**Prototype Document**

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**App name:** WWU Classfinder

**Summary:**

This app would take all the functionality of the online classfinder that allows you to come up with and make a schedule and put it on to a mobile device. I like the class finder, but it does not flow very well. In the current classfinder, there are three sections: search, results, and the schedule. The problem with it is that everything flows through search. If you want to add a class to the schedule, you have to search it, find it in the results, and then add it to the schedule. But once in the schedule you cannot go back to the results to add more classes, you must go all the way back to search. And the only way to get to the schedule is the way just described, through all those steps. This is one of the aspects that I want this app to fix, to have the ability to smoothly flow between the search criteria, results, and your current schedule.

**Major Features:**

* looking up classes and adding them to a mock schedule
* going between search, results, and the mock schedule smoothly
* add a database to store schedules in

**assumptions and dependencies:**This app is entirely dependent on the current online classfinder to get all the classes to display it on the phone. If the site goes down or changes the way it stores or receives information the app won’t work

**Scope of release:**

The release for this class is likely to be all the major features mentioned above except the database. Releases in the future past this class would include storing schedules in a database, and the ability to share schedules with others through NFC or text.

**Where the code runs/data lives:**

All the code will live on the device and it will use a web scraper to pull the data from the classfinder website.

**Competitive analysis:**

The only competition that this app has is the classifier that exists in the browser, which is successful

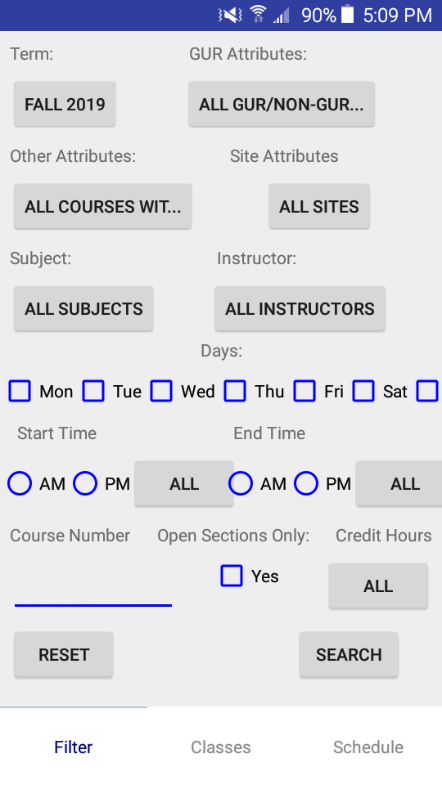
because it allows students to create a mock schedule that you can visualize. This idea is different not

only because it is an app and not in a browser but because it will make it even easier to create a

schedule than the current class finder. It will do this by making an intuitive UI that allows users to go

between search, results, and the schedule all without having to go through search.

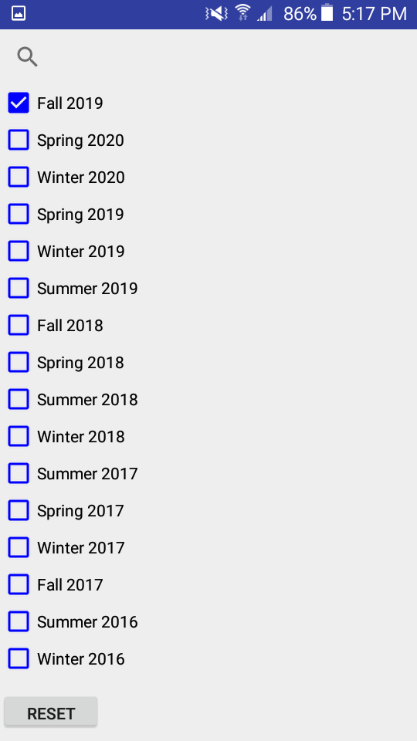
**Wire frames:**



This is the search screen. The user can select a multitude of search criteria to

find their classes. Once they are ready, they can hit the search button and then the app will get

the data from the classfinder and automatically take the user to the results screen.

