Mobile Technology

Assessment Task 2 Capstone Document

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11th February 2021

Application Details

Outcome Name

German Basic Help

Application Due Date

2nd April 2021

Date of Completion

Document: 11th February 2021

App: TBC

Attempted

Number 1

Candidate Details

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Template By

Reading Rainbow

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Description

This app can help you with tricky moments where you're in trouble and some people may not know English in Germany.

Knowing some words in German could help you describe your issue and makes the person understand what's happening .

Internet connection is not required for the app to work so you are not stranded without getting help, and hearing the words spoken out could also help you with pronunciation.

Basic user-Interface will help you find what words you need to know.

Learn the German words that could help you what you need help with if you ever have issues.

Intended User

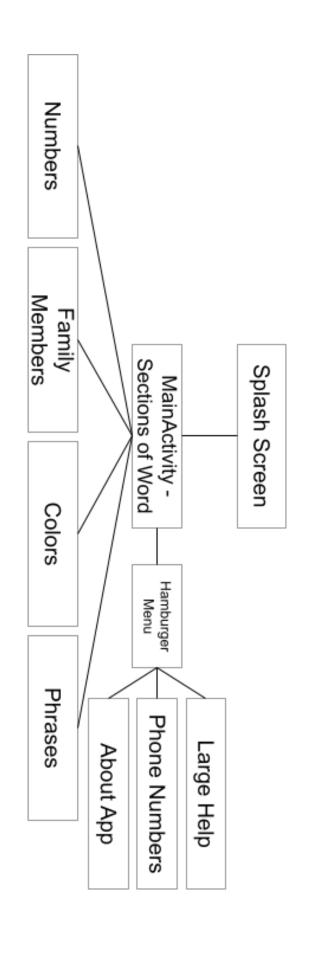
This app is built with travelers in mind that are going to Germany and want to keep an app that can help them speak basic German to get me help.

Having the app on your phone ready to go will always be convenient to users for unexpected times.

Features

- 1. Each section has its own block.
 - a. Numbers
 - b. Family Members
 - c. Colors
 - d. Phrases
- 2. Image next to the word, and English translation to know what the word is
- 3. Audio, where taping the word plays the word/Phrase.
- 4. Emergency Screen giving phone numbers to the emergency.
- 5. Large Text Help.
 - a. Type your name and say if you are alone and a button to turn on Personal Safety (separate App).
 - b. In big text asking to get guided to the Police station, and warning people they are being tracked by loved ones.

Navigational Map



User Interface Mocks

Splash Screen



Main Activity



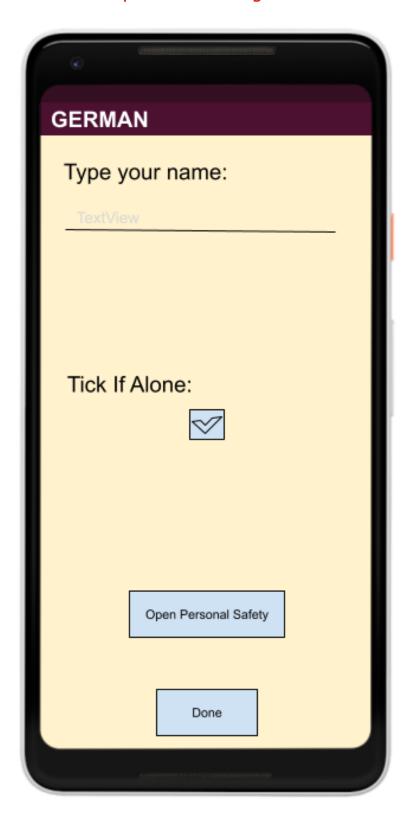
Main Activity w/ Hamburger Menu



*ANY*activity



Options before Big Text



Big Text



Hello, I am *NAME*

I am alone and lost. Please take me to the closes Police station.

Personal Safety is active and family members are tracking this phone.

Phone Numbers



Key Consideration

How will your app handle data persistence?

We will save the user's name so they will no be needing to type it in again after inputting it once.

Describe any edge or corner cases in the UX.

The app layout is linear and able to go back to the last seen you were on by tapping back or by tapping on the button you already selected again to return.

Describe any libraries you will be using and share your reasoning for including them.

The app will not be using any additional libraries as it will use the basic function of the Android OS but it the app becomes links to an API then the use of Picasso will be used for downloading and displaying the images.

Screen layouts, including any variations for size and orientation.

All the Views will be using a list view as the main parent view so all I formation will be able to scroll onto the screen, using children layouts to change up the design. We will use a separate XML file for how the list should be populated with

How you plan to maximize the usability and accessibility of the app.

The buttons will be large and easy to hit. The text will be large and legible but still changing the size of the text to the user's text size settings and background color will be a dyslexia friendly color

Justification of the design's usability, accessibility, and functionality.

This will make sure that the app scales nicely weather you have a Large display or small display. Text set to large or small the UI will try to stay uniform. A disadvantage is when in landscape it would be recommended to use a different layout as in a way your losing screen real estate. The use of Fragment could be used to optimize this space in future builds.

Next Steps: Required Tasks

Task 1: Create Project

- Set up the project inside GitHub and link it to Android Studio.
- Import All image Assets.
- Import Audio Assets.
- Add this document as a PDF to the Repo.

Task 2: Implement The UI

- Build UI for SplashScreen.
- Build UI for MainActivity.
- Build UI for *any*Activity.
- Build UI for ListLayout to populate last view.
- Build UI for PreBigText for User Info for Big Text.
- Build UI for BigText.
- Build UI for PhoneNumbersDE.
- Build UI for AboutApp.

Task 3: Create Code

- Create Code to check whether the List Has Images to display.
- Create Code for Populating list view with corresponding info.
- Create OnClickListeners, to load the view to corresponding info.
- Create OnClickListeners, to play Audio.
- Create Data prevacation to save User's input.

Task 4: UI Update

- Set a drop-down menu to select.
 - o BigText.
 - o PhoneNumbersDE.
 - AboutApp.

Task 5: Google App Launch

• Code button to Launch the Google Personal Safety App.

Task 6: Debug

- Debug as you go.
- Input data that the app cannot use.
- App works to plan and Navigation Map.