

2021

Assignment 2

Prototype Document

COSC2653

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Introduction

The purpose of this prototype is to make it easy for musicians and entertainment providers who are current members to be able to manage their performances, schedule their performances, and find jobs in their areas as well as promote their performances on social media platforms. The prototype also includes a drop-down menu that allows members to add events to the events list.

The client is an independent artist non-profit organization who wishes to create an application for their members so that they can manage and schedule their performances as well as help them discover jobs that are advertised in their location, the client also wants its users to be able to promote their performances on social media platforms. The current application will be designed on an Android mobile device and a proposed application name of 'Beats Euphoria' is suggested and will be used.

A working prototype simulating this application can be viewed at the Figma website by the following link: [Beats Euphoria Prototype](#)

On the following pages screenshots will be shown with some details to try explain them as well as explain what the user will be presented with and what options they will have in front of them on each screen.

Screen shots

Login screen

When the user first starts the application, they will be presented with the main login screen (**Figure 1**), On this main login screen the user is able to enter their email address, enter their password, and select options 'Remember me' demonstrated in **Figure 2** so the app can automatically login on next use, the user can also select the 'Forgot your password' (**Figure 2**) option so the user can reset their password if they have forgotten it, the user can select one of these options or the Blue Login button to proceed. If the user selected the 'Forgot your password' (**Figure 2**) option, the user will then be presented with the password reset screen (**Figure 3**), this screen allows the user to either enter their password and tap the 'Send Reset Link' or tap the 'Back to Login' button to return to the main login screen (**Figure 1**), If the user uses the 'Send Reset Link' option they will then be presented with a message screen (**Figure 4**) before returning to the main login screen to keep them well informed.

