Mobile App Development - hDog

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I. Introduction

In this document I will go over the procedure that was followed as part of developing an App for the course Desarrollo de Aplicaciones para Dispositivos Móviles from Universid Naconal de Colombia.

II. Framework

A. Initial Prototyping

The initial prototype for the application was designed using **Studio.** , a design tool developed by inVision that is widely used in design frameworks. I choose this application because I had taken an interest in its rapid prototyping features and its ability to produce interactive animation and the resemblance that the art boards feature has to a mobile phone screen.

B. App development

Teta.so is a cooperative app builder that allows users to build Flutter apps in an intuitive tree-style view. Currently, it's in its alpha stage since September 2021 but has a very good collection of tutorial videos on Youtube and some documentation on the most basic features.
During the course, I used Android Studio and programed in Java, but to address a project of this magnitude and due to the fact that I was by myself and sincerely a lack of time management led me to his compromise.
Compromises aside, I also chose **Teta** because it features a code export function so that when the "bones" of the application were built one could easily integrate more advanced functions by exporting and writing code in a more typical IDE. For the following code, the Visual Studio Code IDE was used with the Flutter SDK.

C. Database

For the database I choose to use **Supabase** has it is an Open Source database that provides Authentication and API's that can be easily integrated into our project. The pricing plan with no cost allows for 500 MB of database space and authentication for as much as 10,000 users.

III. Prototypes

In the prototyping stage, the following features were present through the different artboards that were developed :

- Ability to book walks, baths, care and transportation for our pet
- The choice of the assistant for our desired service
- Subscription plan
- Chat with the booked assistants
- Visualization of the assistant's profile
- Visualization of booked services
- As an assistant, a designated area of the app in order to manage our booked services.

To achieve this we created 17 different artboards but they could be translated into about 10 different activities

IV. Development

Unfortunately due to the fact that Teta is still in its inception I was unable do download the code and therefore was only able to the what the platform permited me. Integration with Supabase was one of the advertised features but it is not working properly at the moment. The final product can be seen as a testing path for future implementation when the source code is available for download.

Acknowledgment

Although I don't consider that this final work is up to the expected, I would like to thank the Professor for it's way of teaching that challenged me each week to build an app and has certainly led me to develop a passion for mobile Apps.