App Development Documentation

Project Rationale

The rationale for this App design was to create an app that would be the first Iteration of a platform where I can showcase some of my multimedia work. The app itself will be an insight to my skills at coding and design merged together.

The app is the first iteration with Images, Video and the implementation of two Api's, but there are future plans to broaden the apps content and functionality and link it to other web based material.

Eventually It will become the central hub for an online profile displaying varying skillset and linking to sources of material like plunker and Git, flickr, youtube and blogger. This will then be accessible to potential clients and employers

Goal

The main goal of the app was to give an insight into my style. A style of clarity, simplicity, and quality. I wanted a simplistic functionality, but encapsulate it with a sleek minimalist design. This would ensure the app was intuitive and allow for a framework work to be constructed quickly.

Audience

My audience, would be primarily potential employers and clients for either graphic and web design, photography or development. This would mean my theme and style would need to appeal to a wide audience, while implying a specific level of quality and class.

The theme I chose was a quality styled theme, which would subconsciously emulate elements of photography and use color or lack of and minimalist to help increase the perception of high quality.

Functional Description

On first load of the app, the user will be greeted with a Large metallic logo on a black leather textured background. At the top the header section is removed for the landing page to emphasise the logo and a navigation bar is located at the bottom.

The navigation is simple and uncluttered due to the fact there are only a few pages to navigate through in this first iteration. There are four navigation buttons in this footer element, but on all other pages excluding the landing page there are two additional buttons. One home button and an Information button located the top right and left of the header element.

After the landing page there are four other pages. There is a Picture gallery page, a Video gallery page and a Movie listing page and finally an Information page. The picture gallery uses Flickr's API to pull in the Images from my flickr account. The Video callery uses I-frames to link to my youtube account and the Movie listings page links to a Movie's database's API. This Information page just lists some of the key elements and code used to create the app.

The Image gallery and Video gallery both use a grid layout to display the Image and video elements. and the Image gallery will open larger versions of the images also from Flickr's API. As a hidden feature the Main logo on the landing page links to another site hosted live.

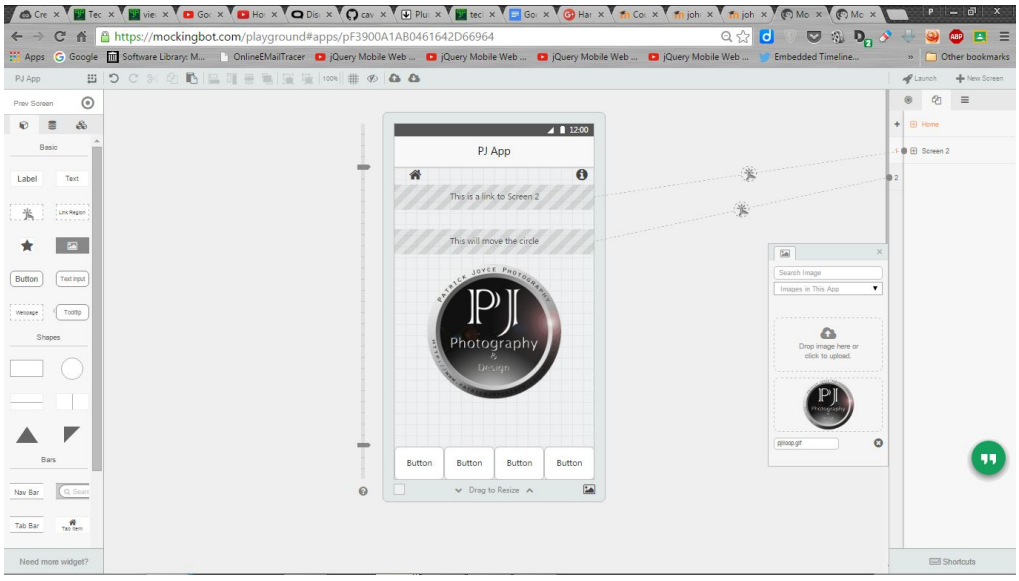
Key Features and Elements

The elements are in this app are:

