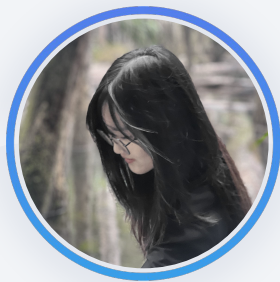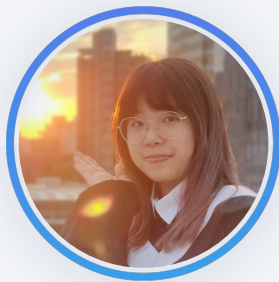# Laundry Savior

Team #2

Outline

- **Overview of Revised Design**
  - Why we change
  - What changes made to fit target platform
- **Prototype Implementation Status**
- **Demonstration of Prototype**
- **Summary**

Team Members
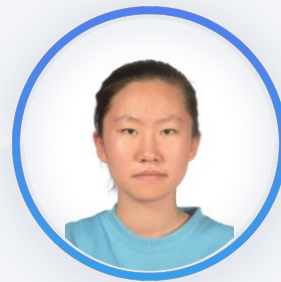
Jia Wen Foo

R10944057

Silver Lui

R11944056

Jia Yin Foo

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Yen Yu Tung

B09902031

Value Proposition

Laundry Savior

Chores made easy!

Problems/Solution

Problems

Washing machines are always occupied in the dormitory. Some users may be late to collect their laundry.

Solutions

Laundry Savior provide a dashboard to **check availability of the washing machine**, and **remind users** to collect laundry immediately as well as allow **e-payment** during the laundry.
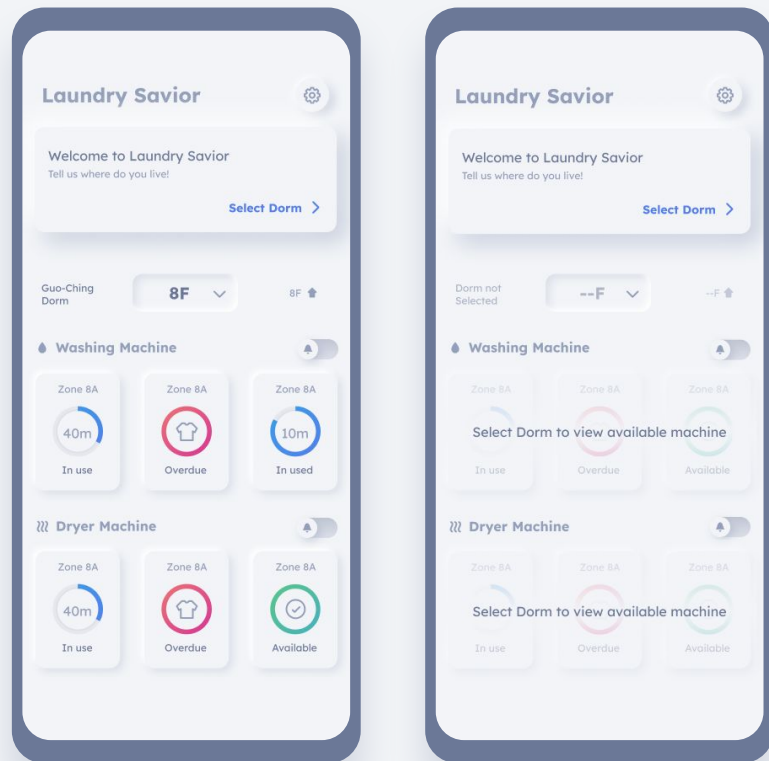
Overview of Revised Design

Showing data on start

Changes

We add an overlay to the dashboard when dormitory is not selected.

Reason

Instead of showing random floor and dormitory, user should select dormitory to view the dashboard.
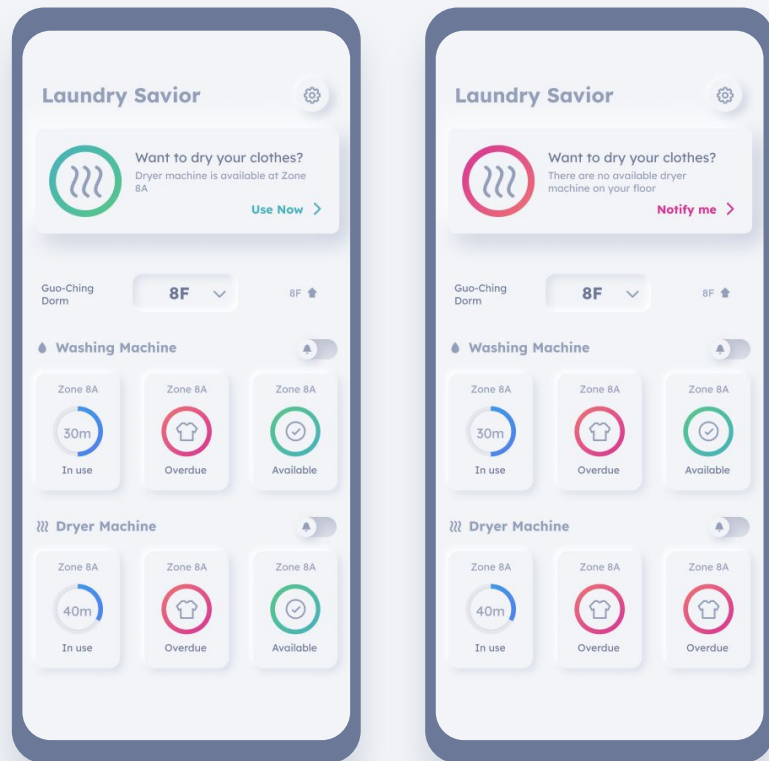
Suggestion to use dryer machine

