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Mobile App Dev 1

Assignment 1 : Reflections

1.) I've had a few cursory ideas :

ResearchMate – Some type of app used when researching specific topics online. Would be able to have a folder for each topic or sub-topic. Built-in MLA or otherwise citation creator. Could be used to massing together information for a paper.

HabitTracker – Short-term habit making app, used either for acquiring a skill, or construct healthy habits. Would include a calendar and scheduling out blocks of time for practicing skills, building habits, etc. Adds in a good UI/Animations for dopamine responses

FoodFixer – A better FridgeFood or Yumly app. Would improve on these apps by connecting to recipe sites API or database and scrubbing for ingredient info. (would require the information to be accessible)

Keys Emulator – Acts as a keyboard when connected via USB to a PC. Would help IT set up PCs for school or business use without need for I/O devices.

2.) One possible solution would be to have unobtrusive ads or ads that only appear after a certain amount of use time. Another solution would be to have an optional donation link a set amount of time after using the app (primarily enough to get engaged).

3.) Spotify (Android) offers a clean UI that allows quick access to every part of the app that you would want. The home page has quick links to your Library, Search bar, and Home page. The library lists all your previously listened to music like your playlists. Search allows you to find specific artists, albums, or songs. Home shows categories of music and suggested music that you may like.

Spotify allows you to listen to your desired music in only a few taps of your thumb, and lists most of the information concisely in a clean, stylistic manner. The UI needs no explanation or tutorial.