Assignment 1 - Stelio Brooky - 300540333 - SWEN 325

The app would be called "Reptile Resource NZ". This app is a system that exists to help inform people about their pet reptiles as well as assist in managing them. Reptiles have a unique set of attributes that makes preparing their care different from other pets.
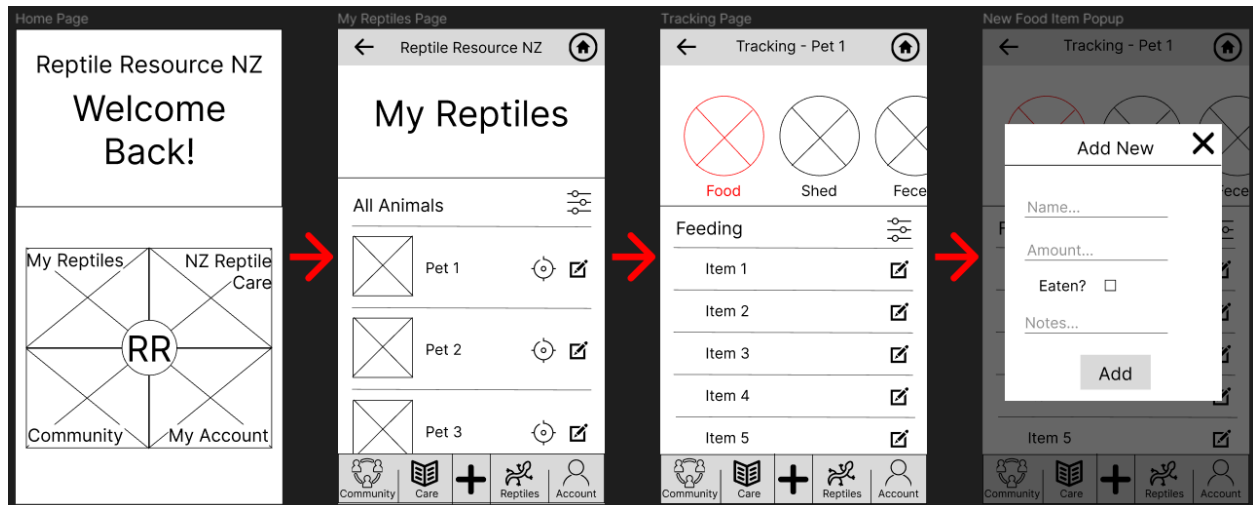
In New Zealand, reptiles are not very common as pets. This is primarily due to the fact that most reptiles cannot legally be taken into the country as pets. Reptiles however make great pets and the ones that are available as pets in New Zealand are fantastic additions to your family. As there aren't a lot of reptile owners here when compared to the states or the UK, the resources for care guides and help is rather limited in the country. This app aims to be a helpful and easy guide to assist experienced or mostly beginner reptile owners in New Zealand with ensuring that the ownership of their new pet is smooth sailing. There is an existing app named ReptileScan, which can keep an in depth track of pet reptiles, but this app is more suited to experienced overseas breeders who have a lot of reptiles to keep track of. My app will be suited for keepers of reptiles available in New Zealand and be a source for care guides and support for beginners getting into the hobby.

As a user you will be able to register your existing pet reptiles with all of their details into the app. From here you can keep track of your reptiles' feeding schedule, shedding schedule, cleaning schedule, and other details like heating temperatures. For beginners, or users who have yet to adopt a pet reptile, you can view in depth care guides and suggestions for the reptiles available in New Zealand. For further unique support for NZ keepers, you can access forums on the app where you can get advice to your qualms from other NZ keepers specifically for the available reptiles in the country. You can easily submit photos of your reptiles and their terrariums for advice on these forums. Also advice would be available for where to buy equipment for your pet as it is hard to find reptile supplies in commonplace NZ retail pet stores.

Beginner and experienced reptile owners in New Zealand will use this app.

The overall estimation of how long my app might take to develop is 40-50 hours. I personally believe that learning and messing around with the relevant JS framework will be very time consuming and could take 20 hours for me to be comfortable with it. I think the tracking systems will be easy to implement, but I need to learn the database management required so this will be 10 hours or so. The care guides and suggested purchases should be easy after learning the framework with only about 5 hours dedicated to it. Tying up loose ends on the app like design and the profile section should take 10 or so hours with a few hours dedicated to formulating the video.

