

## **Chapter 1 – Introduction**

- 1.1 Background
- 1.2 Project Goals

## **Chapter 2 – Conception and Design**

- 2.1 Conception
  - 2.1.1 Finding an Idea
  - 2.1.2 Improving previous solutions
- 2.2 User Experience Design
  - 2.2.1 Gathering User Requirements
  - 2.2.2 Modelling User Requirements
  - 2.2.3 Mockups and Prototyping
- 2.3 User Interface Design
  - 2.3.1 Design Language
  - 2.3.2 An emphasis on typography
- 2.4 Technical Design

## **Chapter 3 – Development**

- 3.1 Management of Work
- 3.2 Platforms
  - 3.2.1 Deployment platform
  - 3.2.2 Development platform
- 3.3 Programming Language

- 3.4 MLKit
- 3.5 User Interface

## **Chapter 4 – Results**

## **Chapter 5 – Evaluation**

- 5.1 Professional Evaluation
- 5.2 Personal Evaluation

## **Chapter 6 – Reflection, Future Work, and Conclusion**

- 6.1 Project Goals
- 6.2 Possible Future Work
  - 6.2.1 Short-term changes
  - 6.2.2 Long-term objectives
- 6.3 Management
  - 6.3.1 Tools and development methodologies
  - 6.3.2 The impact of COVID-19
- 6.3 Things to change
- 6.4 Achievements
- 6.5 Reflection