

Lab sheet 02

IT3061 – User Experience Engineering

Semester II, 2021

Lab Practical 02 – Project Selection & Supervisor feedback

Each UX team should research and find a Mobile app

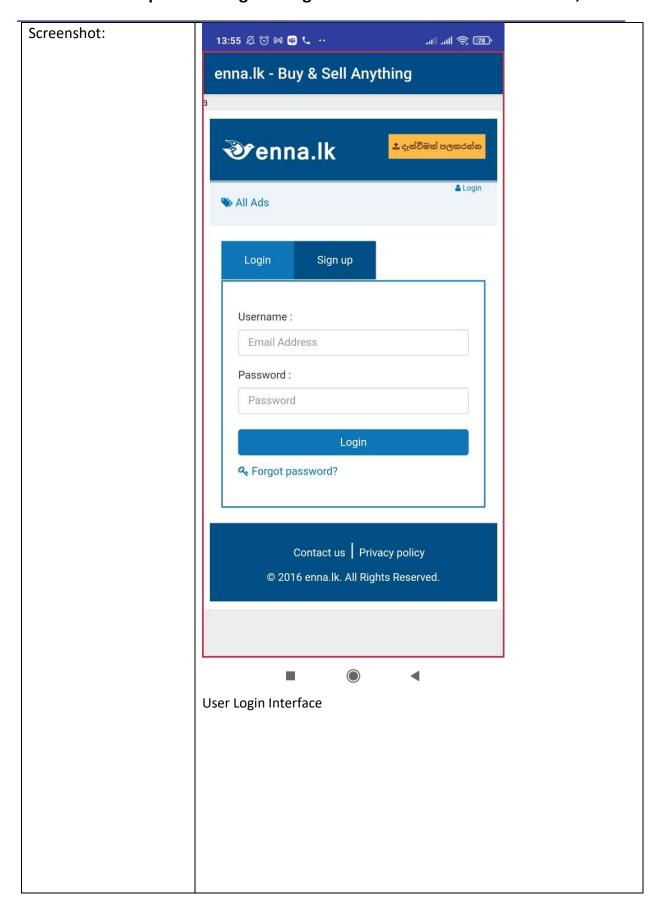
Fill the following table to show your findings

Mobile App	Buying and Selling Mobile Application
Name:	enna.lk
Developer	2021S2_REG_WE_02 IT19004778 - W.G.M.S.Wickramathna