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Project Description

Category: **social media**

Going out tonight? Check the Grmilica app before you do… The place you’re going to just might suck tonight. See real time posts tagging places in your area that seem dull or have the magical “Grmi” tag next to them. Not a fan of the modern slang? Neither are we, but the demographic we plan on selling it to will eat this stuff up. Personalize your post as much as you want! The more you do, the more people that don’t enjoy your loud personality will be able to safely stay away from wherever you’re having fun.

Travelling somewhere? Allow the application to track your location and let us show you the places where the party people are consuming their party pleasure at. The “Grmi” term will be translated of course if the application gains enough traction depending on the country you are in. For example, in American English you could say “it’s Lit”, and in Puerto Rican Spanish it could be “Saoco”, but let’s leave that for the audiences for each country. The application would also offer a dictionary of words used at a party which would let you bond easily with the locals.

The features we offer make us unique on the market as we care for the culture of each country and city our application is available in. All local adjustments will be voted for by the local audience, and additional adjustments will be made to keep up with the invention of new slang terms.

Goals

The goal of this application is to remove the bad nights out people often have. Simple information from people at each location combined with the cadence in the way they review the situation can do wonders for someone having second thoughts about going out with their friends.

The application has a base of social media applications, but its special sauce lies in the creative ceiling that could be achieved by relying on locals to provide valid feedback on if their culture is portrayed accurately.

Not only does this help the locals who know what places to look up, but the tourists as well since they will see what the live situation is in many of the places and clubs covered by the Grmilica application. A great bonding factor between the tourists and the locals would be the dictionary of slang terms they could try to learn to have a few laughs with the locals. Note, this dictionary is not yet part of the wireframe since it is considered more of a special feature compared to the main functionalities of posting reviews and looking up party places.

Usability tests

Critical Task

The user must navigate their way to the new post screen and select the Tag a location option.

Goal

This examination will test the features of the Grmilica application which includes a wall with posts created by other users on the application, a map with locations for going out, and a profile screen with a visual interface which accurately displays the program.

The usability will be evaluated through the creation of this simple test. The previously mentioned features are displayed as categories of functions which allow the user to simulate a simple environment of creating a program using programming logic. Every detail regarding the user interface will be observed, and the steps needed to complete this test will be recorded.

Task Scenario

You are brought into a classroom with a table and a phone that is turned on. The proctor asks you to sit down and take a look at the computer. The proctor then asks you to open the Grmilica application.

Testing Procedure

1. Find the hamburger bar

2. Click on the “New post” button located on the hamburger menu drop-down container.

3. Click on the Tag a location button.

4. Navigate back to the home screen with the menu at the bottom of the screen.

Data Recording

The following notes and observations were recorded during the first round of Usability Tests (notes are grouped by user):

Marina Mustać:

* Entered the application by clicking on the Grmilica icon on the turned-on phone
* Navigated to the profile section
* Navigated back to the home section
* Clicked on the hamburger bar
* Clicked on the New post button
* Navigated to the Tag a place option when creating a new post
* Clicked on the Tag a place button

Conclusion

If there were more features, the test could have been more complicated, but for now the main functionality, besides actually making the post, was tested and confirmed to work successfully.

Resources

IDEs:

* Visual Studio Code
* Visual Studio
* Android Studio

Technologies:

* Flutter
* Firebase
* Ionic (not sure yet)
* Dart API
* Firebase Auth REST API

Design:

* Adobe Photoshop
* Adobe Illustrator
* Figma

Feature Brainstorming

* Map of places that are available to tag when making a review.
* The home page is a wall filled with posts close to the user’s location
* ~~Each club or place have their own wall with posts that have that place tagged as the one being reviewed.~~
* ~~Each place would have their history ever since they have joined the application, which means that a history of reviews can make them legends on the application no matter their real-life status.~~
* Important details for each place such as menu, ticket price, amount of people that it can fit, type of music being played, and the age that they are letting in are displayed in the info section of each place.
* When making a post, there could be multiple features you could post about:
  + **How fun it is** (The “Grmi” tag)
  + The **ratio** between men and women
  + The **walkability** scale (usually when the place is full, it can happen if it is in a small space)
  + ~~Videos (verified users can post videos)~~
* ~~In-app chat~~

The wall will be the main feature of the application since the purpose of the application is to inform the party people where the party is at. **Note:** Crossed out features will most likely be added once the main features were implemented. For now, the wireframes represent the main functionalities.