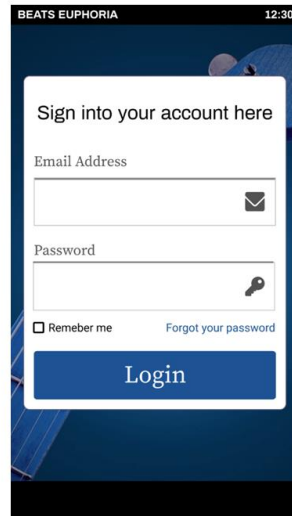


FIGURE 1

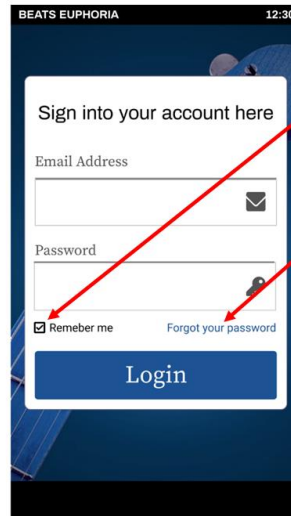


FIGURE 2

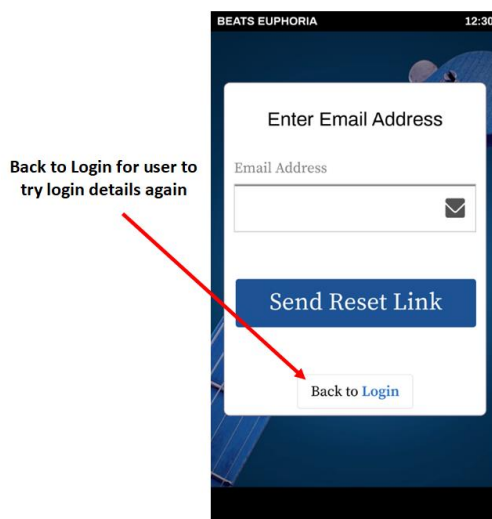


FIGURE 3

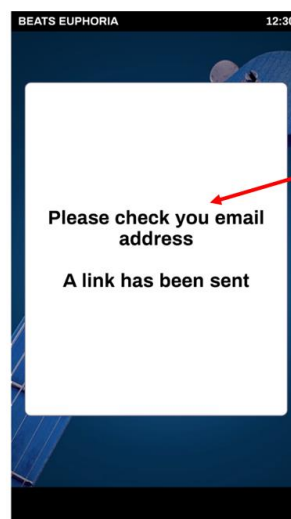


FIGURE 4

Home screen

The Home screen (**Figure 5**) is the main screen that the user will be presented with after they have successfully logged in. On this screen the user will be presented with four main options (Find Events, My Events, Calendar, Payments) as well as having access to a drop-down menu (The Hamburger icon) (**Figure 6**). The drop-down menu will allow the user to Add Events (**Figure 7**) and will take the user to the event details screen (**Figure 8**) so that they can add to the events list. The user will also be able to logout (**Figure 9**) and return to the login screen (**Figure 1**) shown on the previous page (Page 3).