IT19006994 - K.H.K.L.De Silva IT19111766 - U.L.V.M.Lekamalage
Purpose:	enna.lk is a buying and selling mobile application and they offer so many opportunities to buy and sell a wide range of equipment from mobile phones to land properties to vehicles all in one place. 1. Can sell items by posting advertisements 2. Place Orders and Buy Items



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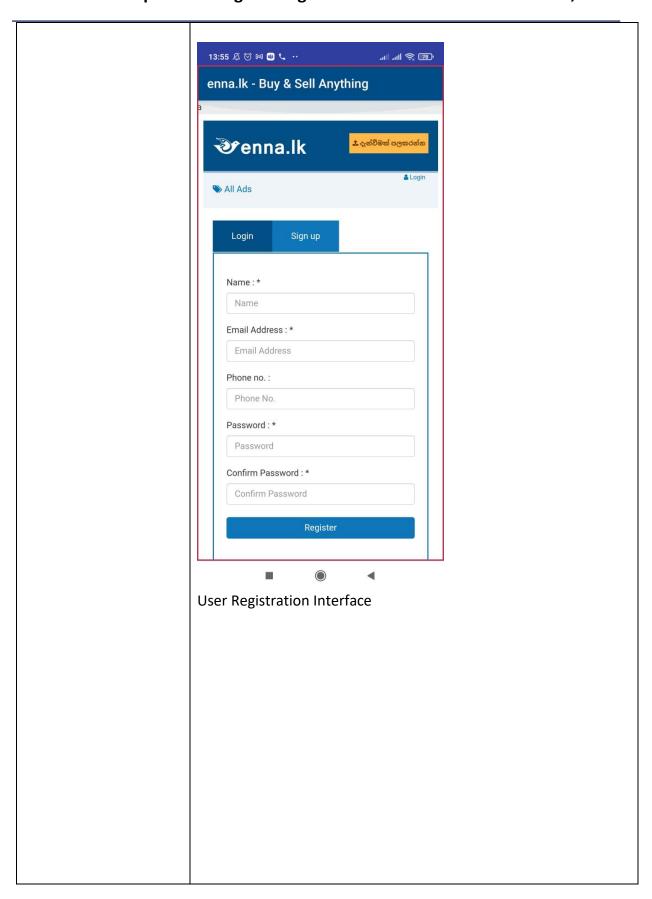