- Personal Logo designed in photoshop (and animated)
- Personalised Background with logo to give a (Photography feel & Quality theme)
- Simplistic navigation
- Dark theme with metallic and leather textures to imply quality and sophistication.
- Animation to give another dimension to the app (not static)
- Responsive design to be multiple device friendly
- High quality graphics & Images to emphasise quality
- Use of API's to ensure no data (media) needed to be stored locally
- Minimalist size of the overall app of 1.76mb
- Coded from scratch (no template used) to allow custom framing and layout
- Coded using Jquery-Mobile on one html page to reduce size of app & No: of files

WireFrame

The wire frame construction was made simple due to the minimalist style of the app. Multiple navigations were ruled out allowing the app to be more intuitive in its navigation. The styling was also kept minimalist in colour and high contrast used for clarity.The design made use of symmetry to give a pleasing look to the overall app and the Images were made responsive to a point so to display correctly across devices.



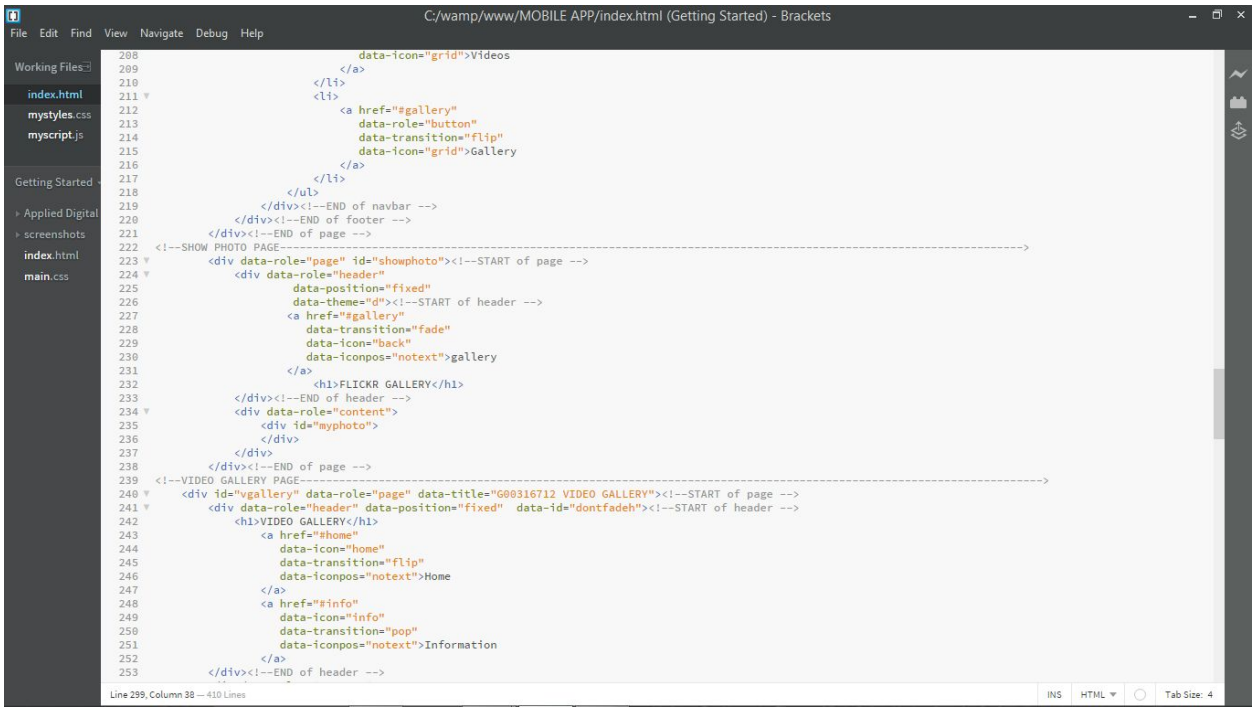
This layout would then be set across all pages making the navigation Identical so the user could navigate through the app easily from page to page.