Changes

After user finish washing their laundry, we will ask if user would like to use dryer machine.

Reason

We assumed that most user want to use dryer machine only after washing laundry.
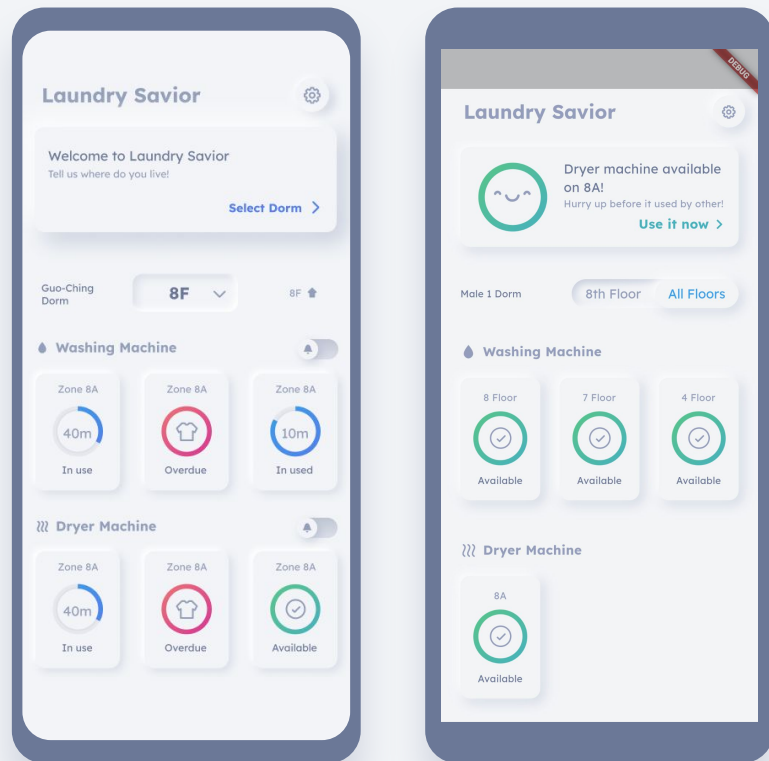
Show available machines on all floors in 1-click

Changes

Users can switch between 2 views
with a toggle button on the left:
1. Showing all machines on the
user's floor
2. Showing all available machines
on any floors in the dorm

