

User Interface and Schedule

Wanderlust Application

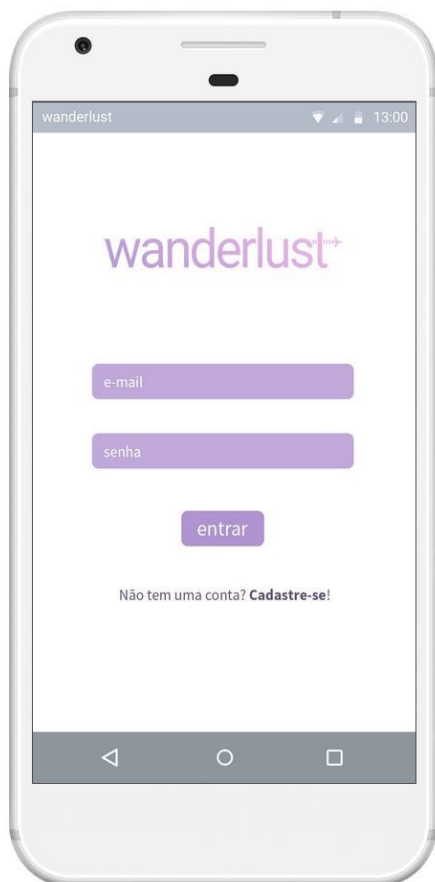
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By user interface is understood everything that is visually perceptible to the user and what leads to some kind of interaction within the tool. In this sense, this document contains the initial and current projection of the Wanderlust application with regard to the user interface, as well as a projection for the years 2020 - 2030.

At the end of the document is the project plan with the schedule.

User Interface - Current Scope

- Login screen



- Registration screen



Wanderlust 13:00

Só precisamos de algumas informações suas antes de começarmos

nome

e-mail

data de nascimento

senha

confirmar senha

cadastrar

This is a mobile app registration screen. It features a header with the app name 'Wanderlust' and the time '13:00'. Below the header is a close button (X icon). The main text reads 'Só precisamos de algumas informações suas antes de começarmos'. There are five input fields: 'nome', 'e-mail', 'data de nascimento', 'senha', and 'confirmar senha'. A 'cadastrar' button is at the bottom. The screen is shown on a smartphone with a standard Android navigation bar at the bottom.



Wanderlust 13:00

Só precisamos de algumas informações suas antes de começarmos...

