

F1 Widget for Android



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1. *Project assignment*

1.1 Context

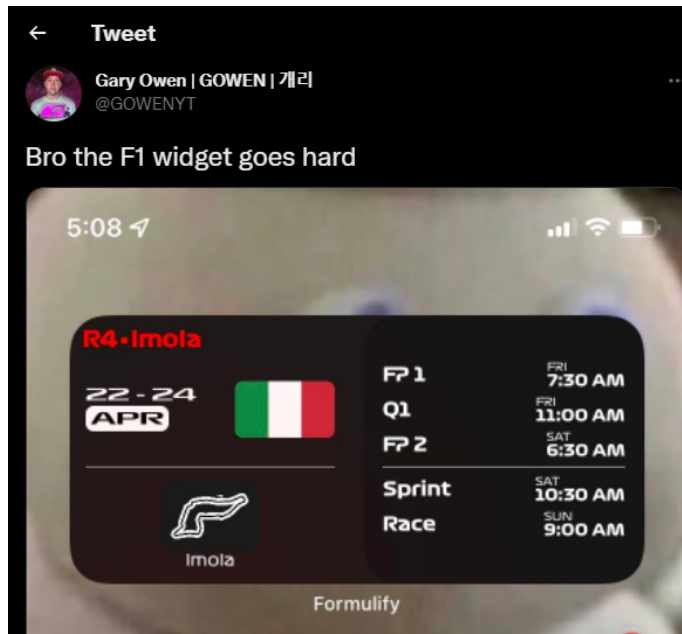
As a Formula 1 fan I am really looking forward to the 'race weekends' which means the weekends when F1 is racing. During each weekend there is a schedule that may differ in terms of times.

A typical schedule looks like this:

WEEKEND SCHEDULE			FORMULA 1
PRACTICE 1	Fri	14:00 - 15:00	
PRACTICE 2	Fri	17:00 - 18:00	
PRACTICE 3	Sat	13:00 - 14:00	
PRE-QUALIFYING SHOW	Sat	15:30 - 15:55	
QUALIFYING	Sat	16:00 - 17:00	
POST-QUALIFYING SHOW	Sat	17:00 - 17:30	
PRE-RACE SHOW	Sun	14:00 - 14:55	
RACE	Sun	15:00 - 17:00	
POST-RACE SHOW	Sun	17:00 - 17:40	

Sessions can take place at 06:00, at 13:00, at 21:00, etc. depending on where Formula 1 is racing in the world.

Recently I have seen a lot of positive tweets from the F1 Twitter community about F1 widgets. The widgets allow you to quickly see the schedule of the upcoming race weekend and view the championship standings between teams and drivers. Widgets can be placed on your phone's home screen so that you can get the information very quickly. Opening an app to view the schedule takes around 5-10 seconds longer and a lot more taps & swiping which is of course less convenient.



Formulify is an app for iOS only. After asking around and searching for an Android app that offers great widgets like the one above, I found out that there's no app that offers this yet. During my search I found out that the need for an Android version is great among the F1 fans.

Posted by u/[deleted] 1 month ago

81 I've created Formulify app that brings multiple F1 themed widgets to your iPhone! Link in comments.



Sorry, this post was deleted by the person who originally posted it.

It doesn't appear in any feeds, and anyone with a direct link to it will see a message like this one.

52 Comments Share Save Tip ...

Sort By: Best



cathuluracoons +1 · 1 mo. ago

BWOAHHHHHHH

Please do update, when you have one for Android version.

25 Reply Give Award Share Report Save Tip Follow



Ok-Doughnut4744 +1 · 1 mo. ago

BWOAHHHHHHH

second this, i'm surprised there's no good android app with f1 widgets, i desperately want a calendar/countdown widget

12 Reply Give Award Share Report Save Tip Follow



PresidentZeus +2 · 1 mo. ago

Luigi Vettel

F1 should have these themselves

5 Reply Give Award Share Report Save Tip Follow

1.2 Goal of the project

The goal of the project is to offer a solution to F1 fans that use Android smartphones that allows them to use widgets to get the F1 information they need.

In addition, I want to learn how to make widgets and how to use an API to transfer data to a widget. I want to learn this, because I think it's important to know if I want to become more experienced as a front-end developer.

1.3 Stakeholders

The party that has an interest in the project is the Formula 1 Twitter community.

The main stakeholder for this project, however, should ideally be an expert on the subject Android widgets and/or data management.