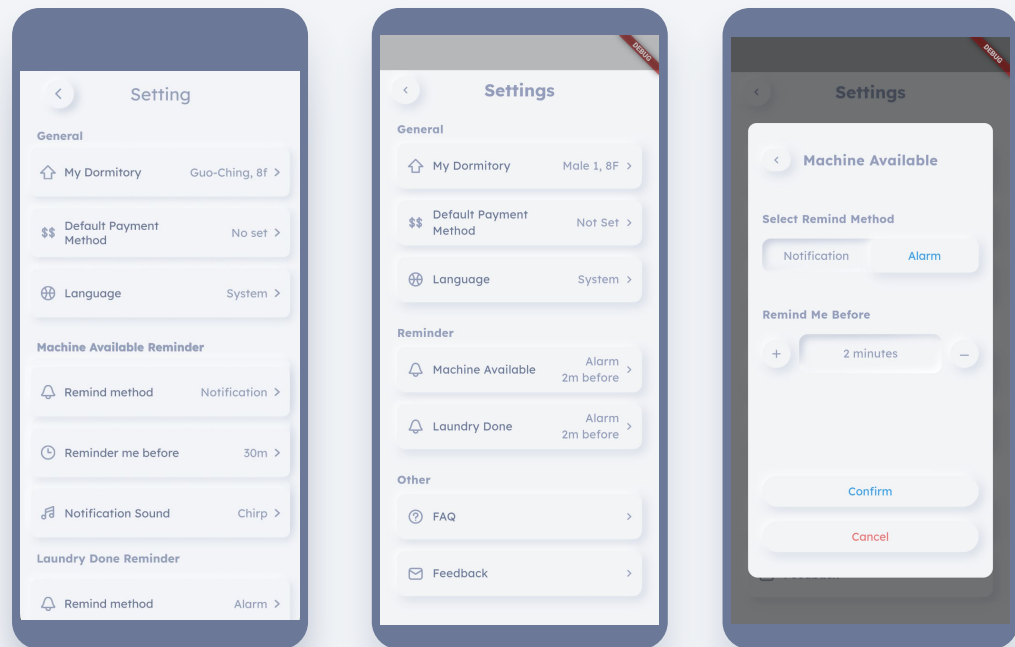Reason

Reduces the number of clicks to
check the other floors

Show available machines on all floors in 1-click

Changes
Configure all reminder settings in 1 pop-up windows instead of configuring separately

Reason
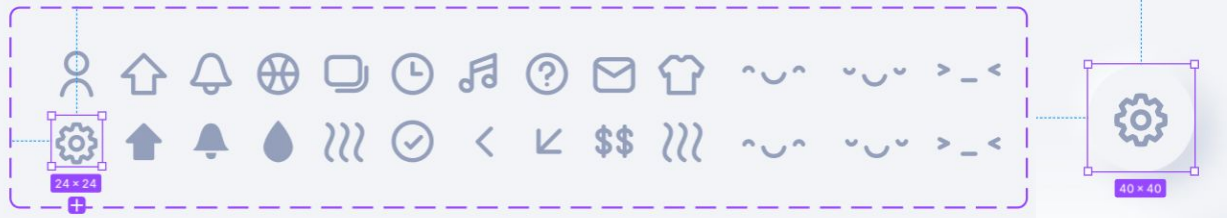Increase the efficiency of configuring reminders

Typography and Icon

Changes

All of our font size is subjective to Material Design Typography. Our icon size is 24dp (40dp for background).
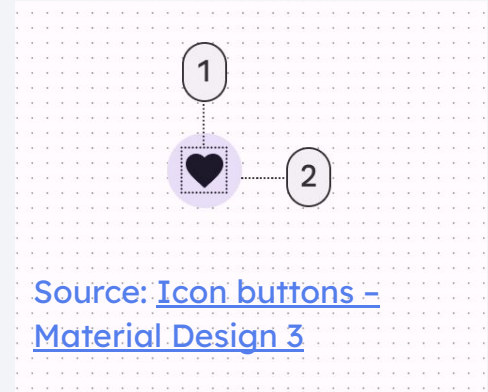
Reason

Match the system to deliver visual consistency.

md.sys.typescale

Display **L**

md.sys.typescale

Display **M**

md.sys.typescale

Display **S**

md.sys.typescale

Headline **L**

md.sys.typescale

Headline **S**

md.sys.typescale

Title **L**

md.sys.typescale

Title **M**

md.sys.typescale

Title **S**

md.sys.typescale

Body **L**

Source: Material Design Typography.

Source: Icon buttons – Material Design 3
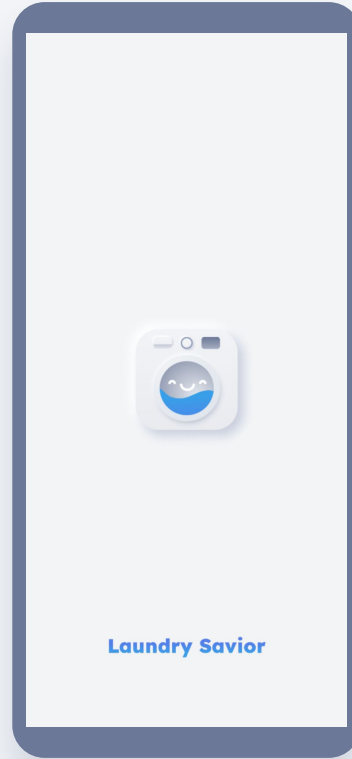
Splash Screen

Changes

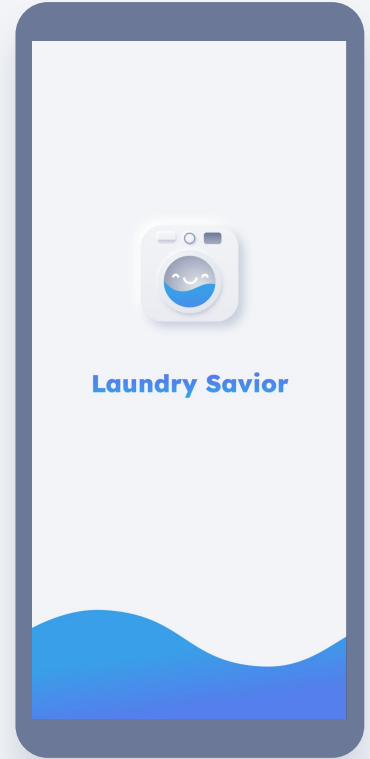Design different splash screen for Android 12+ and other platforms

Reason

On Android 12+, using a custom splash screen is disabled. Only the icon, background calor and branding image are customizable.