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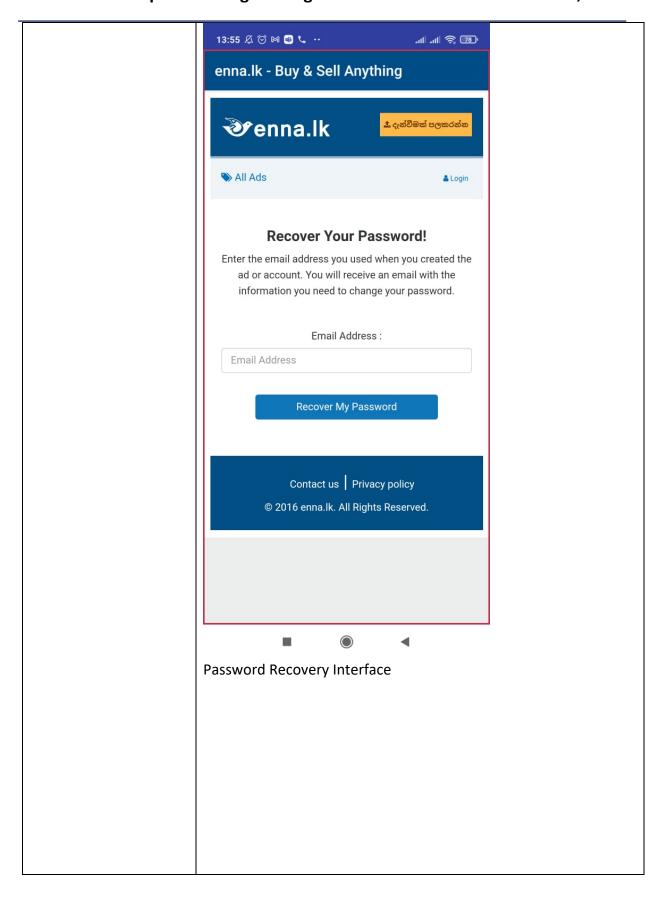
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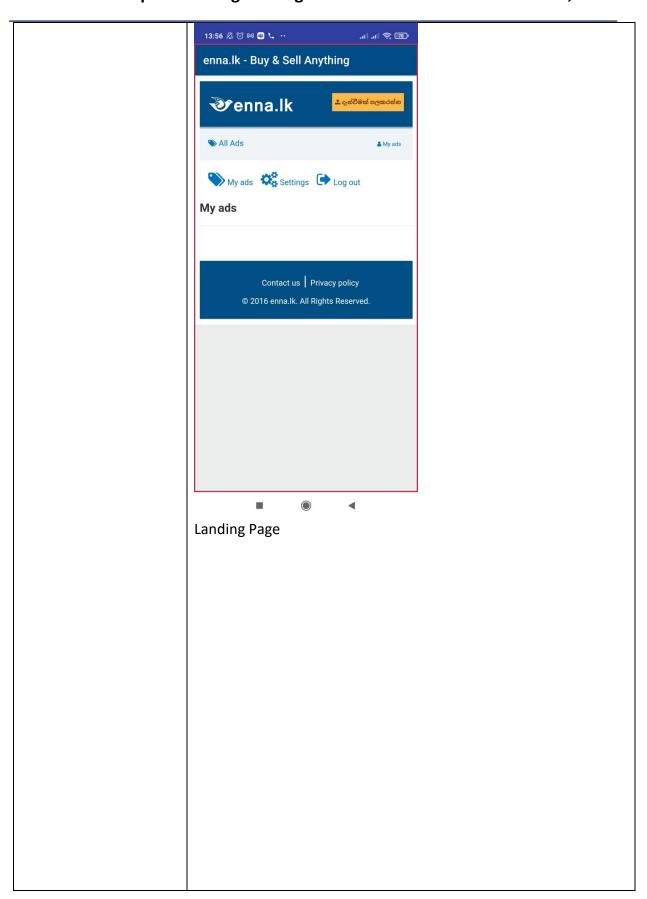
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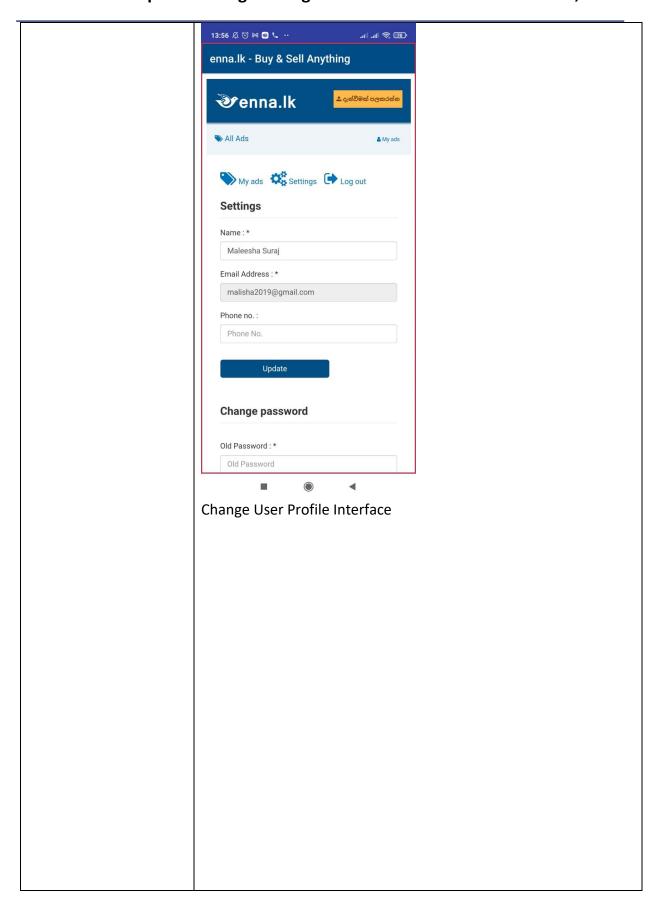
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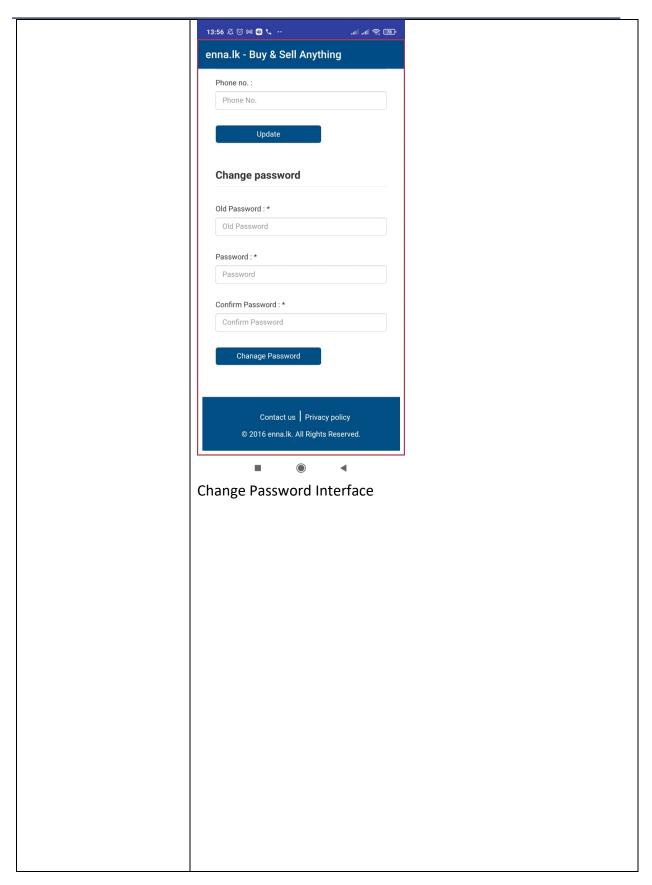
