**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

There are few interesting 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.

* Other similar apps are dedicated to certain territories, so they are not considered as direct competitors, we didn’t find apps dedicated to the municipality of L’Aquila.

# 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.

Describe the main GOALS your app allows users to achieve

# Personas



Scope

**Features**

Provide a list of all the features of your app.

**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)