The home Icon and Information Icon were added as navigation pages to give a symmetrical feel and the addition of allowing a snippet of Information without having to over clutter the main navigation bar located in the footer.

Code

The coding of the App involved using:

- HTML5
- CSS3
- JavaScript
- JQuery
- Json
- JQuery Mobile



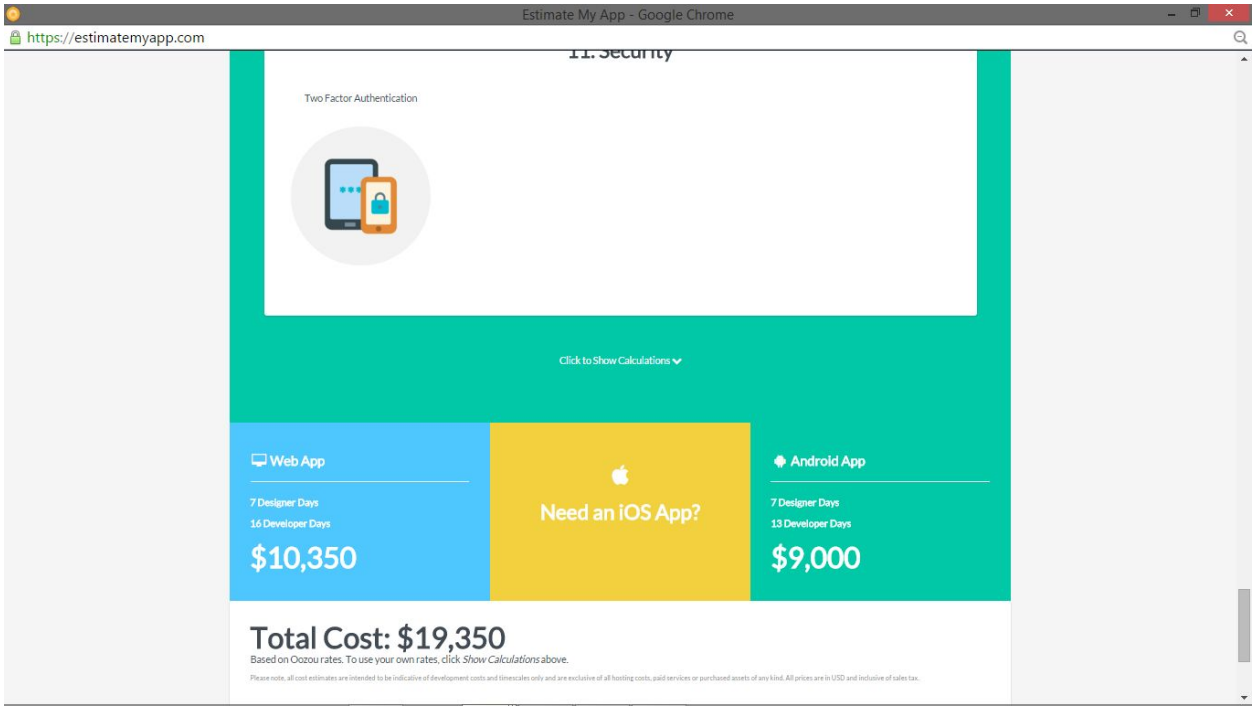
The coding of Jquery Mobile can prove tricky. Having multiple Div's and Pages within one HTML page. It was imperative that I organised my code and indented it correctly to be able to read and decipher where all the elements for each individual piece was and what it was doing.

I coded in comments to break the pages up and titled the div elements opening and closing divs.