1.4 Scope and preconditions

F1 information can mean a lot of things since a lot of data is involved within F1. The scope of the project will be designing and developing

Inside scope (must have):	Outside scope (should, could, won't have):
1. Design an F1 widget app for Android that gives F1 fans the needed schedule information for the upcoming race weekend.	1. Publish the app on the Play Store
2. Develop an F1 widget app for Android that gives F1 fans the needed schedule information for the upcoming race weekend.	2. Design and develop a widget that shows the current teams championship standings.
	3. Design and develop a widget that shows the current drivers championship standings.

1.5 Strategy

For this solo project I will use Trello to keep track of my activities throughout the project. I won't work in Scrum sprints since time is short.

The Trelloboard will contain the following sections:

- **To Do/Product Backlog**; to note down what activities I will need to undertake during the project
- **On Hold**; during the project I will be very flexible since I'm working alone. This means it's very possible that I will temporarily abandon a task/activity to pick up a new, more urgent one. The previous task/activity will be put in the 'On Hold' section.
- **Review**; some tasks/activities might require feedback/a second opinion from an expert. If so, the tasks/activities will be put under review until they have been reviewed.
- **Done**; all finished activities will be put under the 'Done' section so that I can keep track of the things I have done.

In order for this strategy to work, I will have to find an expert on the subject.

1.6 Research questions and methodology

Main question

How can I allow F1 fans to view the F1 schedule on their Android smartphones in an efficient/quick way through the use of widgets?

Design Challenge

Design and develop a widget that allows F1 fans to view the F1 schedule on their Android smartphones so that they can quickly see at what time F1 events are taking place.

Sub questions

- What schedule information is the most crucial for F1 fans?
- What technologies will be most efficient to use for creating widgets for Android smartphones?
- How do the existing iOS F1 widgets display the schedule information?

Methodology

Design thinking will be applied, because there's a good chance I will start prototyping first, followed by testing the designs. I expect a lot of iterations which will require the flexibility design thinking offers.

2. *Learning outcomes*

Must have

Learning outcome 3: Software design

By you evaluate, we mean that you determine the quality of the software design using established quality criteria and a predetermined test design

By existing components or libraries, we mean that you have investigated which of those is best suited to the project.

- **C4 model/software architecture model**; show the involved components/libraries on a zoomed in/technical level. What files in the project communicate with API's? How is data being handled?

Should have

Learning outcome 1: User interaction (analysis & advice)

- **Literature research & POC's**; determine what technologies are needed/the most efficient
- **Interviews**; talk to F1 fans about what information they need. How do they currently know what the F1 schedule is for the upcoming race weekend? What schedule information do they absolutely need?
- **A/B testing design**; test if the created designs give F1 fans the information they need. Test if the created designs give F1 fans the right (F1) feeling (does the design 'scream' F1?).

3. *Delivery*

3.1 *Project transfer*

In case the project attracts the interest of the stakeholder or third parties, the project will be transferred. Attracting their attention can be done by posting on media platforms such as Twitter and Reddit if there is interest in an open source project for F1 android users. Interested third parties who want to take over/continue the project can be members of the F1 community. In this specific situation, the project will need to be converted into an open source project.

Attracting attention can also be achieved by pitching my project at the Innovation Insight exhibition at TQ. A lot of students will be present and some of them are F1 fans. Pitching the project will potentially inspire some students to work on this project for their next semester. In case a student/students want to continue with the project, I can transfer all resources that are of significance to continue with the project.

In addition, I will promote my project on Dex by adding a description of the project, pictures of the design, etc. Dex is a platform designed and developed by Fontys students which encourages students to upload their projects so that others get inspired and will potentially continue your project.

3.2 *Pitch*

Attracting attention can also be achieved by pitching my project at the Innovation Insight exhibition at TQ. A lot of students will be present and some of them are F1 fans. Pitching the project will potentially inspire some students to work on this project for their next semester.

4. Activities and time plan

4.1 Time plan and milestones

During the project I will be iterating and testing designs. For this reason there won't be any fixed date(s) for designing, developing and testing.

Activiteiten	Start date	Finish date	Week
Project Plan ; define project, scoping and planning	30-05	31-05	13
Literature research & POC's ; determine what technologies are needed/the most efficient to use for creating widgets for Android smartphones	31-05	02-06	13
Interviews ; come up with questions and talk to F1 fans	31-05	10-06	13 - 14
C4 model/software architecture model ; show the involved components/libraries on a zoomed in/technical level	03-06	07-06	13 - 14
Design & Testing ; design a widget that shows the race weekend schedule information the user needs	-	-	-
Oplevering/Project showcase	23-05	23-05	16