



**UNIVERSITY MALAYSIA TERENGGANU**  
**FACULTY OF OCEAN ENGINEERING TECHNOLOGY &  
INFORMATICS**

**FRAMEWORK-BASED MOBILE APPLICATION  
DEVELOPMENT**

**CSM3114**

**DayScape Planner App**  
Report

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# Executive Summary

## Introduction

Most common problem that students' have is losing a item. Almost every student have a issue of losing an item. The propose of this lost and found app is to help student to recover their lost item and make it easy to contact person that have found the lost item.

The Lost and Found App emerges as a robust solution to address this issue, providing a seamless platform for users to report lost items, aiding in their recovery, and reuniting them with their rightful owners. This app serves as a bridge between individuals who have lost items and those who have found them, facilitating a streamlined and efficient process of item retrieval.

## Objectives

1. To develop a lost and found app for university students.
2. To make it easy to recover lost item.

## Problem statement

1. Students always lost an item and found item.
2. Students hard to recover their lost item.

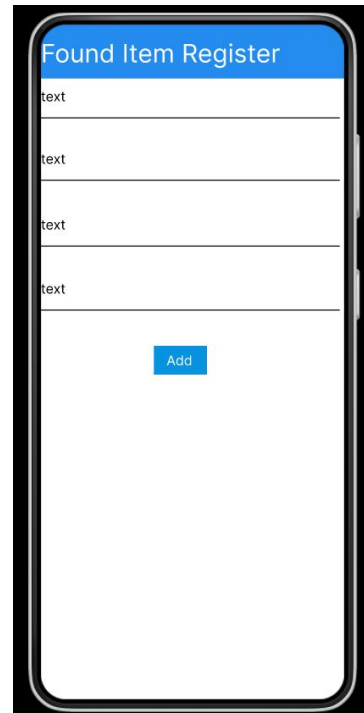
## Proposed solution

1. Provide a lost and found app that user friendly.
2. Introduce an app that help student to easy recover their lost item.

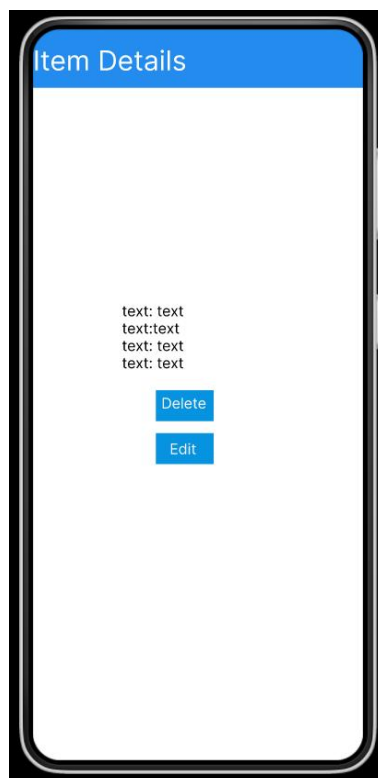
## Prototype Design



*Figure 1: Home page.*

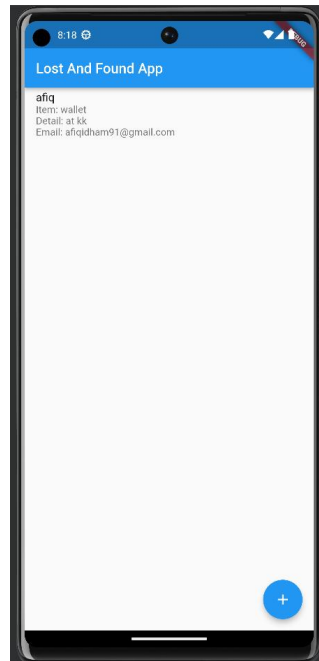


*Figure 2: register item.*



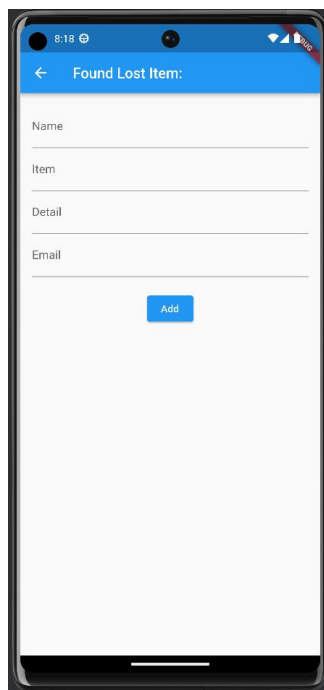
*Figure 3: Edit and delete option widget.*

