**Project scope and requirements \*\*FIRST DRAFT\*\***

Following tables are based on Stig’s tables from last Wednesday’s lecture:

|  |  |
| --- | --- |
| **In scope** | **Out of scope** |
| Geographical area: Norway | Rest of the world |
| (What kind of OS will SeniorAdopt use?) |  |
| Payment solution: Paid services (fee/hour) + a few free ones (tips) | Ads |
| Secure logins and verified accounts | Guest users/anonymity |
|  |  |
|  |  |
| **Social services:**  -Company/Conversation  -Pet caring  -Shopping together | **Social services:**  -Medical personnel, like psychotherapist, nurse, etc.  -Veterinarian personnel  -Personal shopper (the junior is going to *help* with the shopping, not doing the shopping itself) |
| **Manual services:** -Gardening, householding | **Manual services:**  -Hard labour |
| **Practical services:**  -Technology  -Teaching: cooking, drawing, facebook, etc. | **Practical services:**  -Technicians  -People with professional background |

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| --- | --- | --- | --- | --- |
| **App requirements** | **Product & Services** | **Gain Creators** | **Pain Relievers** | **Commentary(this column can be deleted later)** |
| Easy UI/UX design | Two button designs, with forward/backwards interaction. | Since the UI/UX is simple, there is minimal interaction from the users to use the app | The users are able to easily navigate the application without requiring help from others | We have listed a few thoughts about the requirements of the UI design underneath the table. |
| Easy login | -Username + password?  -E-mail + password?  -Login through connected SoMe account? | The users have a profile that they can visit and get reviews on their trust. | With the profiles they can see if the person is one, they would like to help them or help. | We have written several segments underneath the table about the login issues. |
| No ads or other distractions | Paid services (at least for some of the services offered) | Allows for more fluent app use, without tapping an ad and being pulled out of the app. | Avoids ads interfering with the trust for the app. Easier to use for the elders with less distractions. |  |
| Safe to use |  |  |  |  |
| Verified user accounts | Encrypted, or scam preventing | By the users being verified it can show that they have been checked up on by the developers of the app | The customers can trust the people that are helping/helped |  |
| (Something about safe and easy economic transactions) | Encrypted, or via (external) online bank | The users will be able to use their bank accounts, and bank ID. Which is trusted, and allow for secure transactions. | The bank will be the bank of the user, and will be familiar to use for ease |  |
|  |  |  |  |  |

A few thoughts about the login and UI design of the SeniorAdopt app:

**Key functionalities of the SeniorAdopt app**  
Our goal is to create an app which is aimed for seniors, and we wish to deliver an easy-to-manoeuvre and user-friendly app. We’ve listed some functionalities which have an important role.  
Emphasize the usability and realization on how challenging it can be for the elderly to learn how to use technology.   
This can be done by ensuring the app’s functionality can deliver as promised means we must look into the needs to build the app’s UI.  
  
**For the key functionalities, we’ll need:**

1. Main page with login (what kind of login should the app have: login with username + password, username to access the app main menu page, an e-mail + password login, or login with another login from a connected account, like Google or Facebook?)
2. Database containing information about the students; this should include photo of the student, testimonial/reviews, background history/background check approval and work experiences/resume. Perhaps an introduction video?
3. Navigation menu: Minimalistic contains large icons and fonts (no fancy one), possible magnifying glass (but this might fall into the app’s accessibility/usability)
4. Brightness and contrast adjustment: Useful for display viewing, bright light may be visible to those with poor eyesight in the darkness (but this might fall into the app’s accessibility/usability).

The objective is to build an app with the purpose of giving elderly more confidence in technology despite not being a tech expert. However, we must also be aware of the problem which may occur when using the app.  
Therefore, it’s important to identify the issues and handle them, understanding on how we can prevent this and how to solve them when they happen.  
  
**These are some useful points on how to tackle the issues:**  
1. Avoid unnecessarily irrelevant content (this can be such as ads, pop-up). The content should be focusing on what the user has asked for.  
2. Minimalistic design (simple yet effective, example: login page with only login box with button)  
3. Consists of a clear and easy to follow instructions (this can be on how to use the app)

4. Upon opening the app it should introduce you to the app with a video, explaining how to create an account, and how to use the app furthermore. It should explain how the app works and give you the option to add bank details if desired. Maybe even advise the user to write down their login information for future use, in case they were to be logged out.

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**What the UI for the app should look**  
Recognizable and accustomed, the elders should feel familiar with. The navigation should be as simplistic as possible, reduce the distraction (such pop-up ads) and hold a minimalistic design... A grid design could be desirable, with big text pictures divided with margins so it would be easy for the users to differentiate between the objects on screen.   
  
**Main UI**  
**Front page:** Should contain a straight-to-the-app login (but how will the first-time register experience be like? Keep in mind that seniors should be able to do this action without no or little difficulty, so the UI needs to be as simple and easy as possible).

The login page, could consist of a video guide as mentioned in the list above. Once the user has created their account, the next time you open the app it will go to the “login page” automatically opposed to the register page.