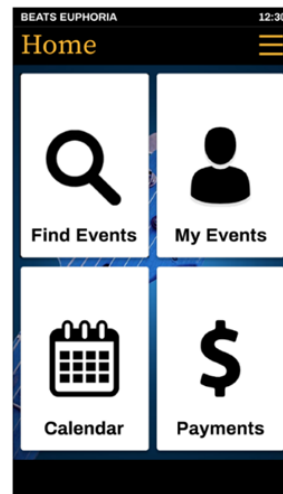


Figure 5

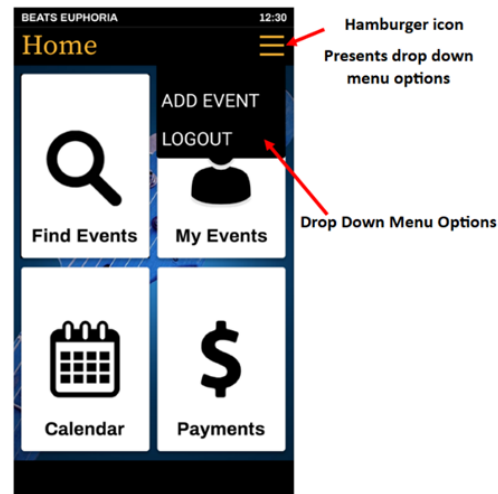


Figure 6

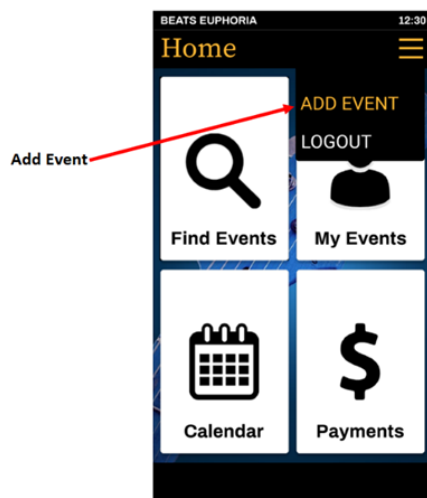


Figure 7

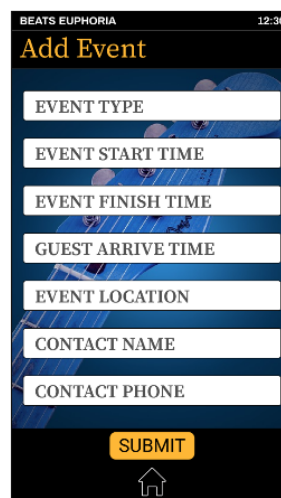


Figure 8

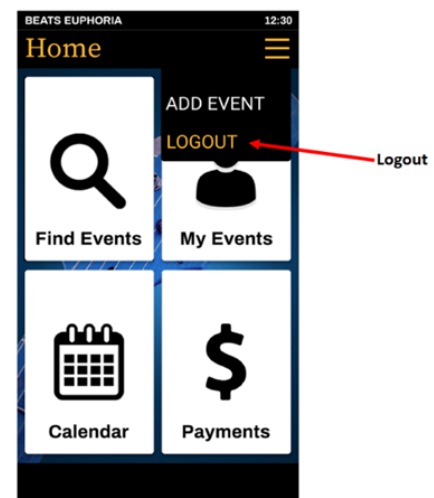


Figure 9

Find Events

When a user selects the 'Find Events' button (**Figure 10**), the user will be presented with events that are shown in **Figures 11, 12 and 13** as a card so they only see one at a time. The user is shown the event type located at the top of the screen (**Figure 11**) as well as basic event information located in the center of the screen (**Figure 11**), and a basic map screen that is extracted from google maps (**Figure 11**). At the bottom of the screen the user will see the left, right and home buttons (**Figure 12**), These options will allow the user to look through the different events as well as return to the home screen if they choose. The user may also be presented with a further information button (**Figure 13**), that they can tap on to view, this button will supply details such as Food and Drinks included.