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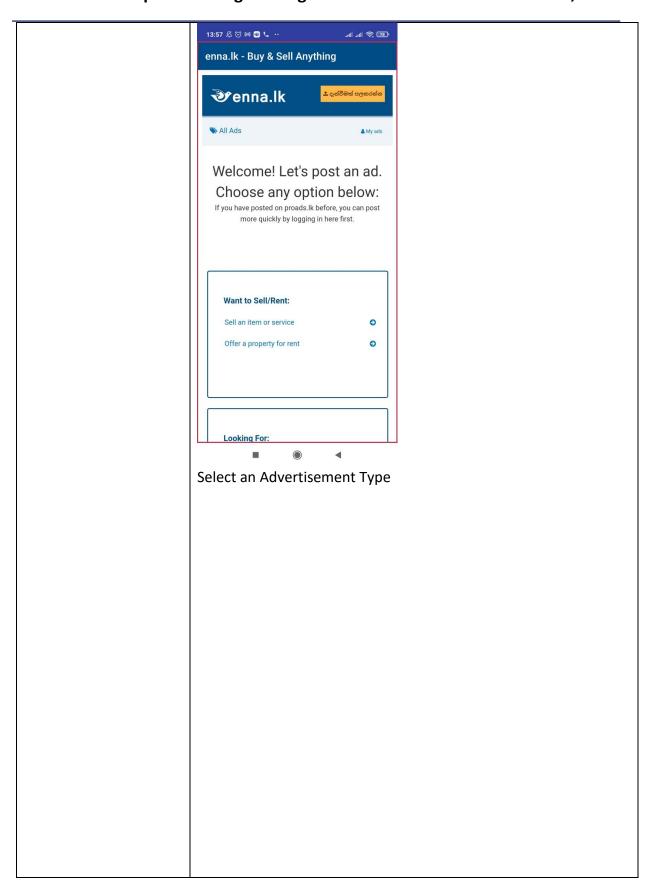
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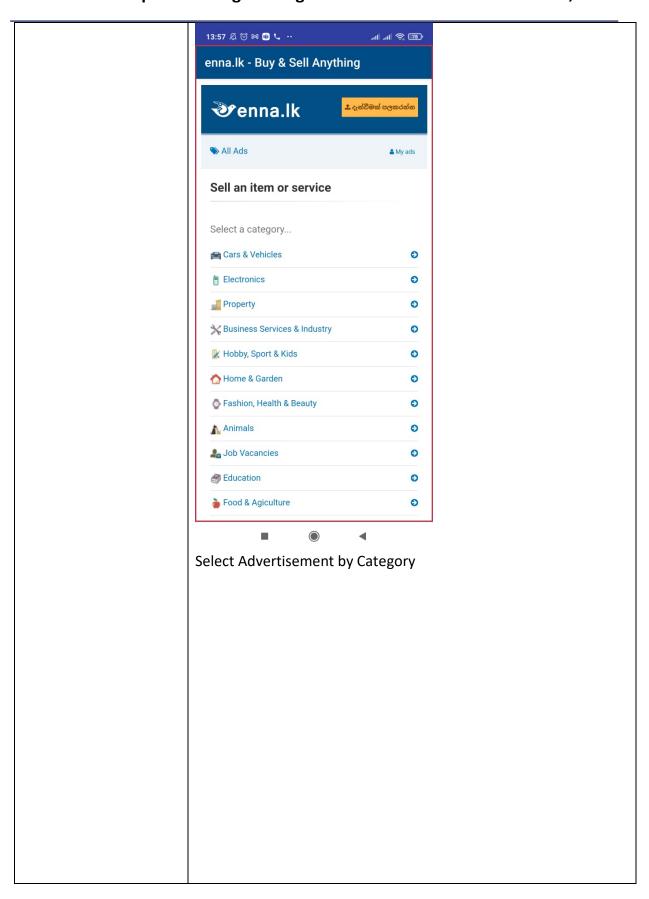
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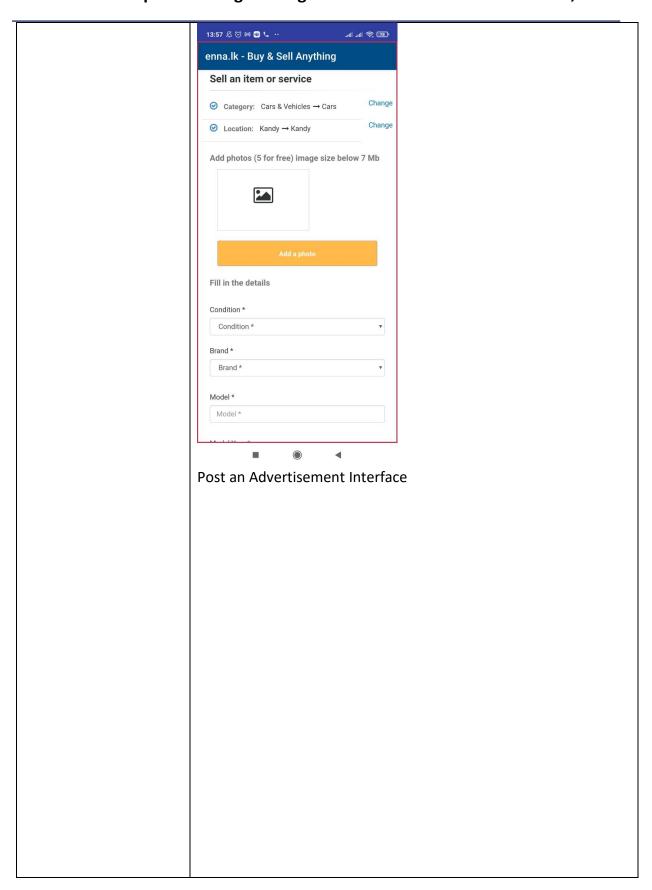
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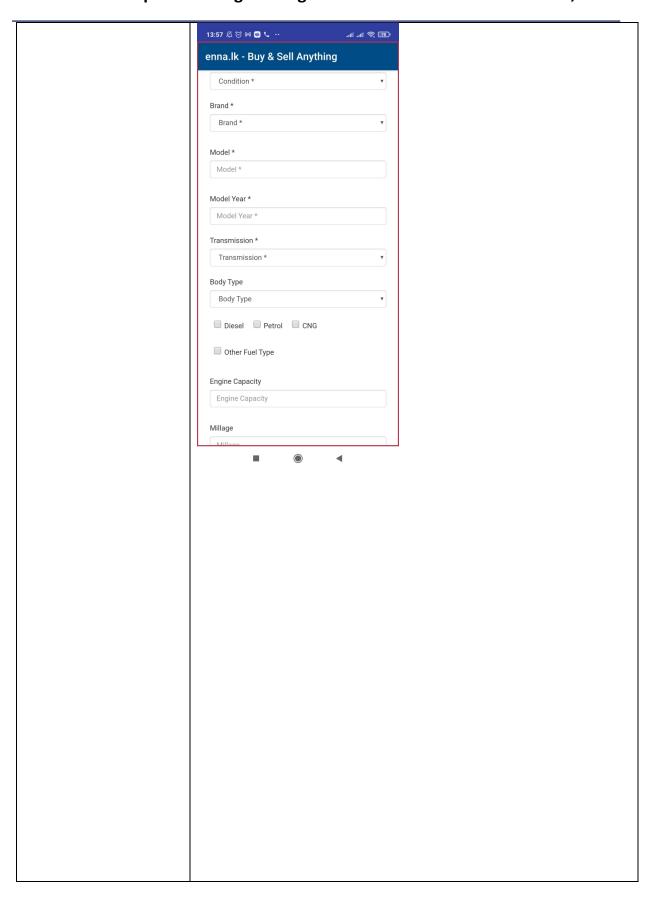
