

Individual Project 1: Design

Imagine you've been hired by an eCommerce company of your choosing. Begin the assignment by choosing a product to sell (shoes, cellphones, etc), it can be anything of your choosing.

This project does NOT require a single line of code. You are being evaluated only on design.

Your job is to create a basic design for this eCommerce application. To do this, you'll have three main goals.

1. Create a home screen with a logo or image on it
2. Create a CardView which contains an image of your item, and a few TextViews for the price, brand, a short description.
3. Create a stylish check-out form which could be used for a user purchasing something from the store. It should contain fields for names, emails, credit card number, security code, etc.

You should do these on three separate layout files. You may continue with the designs you started with the Online Lab 1. If you completed that lab, you should already have a simple form and CardView created.

The rubric on eConestoga will contain all the information you need in terms of how this will be graded. But there are a few key things to consider:

1. Home screen is attractive, nice colours and a well-chosen photo
2. Your form widgets aren't bunched together, appropriate margins and paddings are used
3. The form is not difficult to use
4. The app is stylish and the CardView is used well to display useful information (the CardView should not be too big)
5. Created a "theme" for the app, primary and secondary colours that go well together and don't cause any accessibility issues due to poor contrast
6. Set appropriate text sizes
7. The app is "responsive", it looks good on different phone sizes and landscape vs. portrait