Design

Our users will primarily interact with the app firstly by dragging and dropping 3D objects (e.g. furniture, pictures, carpets etc.) into a virtual space superimposing the camera feed. After snapshots of the design have been taken, users will be able to select decorators based on some criteria and communicate with them through instant messaging so that feasibility, price and further details can be established.

In terms of our design we decided to structure it to be as simple to use as possible. This is as the main focus of the app (the AR implementation)has potential to be quite fiddly with some users and so we would like the rest of their experience to be easily understood and laid out.

We have laid out the structure of our app using UML diagrams (standard way to visualise the design of a system). One of which is the sequence diagram. This diagram displays the normal scenario that would take place in the case of a customer that wants to make a purchase. [REF]

In the case of the activity diagram, potential errors that may occur have been shown and been assigned follow up actions. [REF]

However, the customer is not the only user of the app. One of the main features that separates the app from its competitors is the inclusion of another stakeholder, the decorators. These users do not have to make designs as the customer does, however they have the option to, should they choose to include them in their portfolios (which the users would view before selecting their decorator).The profile for the decorator would be more elaborate than that of the customer as it is used to sell themselves .As a result of this it would include other features such as the reviews that they have received thus far through the app, a portfolio of their previous projects, as well as their qualifications. All of which are vital to persuade the customer to select them, which is especially important for the decorators that are freelancing as they are a stakeholder that can potentially make a viable revenue stream that they may not find outside of the app.