**Final Project Report: Manicode App**

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### **1. Project Aim and Description**

**Project Aim** The goal of this project is to simplify and personalize the nail appointment experience for clients by helping them discover nail design inspirations that truly match their preferences. Many clients arrive unsure of what design to choose and leave the decision to the nail artist. This app aims to help them explore styles they genuinely like and feel more confident in their choice.

**Project Description** Our mobile app, Manicode, is an Android application that functions similarly to Pinterest, but specifically for nail designs. The core feature is a personalized inspiration board generated through a questionnaire where users answer questions about their preferences (e.g., chrome, floral, animal prints, colors, etc.). The app filters and displays images that match their answers.

Additional features include:

* A messaging system that allows users to chat with each other and with the nail artist directly.
* A contact page displaying the nail artist’s address and a button to initiate a direct message.
* A clean and modern UI with easy navigation for users of all ages and tech experience levels.

### **2. Functional and Non-Functional Requirements**

**Functional Requirements**

* Users can create accounts and log in.
* Users can complete a preference questionnaire.
* App filters and displays design inspirations based on the questionnaire.
* Users can send messages to the nail artist or to other users.
* Users can view the nail artist’s general address.
* Users can click a button to message the nail artist from the contact page.
* Admin (nail artist) can receive and respond to messages.

**Non-Functional Requirements**

* The app must respond within 2 seconds for each user interaction.
* The app should work on most Android devices running Android 9 and up.
* The user interface should be intuitive and mobile-friendly.
* The app must store and retrieve data securely.
* The app must maintain user privacy (messages are only visible to sender and receiver).

### **3. User Stories**

* As a new user, I want to sign up and log in so that I can access personalized nail design content.
* As a client, I want to take a short quiz about my style preferences so that I can see nail designs I will actually love.
* As a returning user, I want to revisit my personalized board without taking the quiz again.
* As a user, I want to message the nail artist directly through the app to ask about availability or share my ideas.
* As a user, I want to chat with other users about design inspirations.
* As the nail artist, I want to receive and reply to client messages quickly and directly.
* As a client, I want to see the nail artist's address and contact button easily, so I know where to go or how to reach out.

### **4. Test Cases**

| **Test Case ID** | **Description** | **Input** | **Expected Output** |
| --- | --- | --- | --- |
| TC01 | User Registration | Email, password | Account created, user redirected to quiz |
| TC02 | Login | Email, correct password | User logged in and sent to home page |
| TC03 | Quiz Filters | User selects “Chrome” and “Animal Print” | Personalized board displays matching designs |
| TC04 | Message Nail Artist | Type message, press send | Message appears in chat and nail artist receives it |
| TC05 | Contact Page | Tap contact icon | Address and “Message Me” button are visible |
| TC06 | Send Message to User | Select a user, send message | Message sent successfully and appears in conversation |
| TC07 | Load Time | Open app, navigate to home page | Page loads in under 2 seconds |
| TC08 | Quiz Data Save | Complete quiz and log out | Board remains available upon next login |
| TC9 | Privacy | Check messages between users | Messages are only visible between the two users |

**5. Task Distribution in the Project**

Since our project involves two team members and we are working on a single laptop, we have adopted a collaborative approach to ensure efficiency and maintain a high standard of quality. Rather than dividing tasks in the traditional way, we engage in joint brainstorming and decision-making sessions, ensuring that both team members contribute equally to all aspects of the project. This method fosters constant communication and allows us to stay aligned on the project’s objectives.

1. **Brainstorming and Conceptualization:**
   * Both team members participate equally in brainstorming sessions to define the project’s direction, outline goals, and address any challenges. We discuss ideas together and refine the concepts collaboratively.
2. **Development and Execution:**
   * While all development is done on a single laptop, both team members actively contribute by taking turns working on different parts of the project. We collaborate on coding, debugging, and testing, ensuring that our individual strengths complement each other.
3. **Decision Making and Problem-Solving:**
   * All decisions related to the project’s design, functionality, and direction are made together through ongoing discussions. We value each other's input, and challenges are addressed as a team, allowing us to solve problems efficiently.
4. **Testing and Quality Assurance:**
   * Both team members test the project regularly to ensure it meets the required standards. We share responsibilities for identifying bugs, reviewing the code, and ensuring the project functions as intended.
5. **Documentation:**
   * We divide the documentation task equally, but both team members review and contribute to each section. One person might take the lead on writing, while the other reviews and provides feedback.