Figure 10

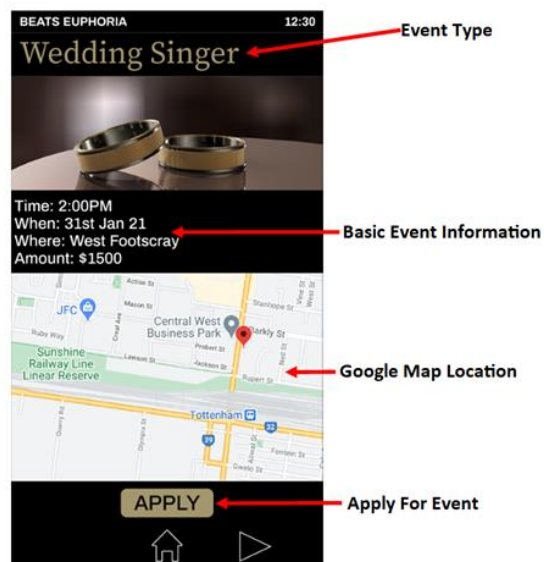


Figure 11

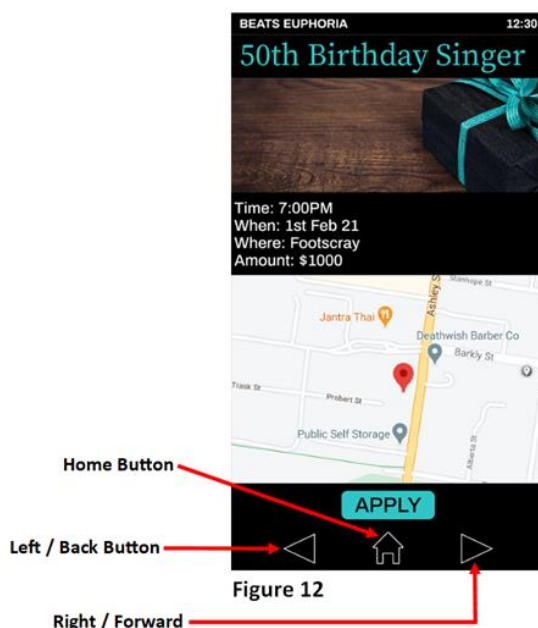


Figure 12

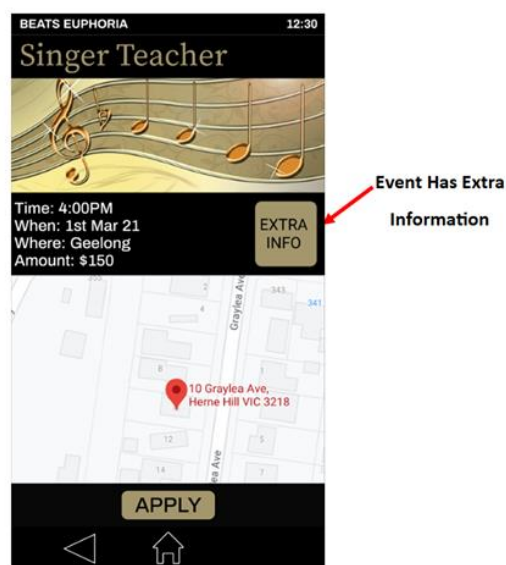


Figure 13

Apply for Events

When a user has found an event, they can then press the 'APPLY' button (**Figure 14**) to apply for the event. After the user has done this the user will be presented with a confirmation screen (**Figure 15**) to check they do want to apply for the event. After the user selects yes, the user will then be shown another message (**Figure 16**) that will let them know that the full details have been sent to their registered email address and ask if they would like to upload the event to social media, in this case Facebook. If the user selects yes that they do wish to upload the event, then they will be shown an uploading event screen (**Figure 17**). After the upload has completed the user will be informed of this (**Figure 18**) and then the user will be showed a message to notify them that they are now returning to the home screen (**Figure 19**). If the user selects no, then that part of the process will not proceed.

