**Mobile Applications Review Report  
Executive Summary**

This report was commissioned to provide an insight into our mobile application. Project Glados is a mobile application which allows users to find out information regarding their colleagues. This project is aimed at increasing collaboration between employees and also reduce the cost of interaction.

Key features includes allowing users to request the location and/or status of colleagues, and allowing the colleagues to respond in a similar fashion. We will also be building our application with an extremely easy interface to provide ease-of-use for users. It will be easy to navigate around our app, whereby there are only three tabs for users to access to. Users will be able to interact directly with our app via notification, meaning they can respond instantly from the notification.

There will be additional features which will be implemented such as beacon integration, whereby beacons will be placed in key locations or locations derived from WiFi hardware e.g. modems. We will be integrating the beacons with indoor mapping capabilities, and this will be done using sample floor plans synchronised with beacons. If time permits, we may consider implementing more interactive features for users, possibly a in-built chat system or something along the lines of that.

Our progress so far could be seen in the completed prototype screens, with some base functionalities included. Further details regarding our progress and future plans could be seen in our timeline and the upcoming presentation. We will be completing all the necessary functionalities before focusing on the interface and design of the app, which could be done later on. We believe that with our user-friendly interface and easy to use functions, we will be able to achieve Telstra’s goal of improving interaction among staff.

**Design Guidelines**

* **Colour Scheme / Theme**

The primary theme colour for our app will be white in colour. White colour would give the app a nice and clean feeling (Charles Eames, 2014), whereby this style is used in many popular applications such as Instagram and Facebook. Our tabs will have a darker shade of white in order to keep the colours consistent, but at the same time we do not want it to look too plain. As we have decided to go with a light coloured background, our text will be dark coloured in order to ensure readability for users (Google Design Guidelines, 2014). This consistent and functional use of colours is clearly evident in all of our reviewed apps, whereby the colour contrast and consistency is present.

* **Navigation**

Navigation is another crucial area as it will ensure whether an application is user-friendly or not (Jacob Gube, 2010). Users tend to be annoyed with applications which are hard to navigate around. For our app, there will be three main tabs which users can navigate around. It will be placed in the upper half of the screen to ensure that users can easily move around regardless of which page they are in. An example of good navigation could be seen such as in the QUT BlackBoard website, whereby the main navigation tab is seen in all pages on the top left corner. We will be ensuring that our application will be extremely easy to navigate, and may include features such as swiping left or right to change tabs.

* **Buttons**

Buttons communicate the action that will occurs when the user touches them. For example, tapping the home button on any android device will bring users back to the homepage. Rectangle material buttons are used in our application, such as the search button, request button, and such.

* **Search Design**

The search function allows users to quickly locate app content and retrieve information from databases quickly. The best type of designs offers a simple search box on the homepage (Jakob Nielsen, 2001). The search function must be implemented properly and placed in a convenient location for users to access it. We will be implementing the search bar on the homepage of our screen, which can be accessed easily. At most, it will take users two to three swipes to reach the search bar. Of course, we will have an action bar on the top of the screen which includes a search icon. This will direct users to the homepage instantly, with the search button in the centre.

* **Layout Interaction**

The main interaction of our application features a swiping function, whereby users can easily navigate different pages by swiping left or right horizontally. Users can see the icons on the upper half section of their screen which includes the search icon on the left, recent contacts in the middle, and favourites on the right, giving them an indication of which direction to swipe. Many applications have implemented this feature in order to increase the user experience (Hyndman, R 2012), as swiping is much easier compared to manually tapping.