Wireframe 1: Adding a new feed to an existing pet reptile

All bolded words refer to patterns that were found in **Steven Hoober's mobile patterns wiki** or another appropriate source as referenced at the end of this assignment.
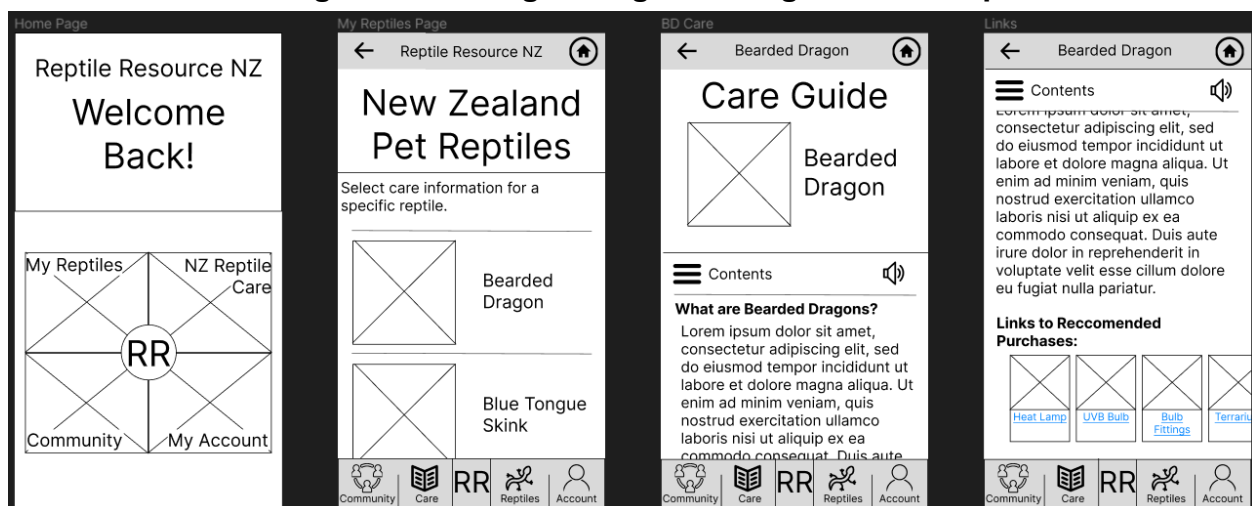
The first page on this wireframe is a base design for the **home** page. It features **buttons** to access each of the core aspects of the system. The buttons are big and use thumbnails to make it easy to understand where to go. It also features a **title**. After the user taps 'My Reptiles', you can then see a lot more design patterns used. Firstly, a **fixed menu** in the form of a taskbar exists where you can access all key aspects of the app. The taskbar features a set of **icons** that are relevant to the respective page they navigate to. This allows for consistency and ease of navigation. There also features a **masthead** for consistency. The **masthead** also gives access to the **home** page and features a **back** button.

We can see a **vertical thumbnail list** is shown when displaying all animals the user has registered. This is good as the user can easily see a picture and name of their pet together, which is handy if they have multiple. This list features **vertical scrolling** patterns. **Scrolling** is an important pattern when there is a lot of information that should be shown like in the form of a list. You can see the addition of a **sort & filter button** on this page so the user would be able to sort their animals out by species or age, etc.. This is more important on the next frame after the user has tapped the tracking **button** under pet 1. When tracking food, the user may want to sort it by successful feedings or by price. So a clear **sort & filter** option was necessary. The tracking section also has a **thumbnail list**, but this time it takes the form of a **horizontal list**[1] instead of vertical. This is so that the user can easily scroll through categories. Although **horizontal scrolling** isn't usually recommended, in the context of displaying categories it works

well. A **vertical list** still exists, but this time it is there for the items of the respective categories. It should be noted that all my lists show items slightly cut off to indicate that scrolling is a viable option for the user. The **masthead** and **fixed taskbar menu** is still present on this page.

Once the user taps on the add button on the taskbar, a **pop-up** will display. This pattern is a child page and is very usual when wanting to display something that is relevant to the context of the current page. Thus, the use of this pattern is very useful in the context of adding a new feed to track, when viewing all of the previous feeds for this reptile. My wireframe design for the **pop-up** features an exit **button** so the user can cancel their new addition at any time before submitting. There also exists **input areas** and **form selections** on this **pop-up**. This is pretty vital as this is the easiest way for the user to add all the details needed when wanting to keep a detailed track of their pet's actions.

Wireframe 2: Reading and scrolling through a care guide for a reptile in NZ

This feature contains a lot of the patterns that were existing in the first feature. The **home** page is the same, but this time the user taps on 'NZ Reptile Care' and is taken to a different page. This page also features a **masthead** and **fixed menu** for reasons that were mentioned for the first feature. This page drops the **sort & filter** feature, as there are only a handful of pet reptiles available in the country. A basic **thumbnail list** with **scrolling** is used. The thumbnails are important in this feature because for someone who has yet to get a reptile, they may have a certain look that draws their attention and would make them want to read more about them.

Once the user taps on the reptile they want to read about (in this case, the Bearded Dragon), a care guide will display. This page differs from the others, as it features new

patterns not mentioned before. This includes the **revealable list** which could also be referred to as the **hamburger icon**. The **hamburger icon** can be problematic at times, but in this case I have labeled its contents so that it is clear for the user what this button will do. This pattern provides a valuable tool for the user to access the specific part of the guide they want (for example, if they need to find the recommended heat temperatures for basking and only need that information). This page also features **voice readback** with both an audio **button** easily visible on the page, and with the intended feature of allowing people who cannot see to request this feature by speech. This pattern is added to satisfy people who struggle reading long blocks of texts, especially on a mobile interface, or people who have poor vision.

The final notable pattern is the existence of **links**. At the bottom of the care guide, there are a few **links** to recommended purchases for the user to make that are related to the reptile in question. The **link** will go to an external page outside of the app once they click on it. This is vital as it provides the user with quick and easy access to what they need, all available to access from **links** in the app.

References

1. http://4ourth.com/wiki/Designing%20Mobile%20Interfaces
2. https://www.experienceux.co.uk/ux-blog/a-ux-perspective-on-horizontal-scrolling/