APP DESIGN DOCUMENT

IN A FEW WORDS

A Single Sentence that captures what the App does. The Elevator Pitch, if you were going up a single floor in your building. This is the Problem that your App is going to Solve.

> Ethopian phrases App. It shows the translation for important phrases as text and sound.

AUDIENCE

It's a User-Centric World out there. You need to stay focused on who is going to use your app. Creating a Profile[i] can pretty much come from yourself or if you are lucky enough to have someone in mind to use the app, you can ask them directly what they make of it as you are developing the app.

This is just a few paragraphs to act as a useful reminder as to who your app is aimed at. It will help you to get into the mindset of the user when prototyping or testing your App Idea. Not all users will have the same goals or needs that the app can provide. A general rule of thumb is to keep their needs and wants simplified for design conflicts and insights to the Apps Structure.

> 1-Arabic tourist in Ethiopia:
>   He can be from any Arabic country and any age.
> 2-Arabic person who is working with Ethiopian worker.
> 3-English speaker tourist.
> 4-He/she is using the App on the run. He/she needs the most used phrases quickly.

THE EXPERIENCE

A few paragraphs on what it's like to use the App. This will come later in the Design stages as you can text your Prototype. Use this early testing stage to get an idea of what the look and the feel will be, the core features and the accessibility of everything. This is also used to remind yourself of what experience you want the user to achieve

1-When the user open the App he will receive a welcome toast and he will a see a list of paragraph choices.
2-When the user pick one of the choices he will see a toast message telling him he can click on the items to hear the Ethiopian translation.
3-The user will see a list of items which has 2 texts one for the Ethiopian translation and one for the translation with a language that depends on the chosen language for the phone and he will see a play icon on each item.

HOW WILL IT BE USED

It seems vitally important to consider when and where a user will be interacting with your App. Context Prototyping will be helpful with this. Detail a few scenarios you think when the app will be used and use them to test the features in detail. Are your Users in a Rush? Are they able to make mistakes?

The App must be tailored to complement experiences and allow for the environment they are in. Perhaps if the user will be at home mostly, more immersive absorbing color schemes should be used to keep the User entertained.

The user is expected to be in a rush and he will use the Application in the airport.
The user also will be in a rush when speaking with an Ethiopian person.
The user can also use it when he is relaxing at home.
The user will be expected to navigate a lot when using the App.

FEATURES

For the Final Section of the Document I would recommend listing out all the core features of the App. Detail their functionality and add suggestions on how they might work. Anything remaining can be updated to the Document as Development and user feedback becomes available throughout the Development Process.

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1-Color full clear items.
2-Use of ListView for a smooth experience.
3-Use of material design.
4-Use of the best practices for audio in Android for a good user experience.
5-Use of toast messages to keep the user's interest.
6-Add the use of fragments if possible.
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USER FEEDBACK – ADDITIONAL OBSERVATIONS