Android 12 splash screen specification

Laundry Savior

Laundry Savior

Splash Screen
for Android 12+

Splash Screen for
other platforms

Layout

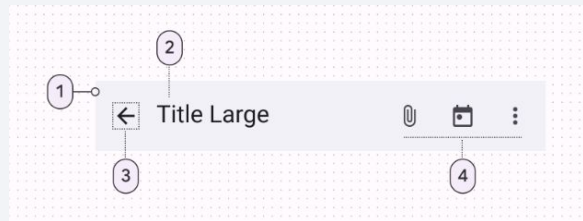We update the layouts of several components to match the design guideline.

Prototype Implementation Status

Tool being used

Flutter

Target platform: Android

Implemented Features

UI Implementations.

Page Transitions.

Task 1: Setup the app

Configure dorm, floor.

Restore user preferences from local storage.

Task 2: Check the status of washing machines and get notified if washing machine available.

View machines on current floor or all floors.

Sign up for notifications.

Simulation of laundry progress.

Configure reminder settings.

Implementation Status

TASK 3: Pay for the washing machine with E-payment

Select machine, payment method and laundry mode.

Update machine status after payment.

Configure default payment method.

Unimplemented Features

Animations.

Task 1: Setup the app

FAQ & Feedback pages.

Add all NTU dormitories and floors.

Task 2: Check the status of washing machines and get notified if washing machine available.

Notifications.

Loading machines from database.

Unimplementation Status

TASK 3: Pay for the washing machine with E-payment

Integration with payment app (Line pay, JKO pay, etc)

Update machine status in database.

Hard-coded Data

- User is not redirected to the 3rd payment app after selecting payment method.

- The washing machine will be ready in 2s after turning on the reminder, while laundry will be ready in 3s after washing start.

- The data of washing machines status are fake.

- The data of dormitories and floor are hard-coded.

Demonstration of Prototype
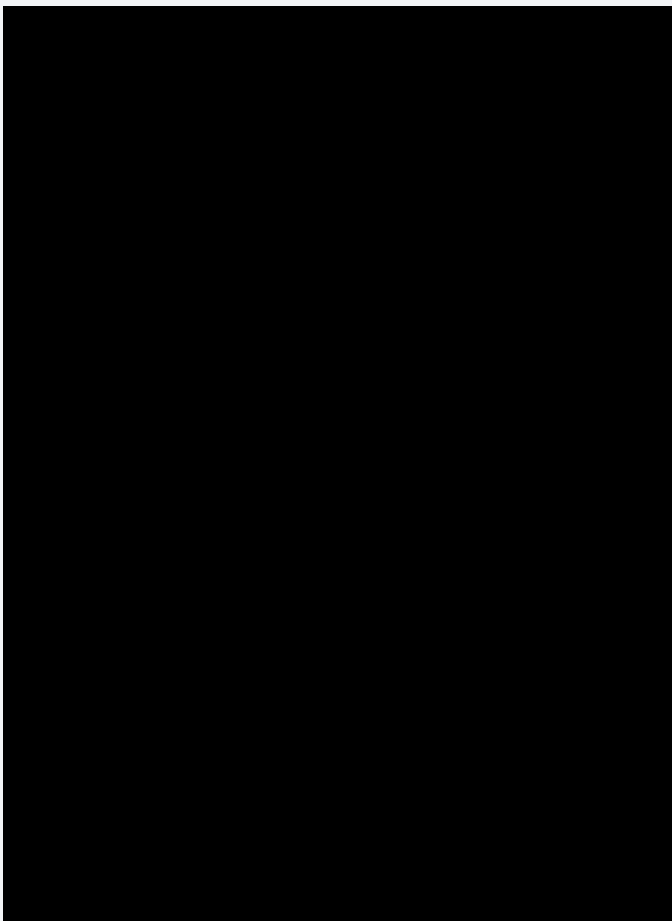
- Splash screen
- Select dorm & floor
- Set up notification
- Check other floors
- Select payment method & mode
- Collect laundry
- Use dryer machine
- Configure default payment method
- Configure reminder settings

Summary

- We chose Android as our prototype platform.

- Several changes were made to match platform design guidelines (Material 3)

- Some styles remain unchanged to keep visual identity.

- We use flutter to build android prototype.