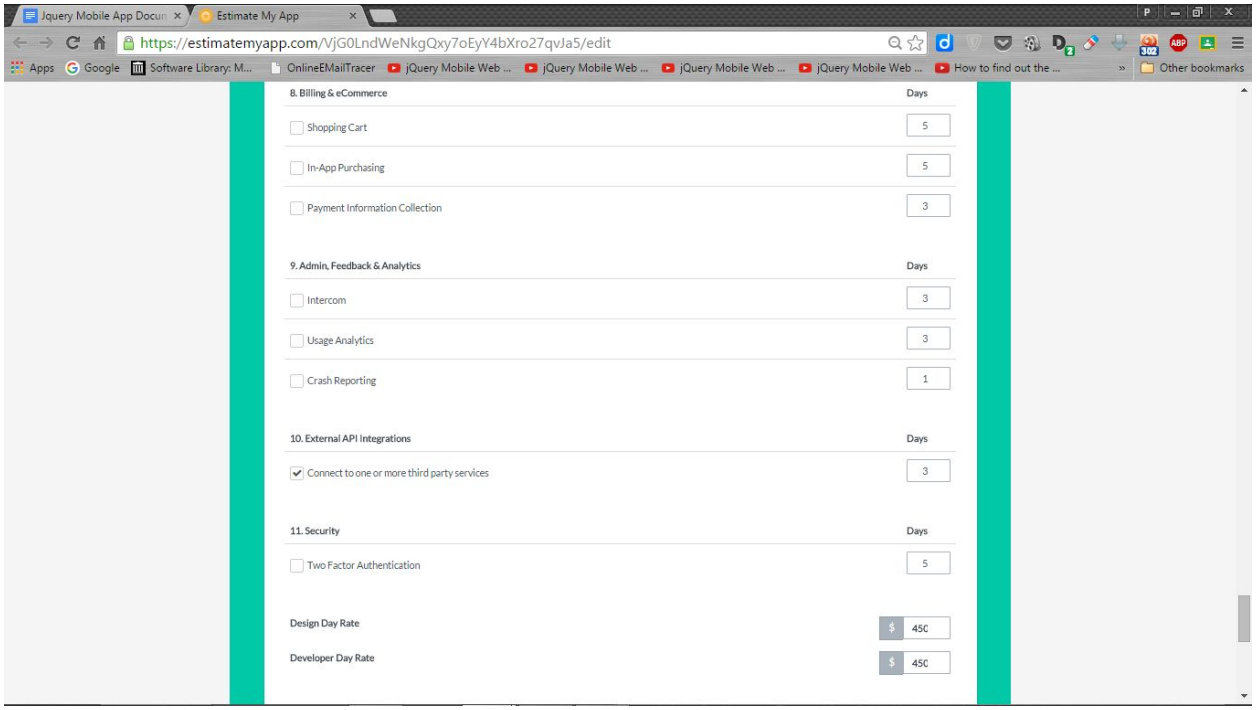
For the Main HTML document I used HTML and JQuery-Mobile to create the pages and link CDN's. I used Javascript & Json & Jquery to implement and display the content from the Varying api's, and then it was styled using a combination of JQuery-Mobile and CSS3.

For the linking to API's I had to write a function to pull the json object information and display it within a HTML5 element. That and the Querying of the API proved to be the most challenging. But in successful implementation proved to be also the most rewarding.

Budget



To compare and get an estimate of the level of costing of the varying elements I had implemented in the app, I used a website estimate my app. As seen in the Image above.
For a Web based version an estimate of 10k plus was given and for an android specific version an estimate of 9k was given. The parameters were for a small app with API implementation and a polished look.