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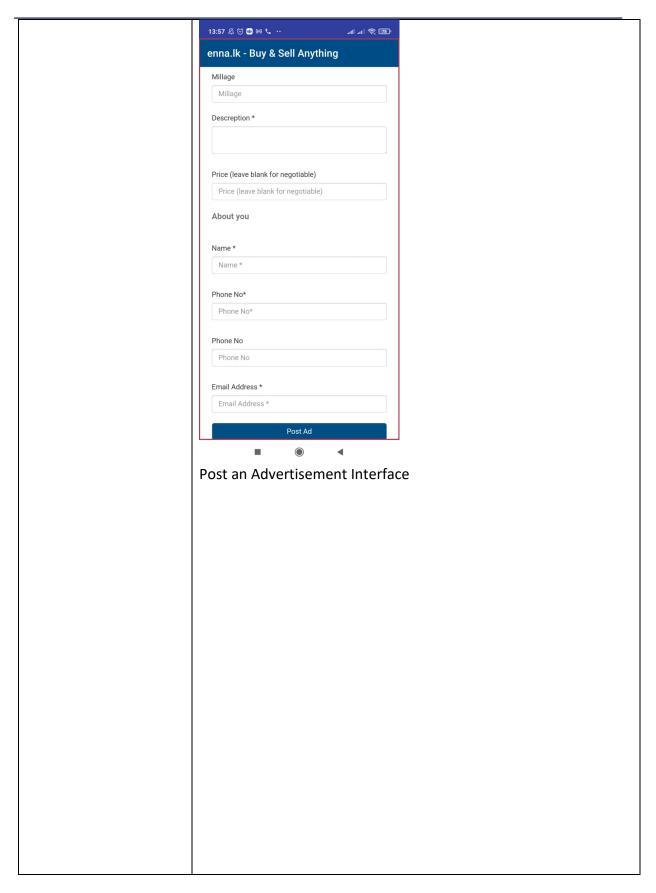
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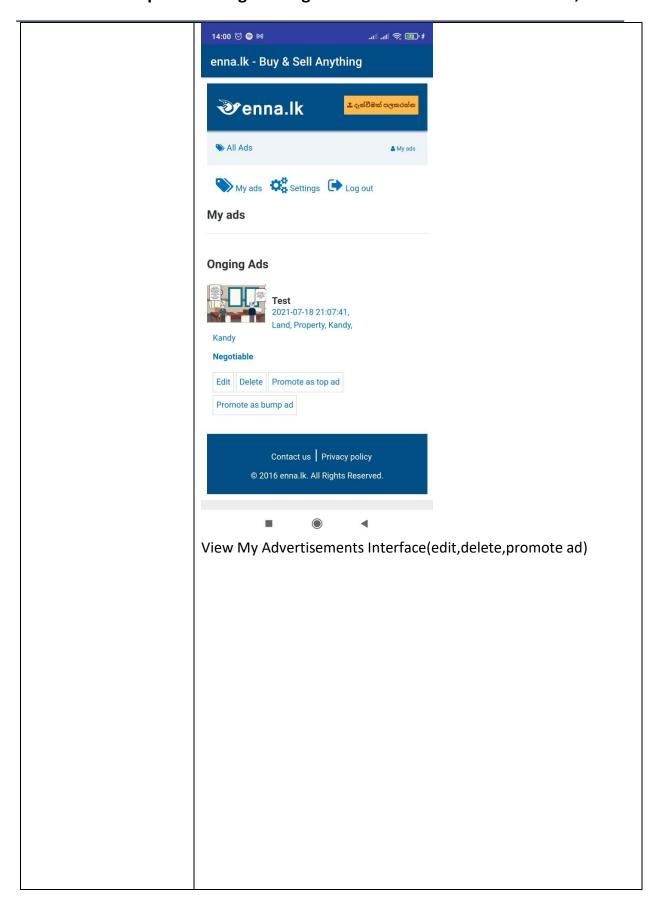
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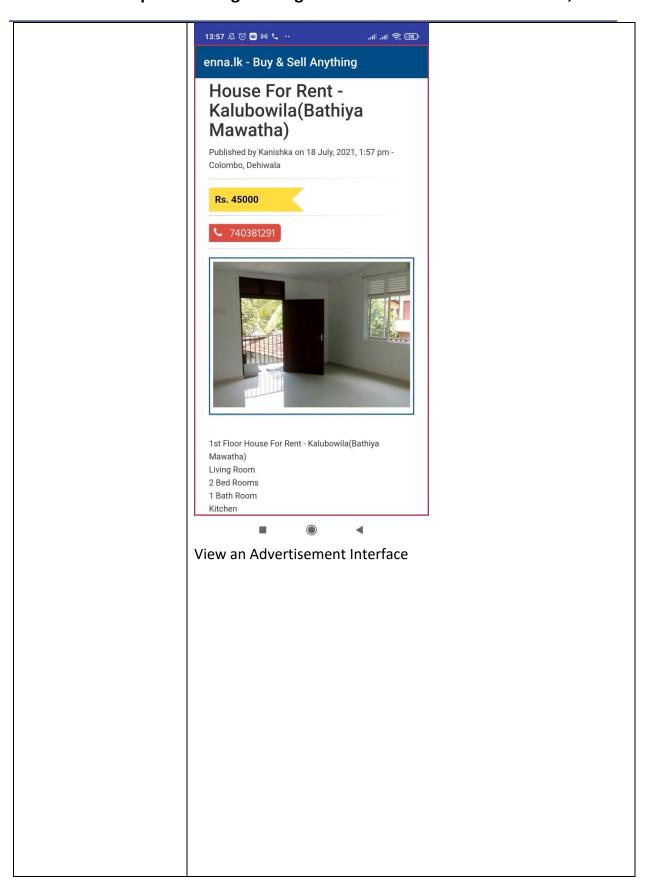
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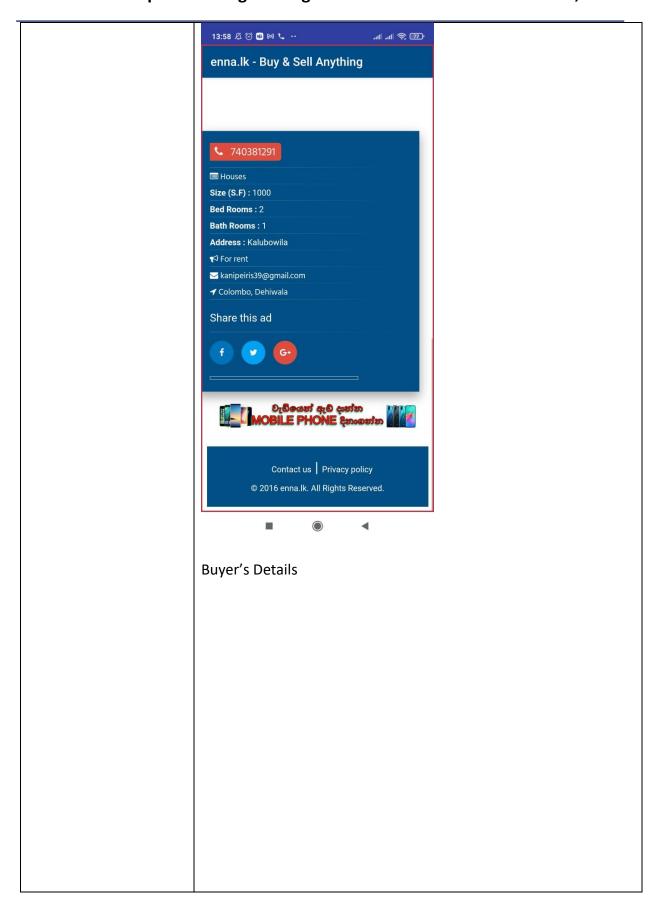
