**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

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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