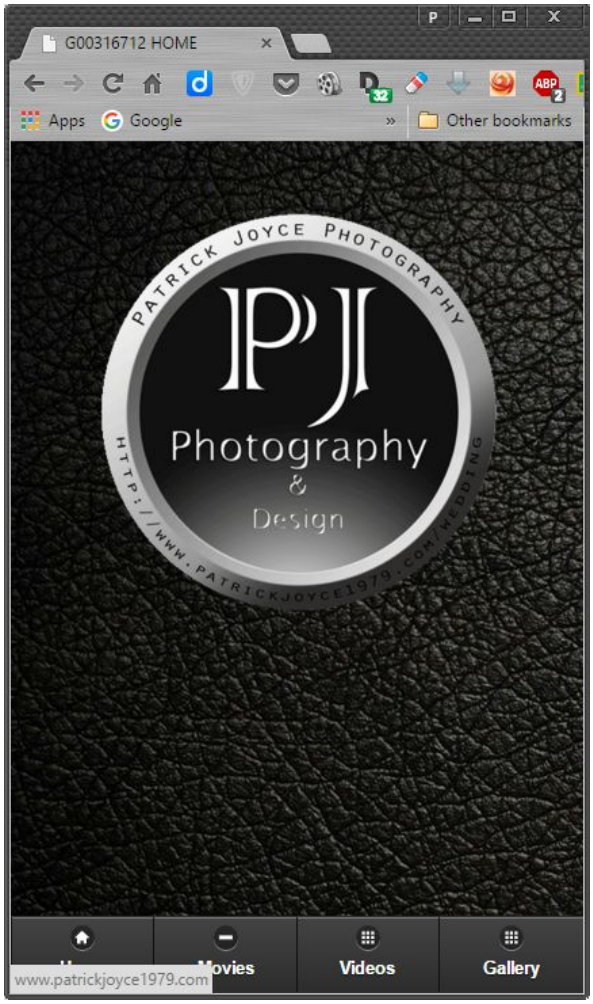
I had a much more modest costing but It was a good Indication as to what would be expected from professional companies and standards.

ELEMENTS	HOURS	COST	TOTAL
Brainstorming	3	€ 16 per hour	€ 48
Concept	2	€ 16 per hour	€ 32
Logo Design	8	€ 16 per hour	€ 128
Framework Design	28	€ 16 per hour	€ 448
Theme / StoryBoard	9	€ 16 per hour	€ 144
Coding of Pages	48	€ 16 per hour	€ 768
API Implementation	72	€ 16 per hour	€ 1,152
Styling	10	€ 16 per hour	€ 160
Refinements	4	€ 16 per hour	€ 64
Testing	24	€ 16 per hour	€ 384
TOTAL	**208**		**€ 3,328**

The hours spent on some elements were concurrent but not all, At a rate of € 16 per hour of a total of 208 hours it came to a total of 3,328. The time scale would reduce considerably if a small team were to develop the app, but given all elements had to be designed, created and implemented by me made it more laborious and forced to use a waterfall style approach.

The greatest cost was Coding of the App, but that was not pricing myself as a designer for the full cost of logo design. For an Initial logo design an additional 2-3k could be added. But given this was an app design assessment, I decided to concentrate on the costings in relation to the app elements than the individual design elements.