e-mail

data de nascimento

q w e r t y u i o p

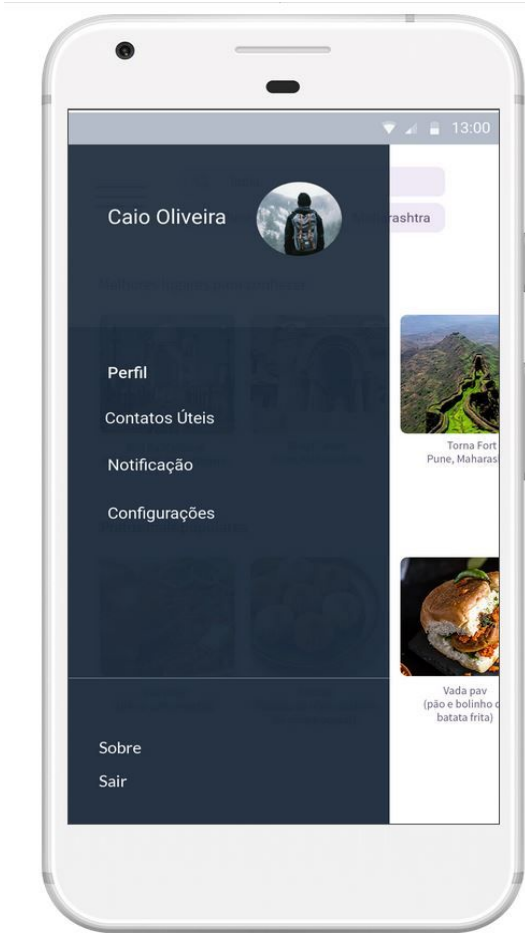
a s d f g h j k l

z x c v b n m

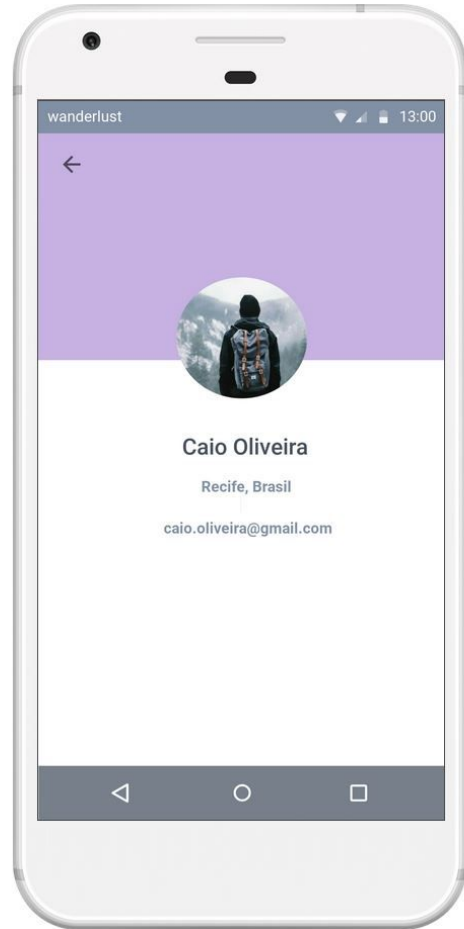
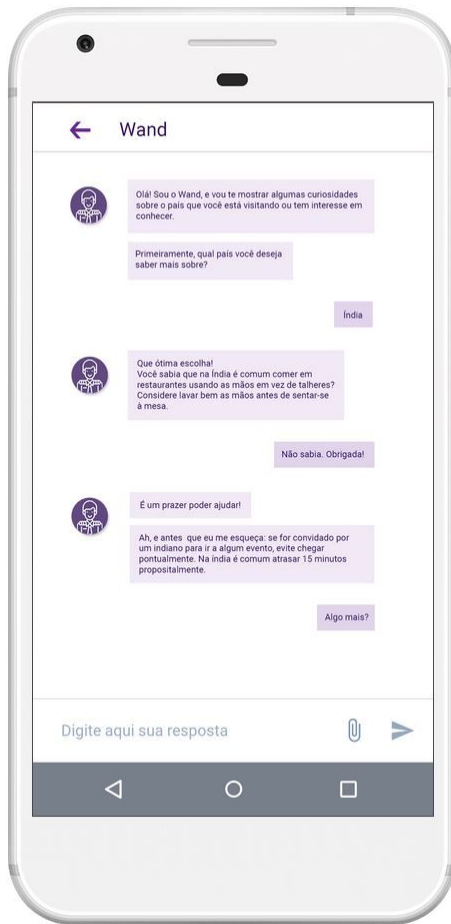
?123 , .

This is a mobile app registration screen, similar to the one on the left, but with a virtual keyboard displayed. The header shows 'Wanderlust' and '13:00'. The text 'Só precisamos de algumas informações suas antes de começarmos...' is followed by a close button. Below this are input fields for 'nome', 'e-mail', and 'data de nascimento'. The 'senha' and 'confirmar senha' fields are partially visible. A 'cadastrar' button is at the bottom. The keyboard is open, showing the top row of letters (q-w-e-r-t-y-u-i-o-p), the second row (a-s-d-f-g-h-j-k-l), the third row (z-x-c-v-b-n-m), and the bottom row with numbers and punctuation (?123, .). The screen is shown on a smartphone with a standard Android navigation bar at the bottom.

