Assignment Report

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# Abstract

This report is created in reference to the coursework of creating a mobile application using x-code. Each section of the coursework has been generated in a form of report to support the application and its feature. The application is a Car game with obstacle and set timer, the following context is completely based on research and reading performed from different sources and self-evaluation of the coursework. All the results obtained were performed on iMac and each test report was created to support the final application.

# Evaluation Report

This assignment was completely based on the understanding and skills of coding language and programming. Main key is to understand the functionality of each type of variables declared, the integers, and the concept of laying it out to work in a desired way.

The application design is one of the key features as it is a user end app which needs to be easy and free from any sort of errors or glitches which may reduce its functionality or affect the user’s device. This is completely based on the feature of design and layout of each item in the application layers and how they need to perform on each stage. The Dragged Cars application is also designed in such a way that it completely supports iOS devices from iPhone 5/SE to iPad 10.5 running software version greater the 8.0. The application is a game of cars with a set timer where there are different object’s (cars) falling in a different sequence as configured and the player needs to control their car on the road in result to hit a target. The level is set to a timer of 20 seconds as default. The application is tested on iPhone6 Plus, iPhone 7Plus and iPad 10.5 and resulted in proper functionality of its feature and appropriate layout according to its design requirement.

# Usability Report

Usability in terms of applications refers to the ease of access and feasibility of the application. How easy it can be handled without compromising the features or layout design. Usability depends on the following (tech\_direct, 2018).

1. Background: - the application’s background displays a very important feature of choice of the colors used, which may be appealing to the eye. Since the Human-Computer Interaction is one of the most important part of an application. According to HCI every application should be able to adapt to different hardware and software configurations and versions and completely adopt the User Centered Design (UCD) (tech\_direct, 2018).
2. Purpose: - the application function needs to be easy to use, knowledgeable or else pleasing enough for user to use/play it again and again. The purpose of the application design and functionality has two main goals which are :-

Goals: - the amount of sequences or targets that the user interacts to achieve in complete the gameplay.

Performance Goals: - a number of tests are conducted on the main application design and features to determine its usage goals and changes are made accordingly to maximize performance. (cim.co.uk, 2018)

1. Target Applications: - each application has many other different designed versions with similar usability, purpose and target goals. The aim should be to create an application that targets user market looking for something different. The application can be tested based on its target applications and amendments mad in order to ensure proper functionality and design. (apple.com, 2018)
2. Methodology: - the application is required to be proof tested in terms of its usability, design and features. The application was tested by my batch mates and reviews were considered in order to make required changes to the application database.
3. Efficiency of the application based on it’s the time taken to complete it.
4. Target users: - each application has its own target user, hence a marketing strategy is always helpful to learn the demand of a specific category of application and whether the cost and time spent is worth creating the application or not. (ducttapemarketing, 2018)

# Future improvements

Many other features can be added to the final application in order to provide more user interaction. Additional levels and speed trigger can also be added in future to make the application more interactive. The addition of choice of cars, different obstacles on each level and change of target time on each level can be added to the application in future. Sound Effects which I was not able to get running would have to be set in future as well. The overall application layout of roads can be changed to different roads on each levels, the option of manual controlling can be added further instead of touch and drag which will make it more interactive. And more interestingly the landscape orientation version should be designed with required constraints in the future. (sciencedirect, 2018)

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