## UI of the Application



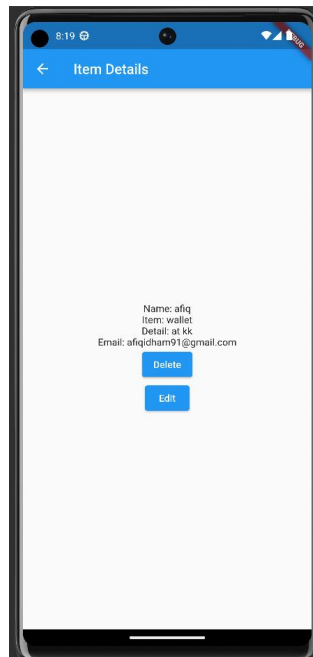
*Figure 4: Home page.*

Figure 4 shows the home page where the user's first view when launch the application. It will show name, item, details and email.



*Figure 5: Register a lost item.*

Figure 5 shows the register lost item. User must fill the content. Add button for adding the item that user found.



*Figure 6: List of tasks.*

Figure 6 shows the list of tasks. The added task will appear in the list as followed the date selected on the calendar. The lists contain the task, note, date and time. The check box at the right of the list helps user to mark the completed tasks.

## Potential Commercial Value and Pricing of Prototype

### Commercial Value

A lost and found app has a lot of business potential because of its wide market demand and usefulness. This digital solution simplifies the process of monitoring lost objects and returning them to their owners, meeting a constant demand in a variety of contexts such as airports, schools, and public areas. The scalability of the software provides possibilities for a big user base, appealing to both people and institutions. Potential income streams include a variety of monetization strategies, including sponsored listings in collaboration with businesses, subscription tiers, and data-driven revenue generated by intelligent analytics. Furthermore, partnerships with lodging facilities, shopping centres, and transportation hubs not only increase brand awareness but also open up chances for revenue-sharing. The app's value proposition amplifies with value-added services like item tracking, insurance tie-ups, and a continuous focus on user experience to ensure reliability and security, thereby nurturing user trust and loyalty.

## Pricing

1. Freemium Model:

Provide a free version of the app with basic functionalities and offer premium features as in-app purchases or part of subscription plans.

2. Ad Revenue:

Implement ads within the free version of the app and provide an ad-free experience as part of a premium subscription.

3. Bundle Packages:

Create bundled offerings, combining the Lost and Found app with other services or apps, providing added value at a competitive price..



## Lesson Learned

The development process presented valuable lessons, including:

1. **Feedback Iteration:** Constantly seeking and implementing user feedback significantly improved the app's usability. Adopting an agile approach allowed us to swiftly address user concerns and refine features based on their suggestions.
2. **Visual Clarity:** Emphasizing clear visuals and concise instructions within the app helped users navigate easily, reducing confusion and increasing user satisfaction.

## Conclusion

The Lost and Found App is designed with the primary objective of assisting students in recovering their lost items. By offering a user-friendly platform, the app aims to streamline the process of reporting and retrieving lost belongings. The convenience and efficiency provided by this app make it a valuable tool for students who frequently misplace their items.

In conclusion, the Lost and Found App aims to assist students in recovering their lost items through a user-friendly platform. The app has significant commercial potential and can be monetized through strategies such as sponsored listings, subscription tiers, and data-driven revenue. The development process of the app emphasizes the importance of feedback iteration and visual clarity to ensure improved usability and user satisfaction.

## References

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Tan, S. Y., & Chong, C. R. AN EFFECTIVE LOST AND FOUND SYSTEM IN UNIVERSITY CAMPUS. *Management*, 8(32), 99-112.

Github link : [https://github.com/aidafiq/Assignment1\\_CSM3114/tree/main/lib](https://github.com/aidafiq/Assignment1_CSM3114/tree/main/lib)