- Home and menu screen



- Profile and Chatbot screen



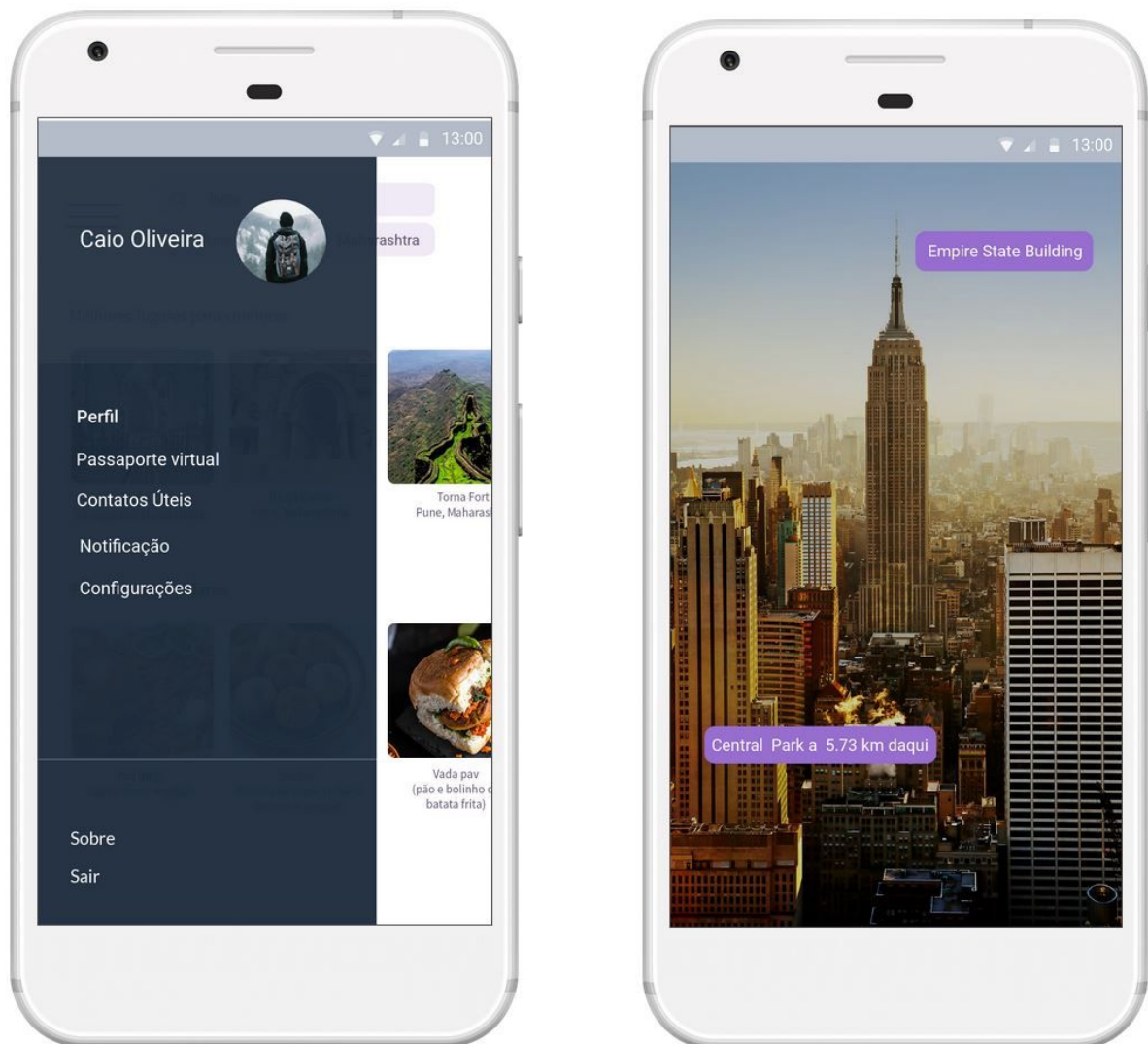
- Useful Contact screen



User Interface - Future Scope

For the future scope, with 2020-2030 in mind, new features will be added to the current scope, including the ability to register official documents such as a passport and the integration with virtual reality technology for a guided and interactive destination experience. of travelers. Below are the updated screens.

- Updated menu screen and virtual reality simulation



Delivery Schedule

Weekly delivery and development updates for the Wanderlust app.

week october 7-11	Study and development of registration / login <ul style="list-style-type: none">- Java application- Code development and integration with Android Studio- Database Integration
week october 14-18	Delivery registration / functional login <ul style="list-style-type: none">- Registration Activity- Database Registered User- Information on the registered user screen
week october 21 - 25	Delivery user menu <ul style="list-style-type: none">- Menu activity and integration with other Activities
week october 27 - 2 november	Typical Dish List Test <ul style="list-style-type: none">- Experiment for future development of an editable list of typical dishes- List structured as a Recyclerview (Android Platform Data Structure)
week 3 - 9 november	User object consolidation <ul style="list-style-type: none">- Add-on User-Linked Functions- Editable menu with information about the user.

week 10 - 16 november	Application Home Structure <ul style="list-style-type: none"> - SearchBar for country location. - Home configuration structure as proposed in the prototype
week 17 - 23 november	Country Search Refinement <ul style="list-style-type: none"> - Search structure generating information.
week 24 - 30 november	Recommendation Structure <ul style="list-style-type: none"> - Through the information generated by the searches, there will be a recommendation as a response to the user.
week 01 - 07 december	BOT Structure <ul style="list-style-type: none"> - Implementation of an artificial intelligence BOT that will give tips on behaviors and customs of the researched region.
week 08 - 14 december	Data Mining <ul style="list-style-type: none"> - Treatment of data obtained from interactions with BOT in order to establish behavioral patterns linked to emotions