

TEAM REGISTRATION APPLICATION DESIGN

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The aim of the application **Crank!t** is to register teams to a server built by IIT faculty. This app has been implemented using Ice Cream Sandwich android 4.0 SDK. We have also used Volley and Git to build this app.

STARTING THE APP Crank!t

When the user taps the app icon (android icon) he/she gets *a screen with our logo* (our trademark). On this screen he/she has three options either **Proceed**, **Exit** or there is a fb icon in the top right corner which forwards to Crank!t's fb page.

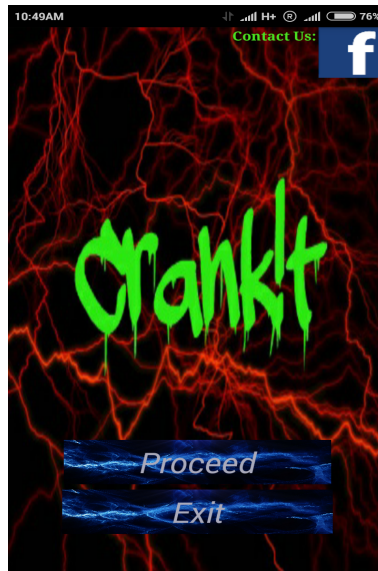


Figure 1: Start Screen

REGISTRATION SCREEN

When the user taps **Proceed** button, he will get a TeamRegistration screen with **7 fields**, **4 buttons** and a Death Note background.

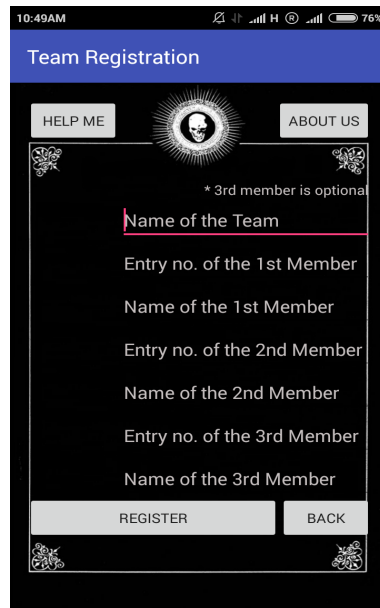


Figure 2: Registration Screen

The correct format of fields are:

1. Entry number must be of 11 characters.
2. First 4 characters and last 5 characters of entry number must be numbers.
3. 5th and 6th characters of entry number must be alphabets.
4. Team name and registration of at least two members is mandatory.

If a user does not follow any of the given rules, an error symbol will be displayed after clicking the Register button. The user will get to know the error after tapping on that error symbol.

The screenshot shows a mobile application interface for 'Team Registration'. At the top, there's a status bar with the time '9:41PM' and battery level '59%'. Below the title bar, there are three buttons: 'HELP ME', a profile icon, and 'ABOUT US'. The main form area has a decorative border. It starts with a 'Team:' label followed by a text input field containing 'Name of the Team'. A red error bar is visible below this field, and a red exclamation mark icon is on the right. Below this, there's an 'Entr' label followed by a text input field containing 'This field can't be left empty.'. The form continues with labels for 'Name of the 1st Member', 'Entry no. of the 2nd Member', 'Name of the 2nd Member', 'Entry no. of the 3rd Member', and 'Name of the 3rd Member'. At the bottom, there are two buttons: 'REGISTER' and 'BACK'. A note '* 3rd member is optional' is located above the 'Name of the 3rd Member' field.

Figure 3: Empty Field Error

If there is no data connection available and input is valid, the user will get an error message on clicking the Register button.

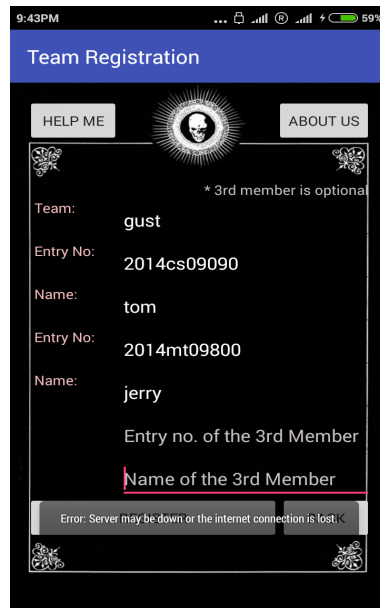


Figure 4: No Connection Error

If data connection is available, all the input fields are correctly filled and the server is working correctly, the user will be able to register the team on tapping Register button. The user will get a success message if registration is complete. If the registration with the same input was done earlier, the user will get an error message that the team was already registered. We have also implemented throbber which displays its own window while the server is processing client request.

10:06PM

Team Registration

HELP ME ABOUT US

* 3rd member is optional

Team: jikra

Entry No: 2098hf09093

Name: tommyuson

Entry No: 2015hf07540

Name: jihadi

Entry no. of the 3rd Member

Name of the 3rd Member

["RESPONSE_SUCCESS":1,"RESPONSE_MESSAGE":"Registration completed"]

BACK

9:43PM

Team Registration

HELP ME ABOUT US

* 3rd member is optional

Team: gust

Entry No: 2014cs09090

Name: tom

Entry No: 2014mt09800

Name: jerry

Entry no. of the 3rd Member

Name of the 3rd Member

["RESPONSE_SUCCESS":0,"RESPONSE_MESSAGE":"User already registered"]

BACK

HELP ME If the user does not know whats going on or if he needs help then there is HELP ME button on the top left corner.

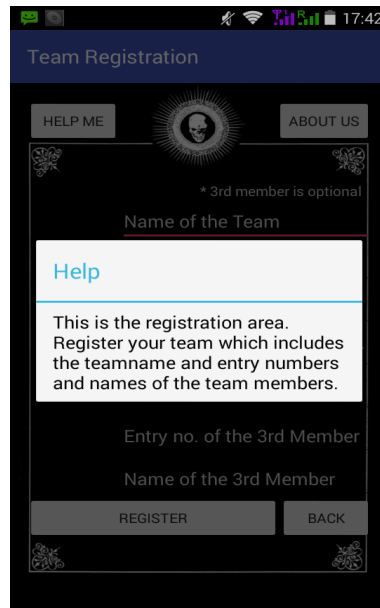


Figure 5: Help Me Window

ABOUT US

If the user wants to know more about us then there is an About Us button on the top right corner.

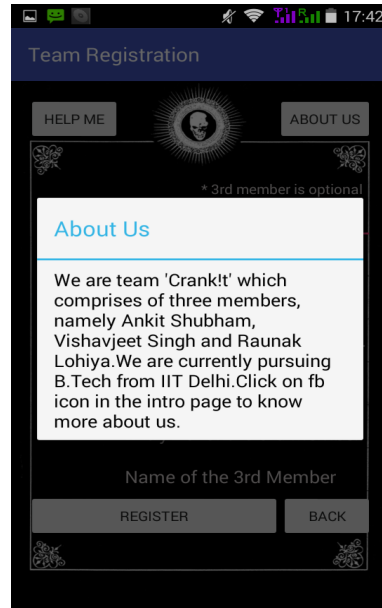


Figure 6: About Us Window