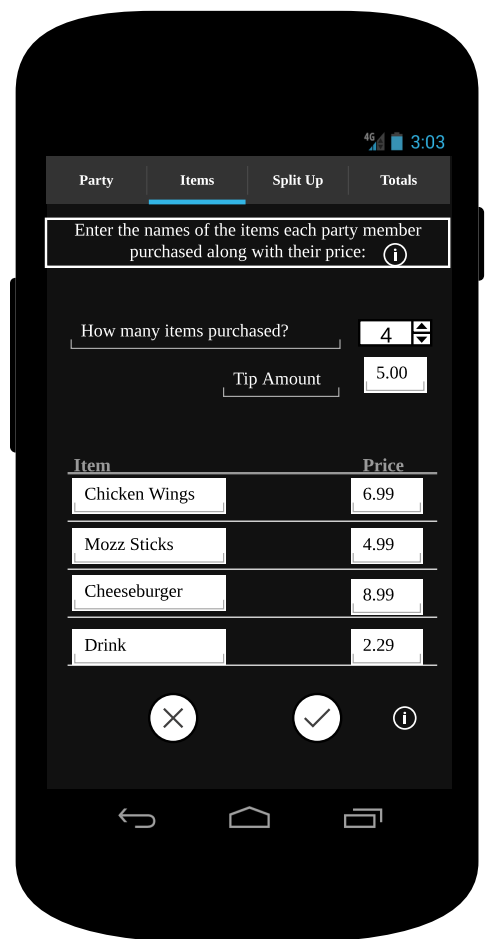
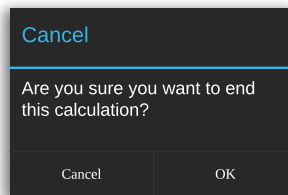
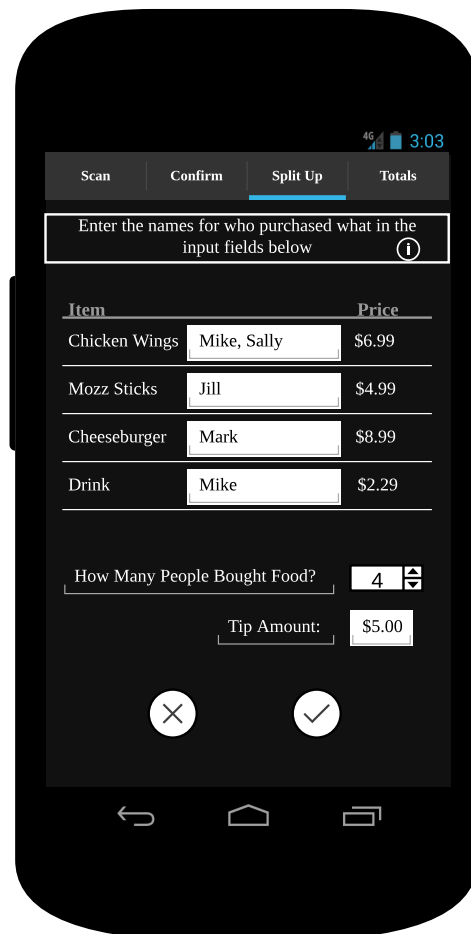
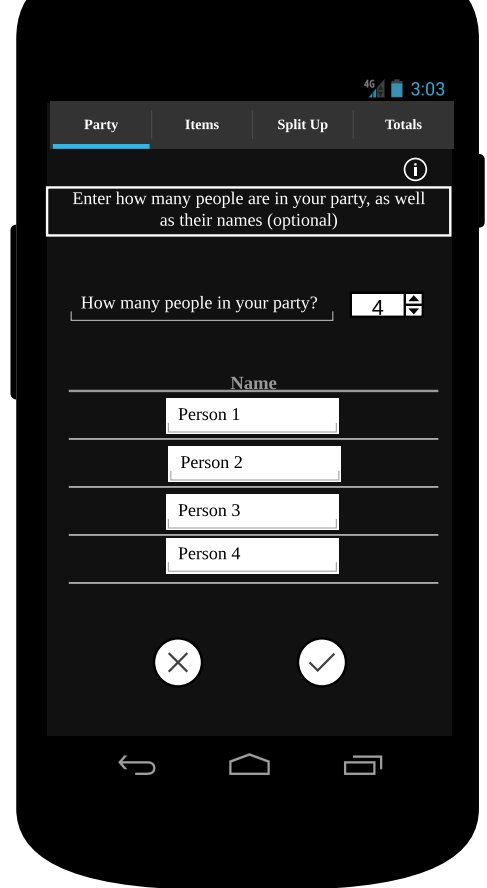
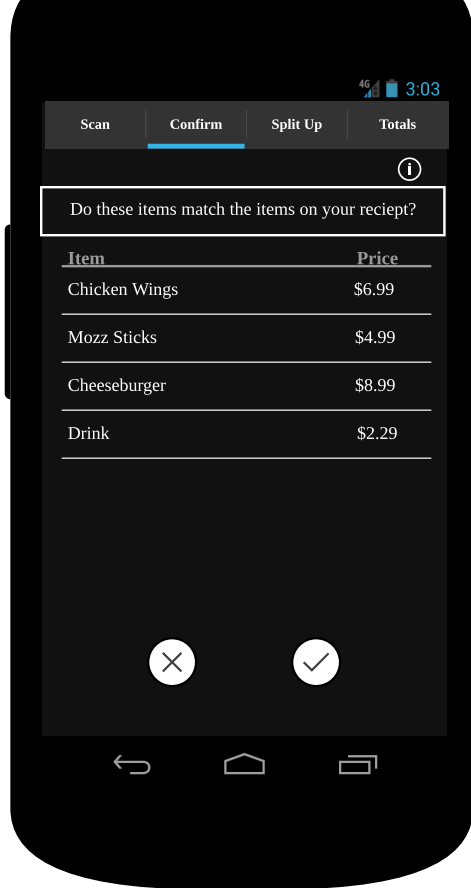
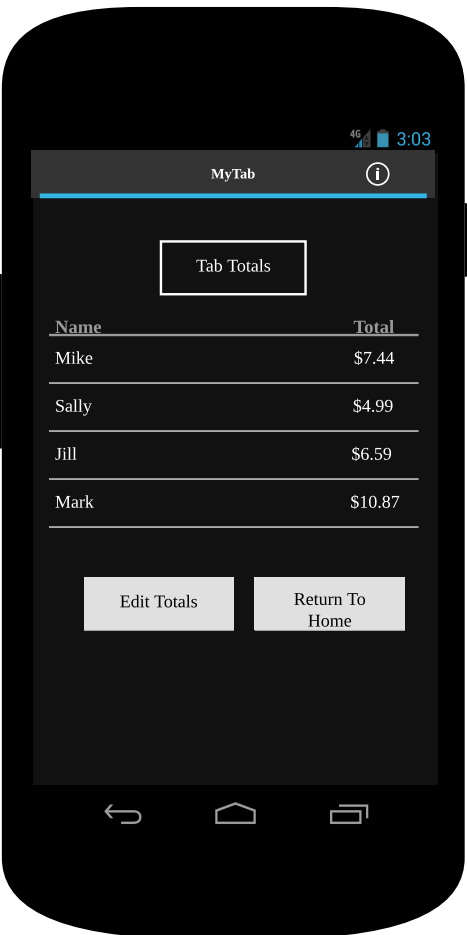
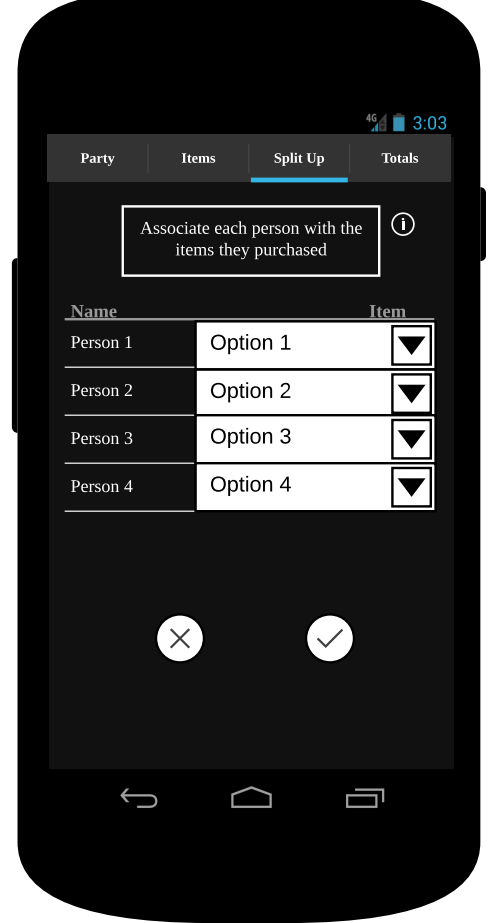
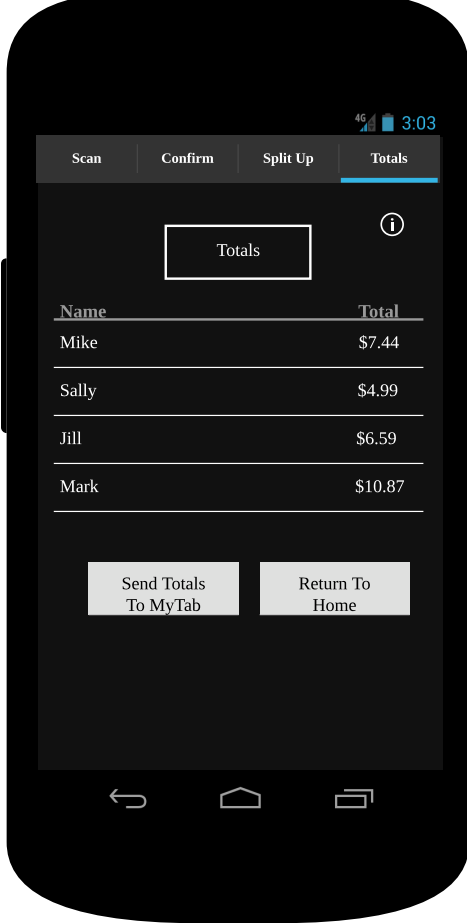
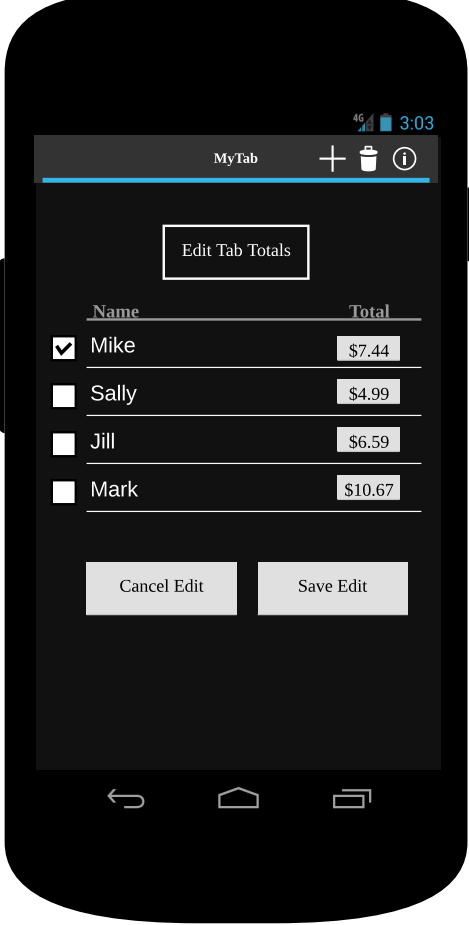


The UI I plan on implementing keeps the activities on the screen at a minimal at all times. With only a limited number of buttons on the screen at each activity, the user should always be able to determine what actions will take them to the next activity. There will also be an info button on the each activity screen. As this app has a very specific functionality, it is essential that the user knows how to go from one step of the process to the next. By using icons that are native to Android devices, e.g. Camera Button and the "Help" icon, there leaves less of a need for explanation of what certain symbols mean. Along with the phone's built in back button, at every stage of the process there will be a button that will allow you to cancel the current process to return to the home screen, or to the previous step. When attempting to exit the process, the user will be shown an alert in a popup dialogue box which will minimize accidental exiting. As for reducing short-term memory load, to complete the given task, all the user would need is the receipt which provides them with all information necessary.







Edit Tab Totals

	Name	Total
<input checked="" type="checkbox"/>	Mike	\$7.44
<input type="checkbox"/>	Sally	\$4.99
<input type="checkbox"/>	Jill	\$6.59
<input type="checkbox"/>	Mark	\$10.67

Cancel Edit

Save Edit