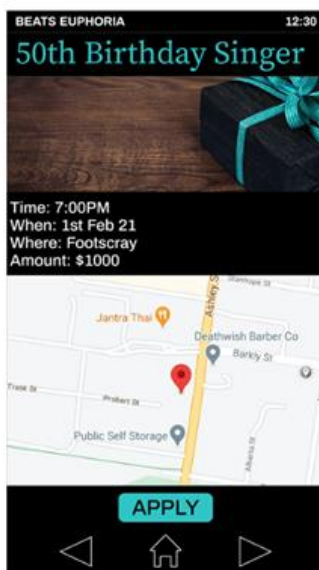


Figure 14

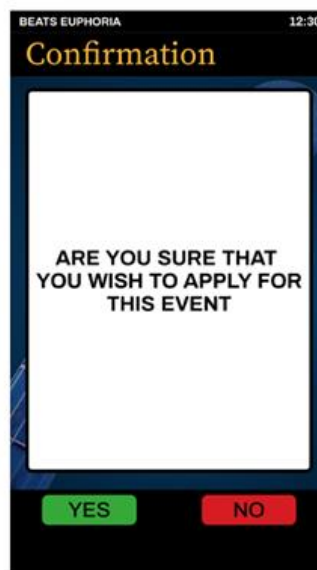


Figure 15

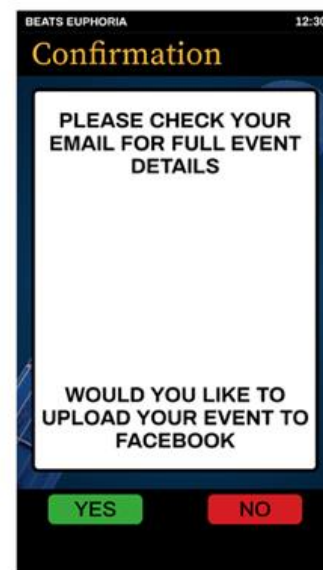


Figure 16

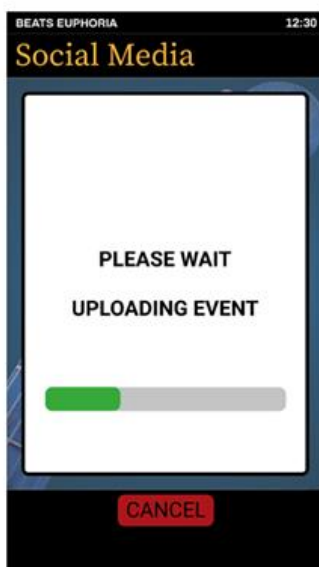


Figure 17

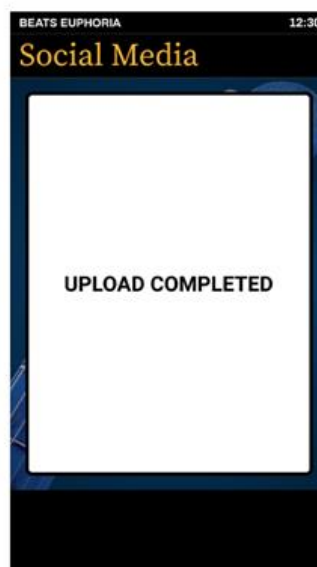


Figure 18



Figure 19

My Events

When the user presses the 'My Events' (**Figure 20**) they will be presented with the screen in (**Figure 21**). The screen (**Figure 21**) lists the events one below the other with a maximum of three on a screen, if there are more than three events then the user will be presented with left and right direction arrows as they are required. On the Events screen (**Figure 21**) the user can tap on the event to display the event information as shown in (**Figure 22**). The user is presented with a home button so they may return to the home screen at any time.



Figure 20

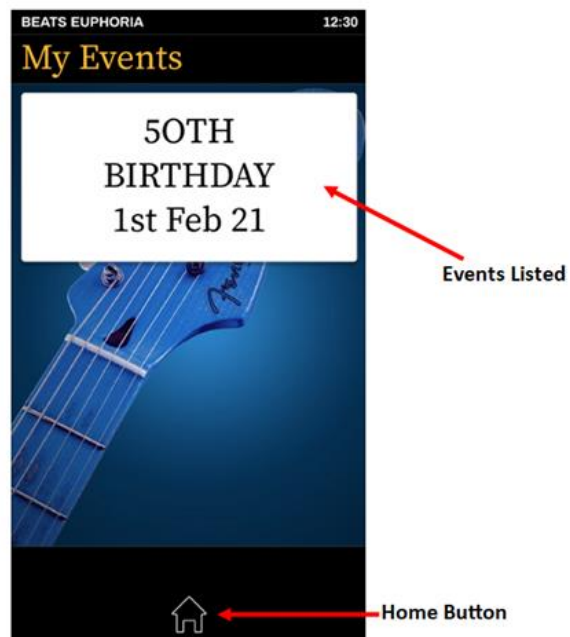


Figure 21

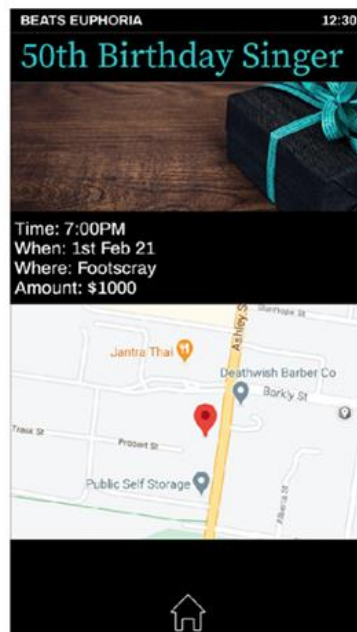


Figure 22

Calendar

When the user presses the 'Calendar' button (**Figure 23**) the user will be presented with the calendar view (**Figure 24**). When the user is presented with the calendar (**Figure 24**) the user will have four main options that they can tap, At the bottom of the screen (**Figure 24**) the user is presented with a 'back arrow', 'home button (House icon)', and the 'forward arrow', this will allow the user to be able to move forward of backward through calendar months as well as being able to return to the home screen. The user will also be presented with the event on the calendar date as shown in **Figure 24** (1st of February). The user has the option to tap on the date that the event is shown to see the event information as demonstrated (**Figure 25**).