Screen Shots


G00316712 HOME
Apps
Google
Other bookmarks
PATRICK JOYCE PHOTOGRAPHY
PJ
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&
Design
HTTP://WWW.PATRICKJOYCE1979.COM/WEDDING
Movies
Videos
Gallery
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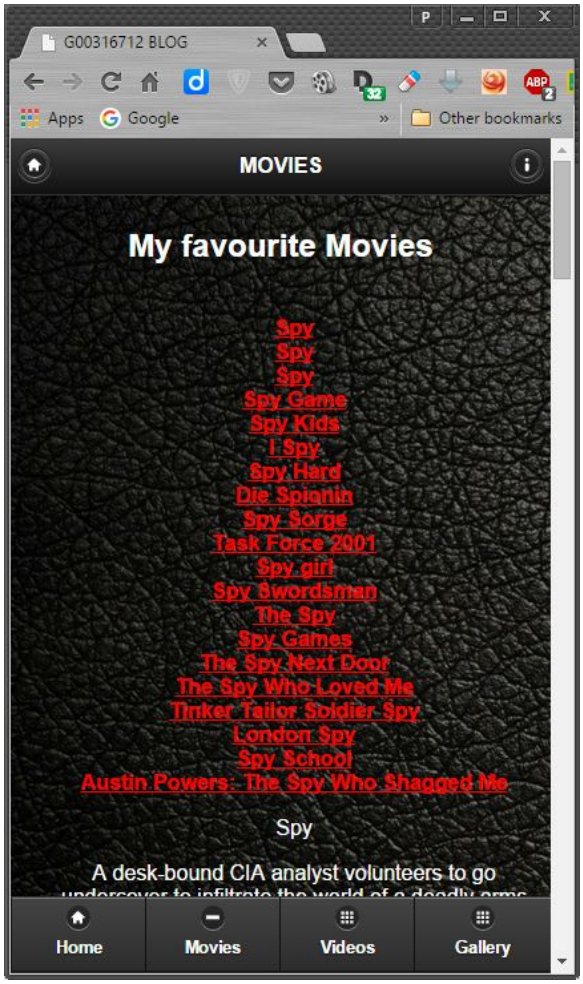
Apps
Google
Other bookmarks
GALLERY
Welcome to my Photography Gallery
Videos
Gallery
localhost:8080/MOBILE APP/index.html#gallery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Apps
Google
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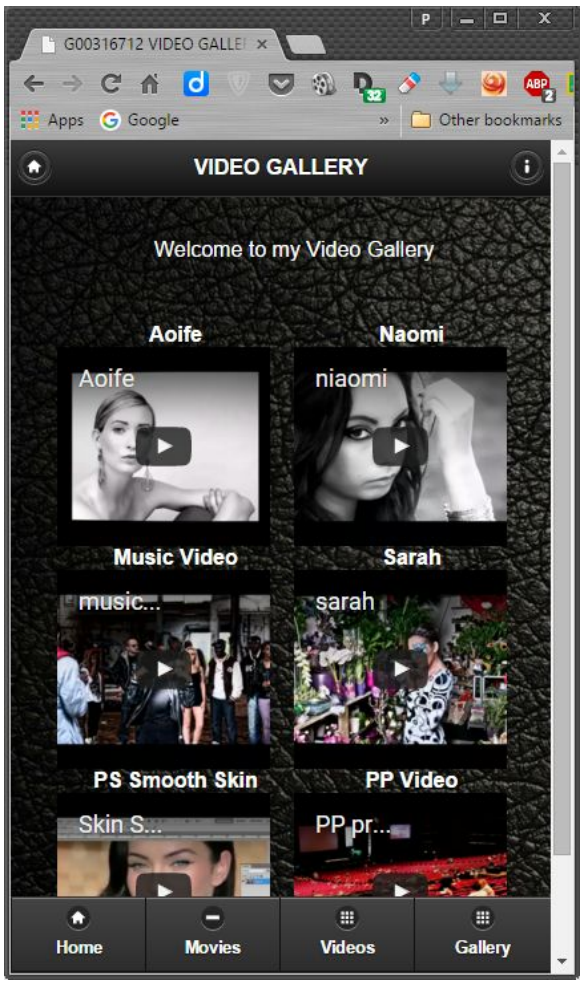
MOVIES
My favourite Movies
Spy
Spy
Spy
Spy Game
Spy Kids
I Spy
Spy Hard
Die Spionin
Spy Sorge
Task Force 2001
Spy girl
Spy Swordsman
The Spy
Spy Games
The Spy Next Door
The Spy Who Loved Me
Tinker Tailor Soldier Spy
London Spy
Spy School
Austin Powers: The Spy Who Shagged Me
Spy
A desk-bound CIA analyst volunteers to go
Home
Movies
Videos
Gallery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Apps
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VIDEO GALLERY
Welcome to my Video Gallery
Aoife
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Videos
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