Mobile User Experience

6MMCS001W

Coursework 2 Report - Mobile App Implementation

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# Design and implementation of mobile web app features

In the sections below provide and explain the proposed design and the code you wrote to create the following main features and functionality of the mobile web app.

## 2.1 Eye catching introduction

How did you design and implement an eye catching introductory information about the mobile web app.

How this has been integrated in iPhone and iPad?

## 2.2 Incorporation of a short video

How did you incorporate a short video?

How this has been integrated in iPhone and iPad?

## 2.3 POI

How did you design and implement the POIs (you can explain only how one of the POIs is designed, I expect that the rest of them will be designed following the same template)?

Any changes in the appearance of the POI in iPhone and iPad and at device orientation change?

## 2.5 Integration of google maps

Where and how you integrated a google map?

How the map has been integrated in iPhone and iPad?

## 2.5 List creation & sorting and filtering widgets

Where and how you used lists (e.g. in menu icon, to create a list page)?

Any changes in the appearance of lists at device orientation change?

How lists have been integrated in iPhone and iPad?

## 2.6 Booking form

How did you design and implement the booking form?

How do you design and implement booking form completion progress?

How did you implement the booking form connection to online payment?

How did you implement the online payment method passing the correct calculation to online payment?

How did you implement user feedback on completion of the booking and payment?

Any changes in the appearance of the booking form process in iPhone and iPad and at device orientation change?

## 2.7 Favourites list

How did you design and implement the creation of a favourites list?

How did you implement the part that sends the favourites list content to a valid email?

Any changes in the appearance of the favourites list in iPhone and iPad and at device orientation change?

## 2.8 Gamification (might need to be combined with 2.9)

How did you design and implement gamification?

How this has been integrated in iPhone and iPad?

## 2.9 System feedback

How did you design and implement system feedback throughout the app?

Language and style used?

How did you ensure consistency in the provision of system feedback?

How this has been integrated in iPhone and iPad?

## 2.10 Scores & points gained (might need to be combined with 2.7)

If different from gamification, how did you design and implement gaining scores & points?

How this has been integrated in iPhone and iPad?

## 2.11 Comments

How did you design and implement leaving comments?

Any changes in the appearance of the leaving comments at device orientation change?

How this has been integrated in iPhone and iPad?

## 2.12 Rating

How did you design and implement the rating?

Any changes in the appearance of the rating at device orientation change?

How this has been integrated in iPhone and iPad?

## 2.13 AR

How did you design and implement AR?

How this has been integrated in iPhone and iPad?

## 2.14 Differentiation between iPhone and iPad implementation

Explain the differences in the code of the implementation of the different design features in the two devices, when and where there is difference.

# References

Provide references to resources you may have used