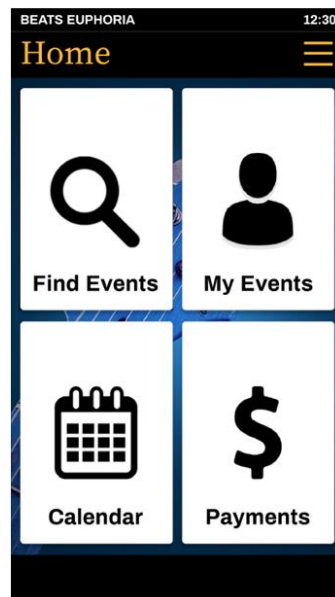


Figure 23



Figure 24

Previous Month

Home Button

Next Month

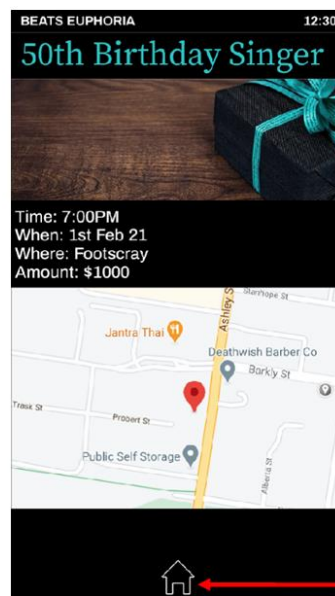


Figure 25

Home Button

Payments

When the user taps the 'Payments' button (**Figure 26**) they will be presented with the payments screen (**Figure 27**). When the user is presented with the payments screen (**Figure 27**) the user will see the payment information. The payment information (**Figure 27**) will be three high and when a fourth payment is added to the list the user will be presented with both forward and backward arrow buttons to navigate through the events. The user can tap on the event to look back at the event information as demonstrated in **Figure 27** to see and remember the event in more detail. The user will also be presented with a home icon (**Figure 27 & Figure 28**) so they may return to the home screen at any time.

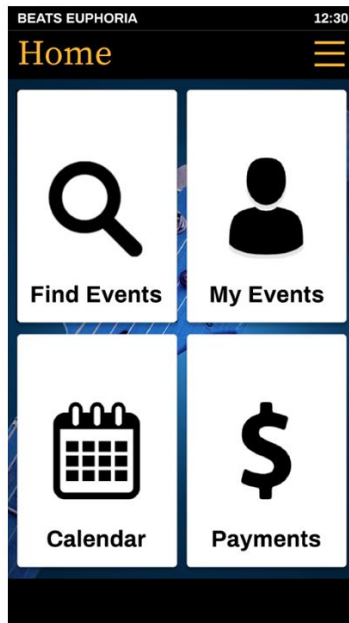


Figure 26

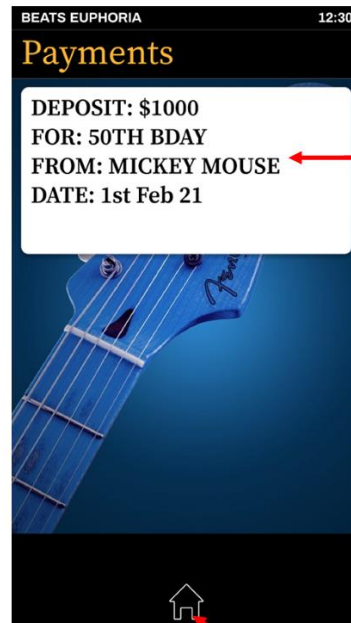


Figure 27

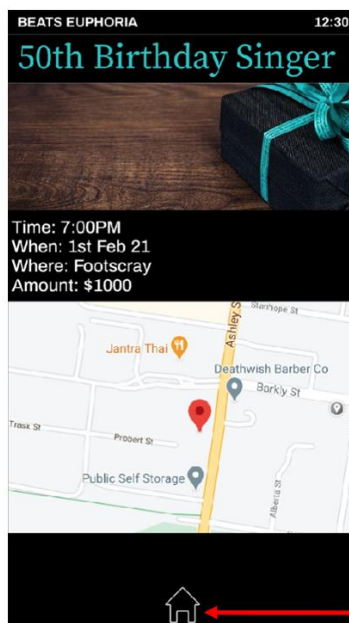


Figure 28