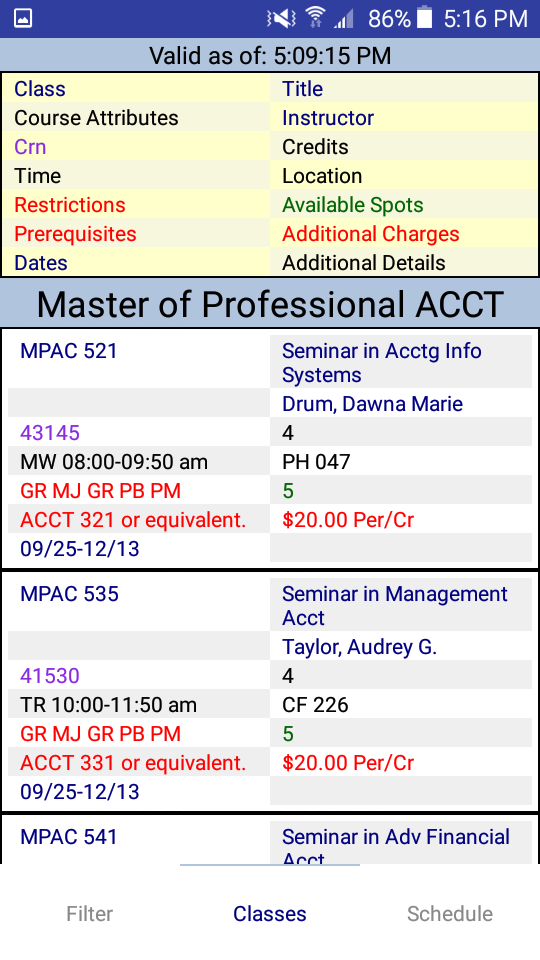


If they tap on any of the buttons it will display an intent with all the options they can choose

From. There is a search bar at the top to narrow down choices and they can reset it to the

default values if they press reset. To go back they press the reset button and their choices are

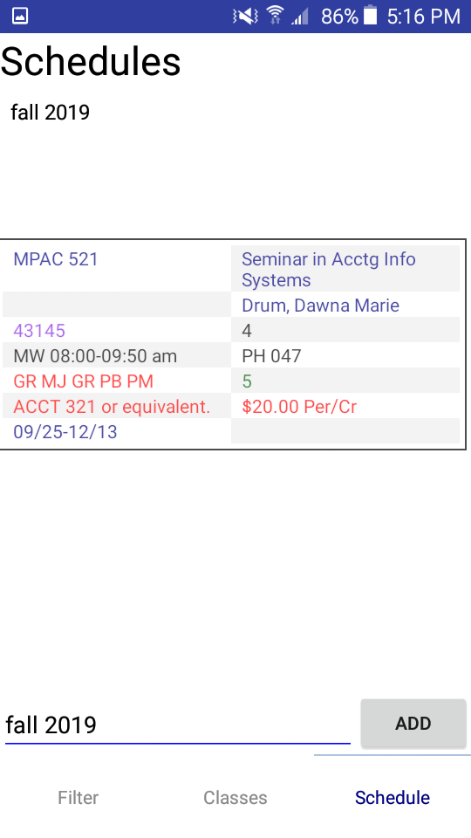
recorded.



once at the results screen the user can scroll through various results. Once they see a class they

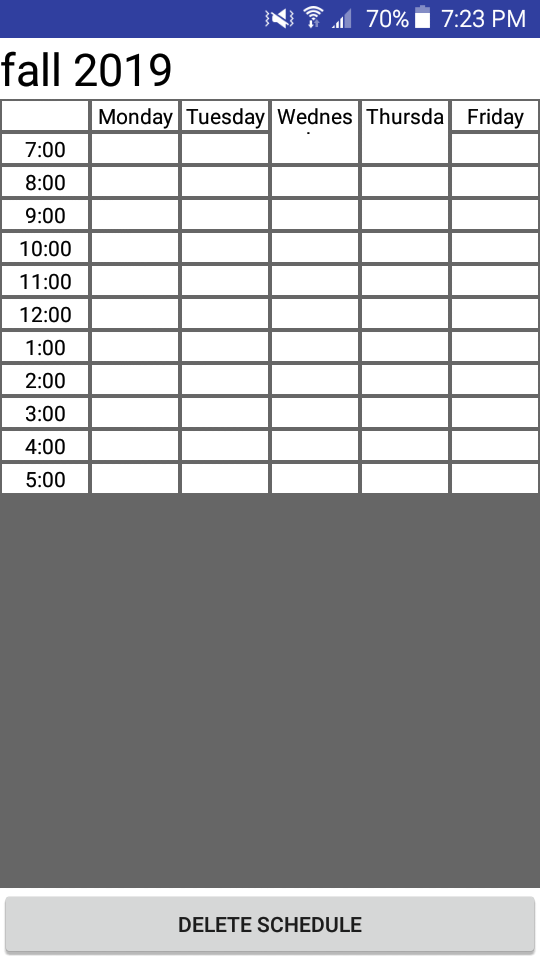
want to take they simply need to tap and hold it will take them to the schedule screen where

they can add it to whichever schedule they want.



When a user taps and holds a class this is what they will see, they can then drag it over the

schedule they want and it will add it.



When clicking on a schedule this will show up showing the user their schedule

**Feature list:**

* look up classes based on certain criteria.
* Add classes to a mock schedule

**Appendix:**

* Word
* Mockflow.com