑](#footnote-ref-3)