Individual Assignment – Mobile App Development

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Mobile Fundamentals

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This week, we were assigned to create an app designed to sell comic books. I chose to name my app the ‘Comic Book Hoard’ and have it center around having users show off their comic book ‘hoards’ and expand their collections through the online store. I chose MIT App Inventor for my mobile app development tool, and I was surprised by how quickly I was able to throw some elements together into a reasonable looking app. MIT App inventor essentially allows you to drag and drop elements into a mock workspace and then edit their attributes and add elements to those pieces to make them more dynamic.

Now that I had my concept and editor chosen, I roughly outlined what I wanted this app to be able to do. I admit that some of these features were a bit over-reaching, and in order to get my concept to look good on the screen I did have to do some minor editing in GIMP, but the primary function of the app is definitely there. Here is my rough outline:  
Screen1: Home Page - Recommended Picks, Your Collections, Hot sellers

Screen2: Your Hoard - Displays favorited titles from your collection, Add to Hoard button, Displays a picture of your hoard, Edit Hoard properties

Screen3: Browse Products - Displays Top Picks for User, Comics from the same series in their collection that they don’t own yet, Search function

With these features in mind, I set to work to create my app. I quickly figured out how to use the horizontal/vertical alignment elements to line everything up on the screen, and I used the Canvas/Image Sprite elements to make a group of elements that could be swiped through to show more options. I didn’t feel like downloading like 50 different comic book covers as filler, so I used the same 4 in every category to keep it simple. Hope you like the finished product.