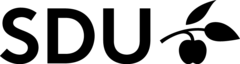
****

**Mobile Software**

**Design and Development**

**2022/2023**

**YOUR\_APP\_NAME**

**Design documentation**

|  |  |  |
| --- | --- | --- |
| **Name** | **Student Number** | **E-mail address** |
| **Marc L. W. Bertelsen** |  | *berte20@student.sdu.dk* |

A drawing of a face

Description automatically generated with medium confidenceStrategy

# Product Objectives

# Business goals

Describe the business goals

# Product Overview

[APP-NAME] is an app for finding movies and details about these movies

# Competitors

The main competitor for the app would be established movie databases like IMDB and Rotten Tomatoes, however these are more known for rating movie and viewing and writing reviews for movies.

**User Needs**

**Needs & goals**

Describe the NEEDS that you want to fill with your app

Describe the main GOALS your app allows users to achieve

(If relevant) Divide user needs through USER SEGMENTATION

# Graphical user interface, website Description automatically generatedUser Research

Describe

# Personas

Graphical user interface

Description automatically generated

A picture containing text

Description automatically generatedScope

**Features**

REMOVE THE DESCRIPTION

Provide a list of all the features of your app.

* Scroll through a list of movies
* Search to narrow the list of movies
* View detail of the different movies

**Other requirements**

REMOVE THE DESCRIPTION

Provide a list of other requirements (not implicitly included in the features) of your app (for instance, branding requirements, technical requirements, …).

* Must credit the MDB API
* A simple app with few views
* Few buttons

**Scenarios**

REMOVE THE DESCRIPTION

It is a short, simple narrative describing how a persona might go about trying to fulfill one of those user needs. By imagining the process our users might go through, we can come up with potential requirements to help meet their needs. (One for persona)

A picture containing text, gallery, room

Description automatically generatedStructure

# Navigation model

REMOVE THE DESCRIPTION

Navigation model of your app.

# Data model

REMOVE THE DESCRIPTION

UML Class diagram that represents the data model of the app containing entities and relationships between them. Entities and relationships derive from the functionality and scenarios described in the previous chapter.

A picture containing window, table, console table, picture frame

Description automatically generatedSkeleton

REMOVE THE DESCRIPTION

Lo-Fi Wireframes of your app. In this phase you have to create a **complete wireframe** representing all the views described in the navigation model.

Also, for each LO-FI wireframe give a brief description and highlight the design principles used and the design patterns.

Shape

Description automatically generatedSurface

REMOVE THE DESCRIPTION

Description of the relevant choices you made about the layout and color palette, fonts, icons, etc.

Provide a Hi-Fi Wireframes of a **single (or two) view** of your app. Please choose a representative view to show here.