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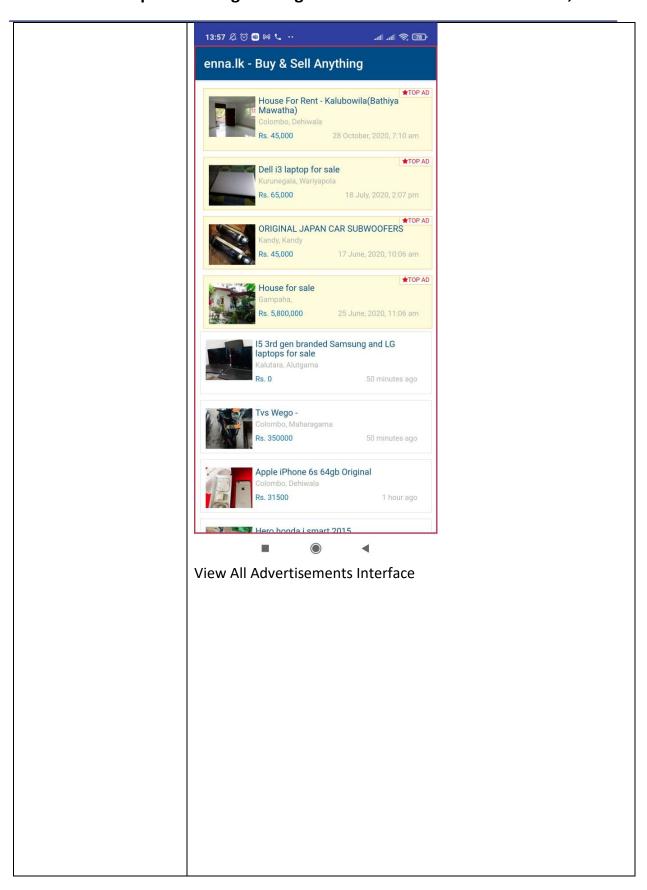
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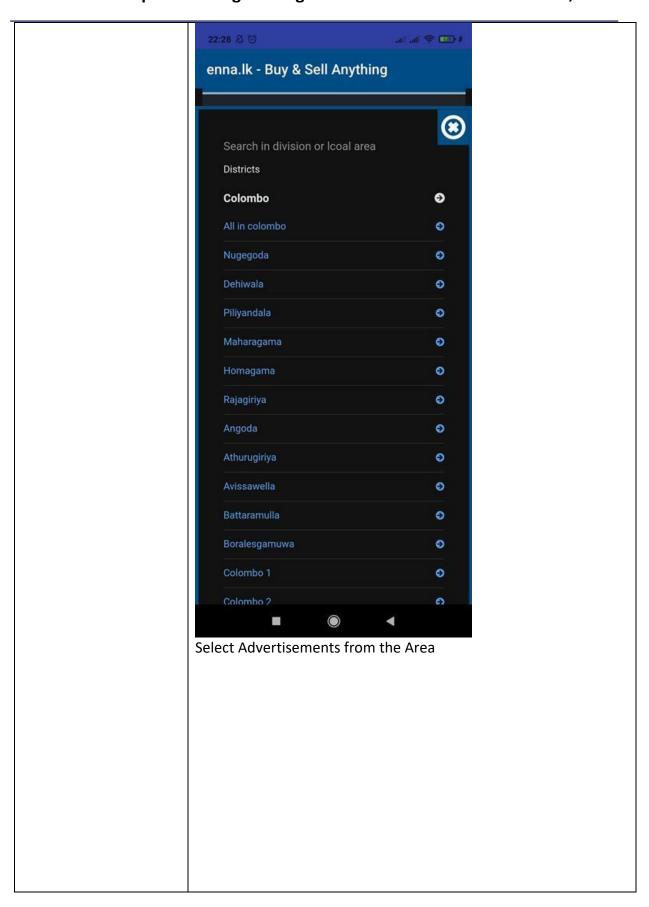
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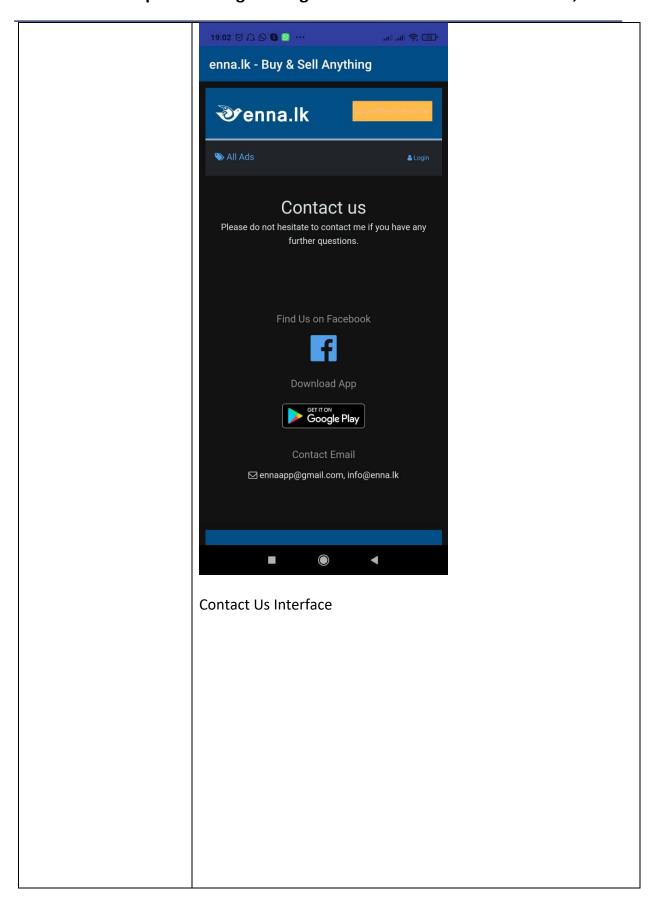
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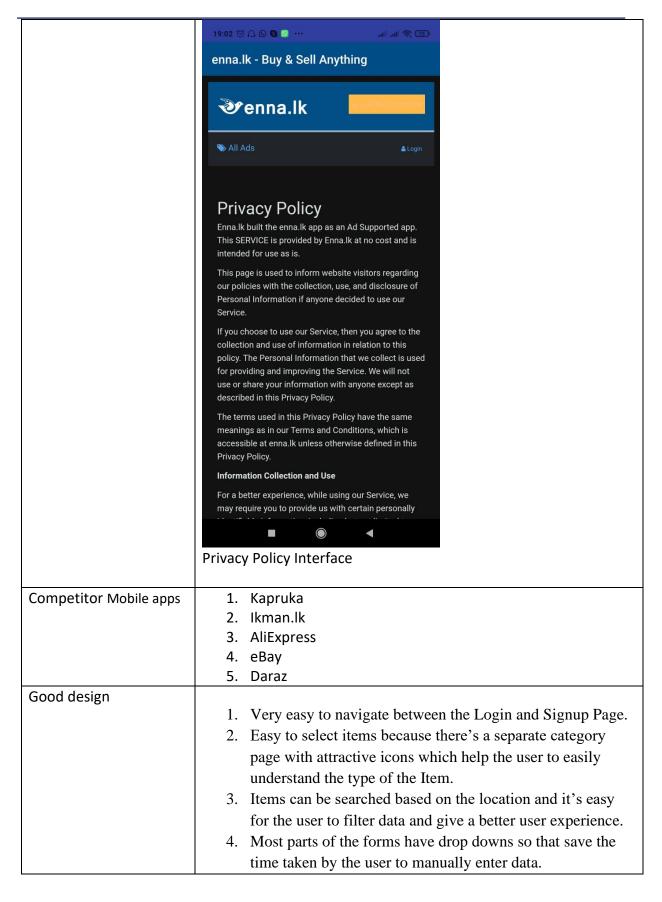
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Design issues	1.	The same header has been repeated twice in each
		interface and it has occupied too much space in the
		interface.
	2.	Spacing and padding issues can be seen in every interface
		and in between the buttons.
	3.	This mobile application does not have a bottom nav bar
		which can be seen in most modern applications.
	4.	The forms are too long which gives a bad user experience
		for the users.
	5.	Some yellow colour buttons go invisible in dark mode.
	6.	Icons are too small and hardly even visible.
	7.	CRUD buttons have the same colour and are very difficult
		to distinctly identified in between.
	8.	Buttons are not properly aligned.
	9.	Sellers details have the same background colours as that of
		the footer and are very difficult to identify which is what.