Competitive analysis

Twitter:

* Features:
  + A wall with posts as the home page
  + Search bar to find other accounts and tags
  + Notifications bar
  + Messages
  + Bookmarks
  + Profile
  + Settings
* Strengths:
  + Hashtag system
  + Trending hashtags
  + Retweet system
* Weaknesses:
  + To find similar features to the ones of our application, you would have to join some type of group or follow a user who keeps up with the same information
  + Notifications are not party related
  + You don’t know if the users on Twitter want to party while at Grmilica there is only one reason why people make posts
* Missing features:
  + Filtration of posts
  + Comments cannot be turned off

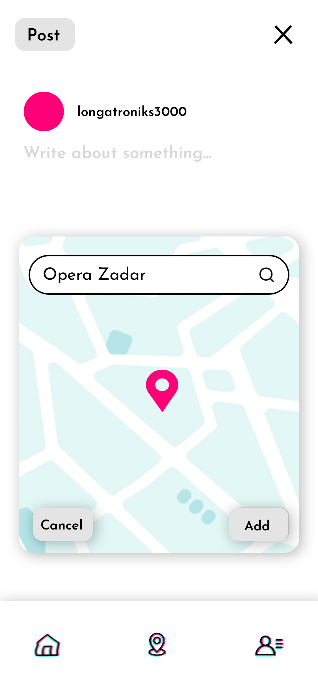
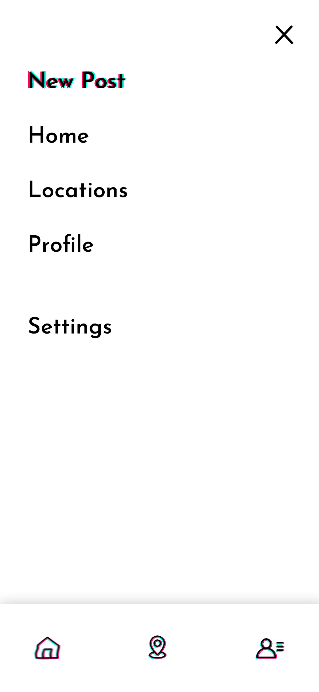
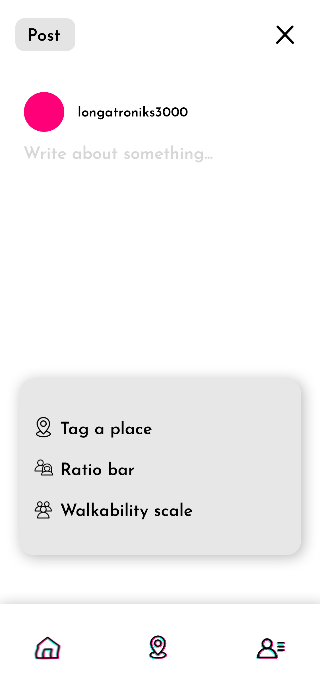
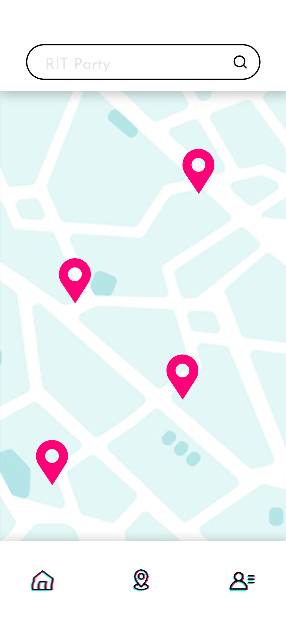
Facebook:

* Features:
  + A wall with posts as the home page
  + Search bar to find other accounts, groups, marketplaces
  + Notifications bar
  + Bookmarks
  + Profile
  + Settings
* Strengths:
  + Groups
  + Events
  + Live streaming
* Weaknesses:
  + Posts are related to the user mostly
  + Tags are not approved by the staff
* Missing features:
  + Posts cannot be filtered
  + Many features like the chat are no longer integrated into the actual Facebook app (like the Messenger)

Huuk (available only in Rijeka on IOS):

* Features:
  + A map with people creating events on any location they desire
  + Search bar to find other events and profiles
  + Notifications bar
  + Profile
  + Settings
* Strengths:
  + Creation of events on any location with the option of people to clarify whether they are coming or not
  + Great way to meet new people because events are specific at times
* Weaknesses:
  + The posts rely on user creativity which is not a constant factor
  + Important locations are not emphasized on the map
* Missing features:
  + No wall with posts from users at a certain location
  + No night mode (the application is bright white)
  + No bookmarks

Wireframes

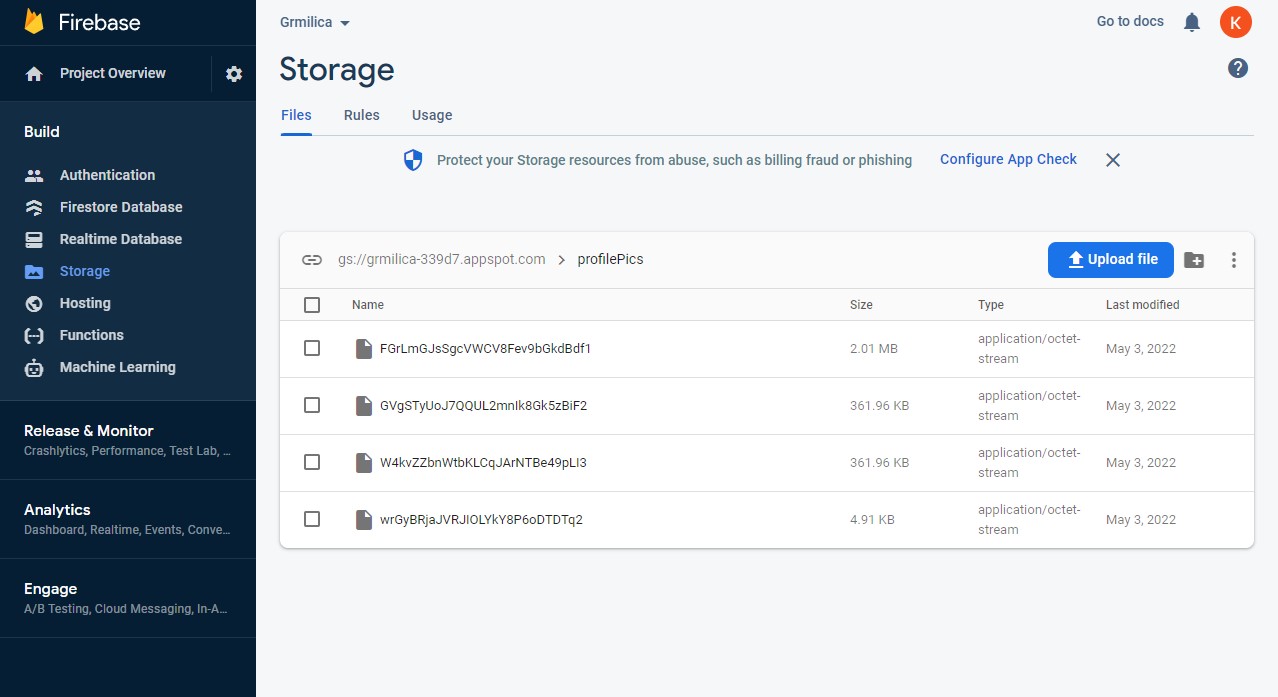
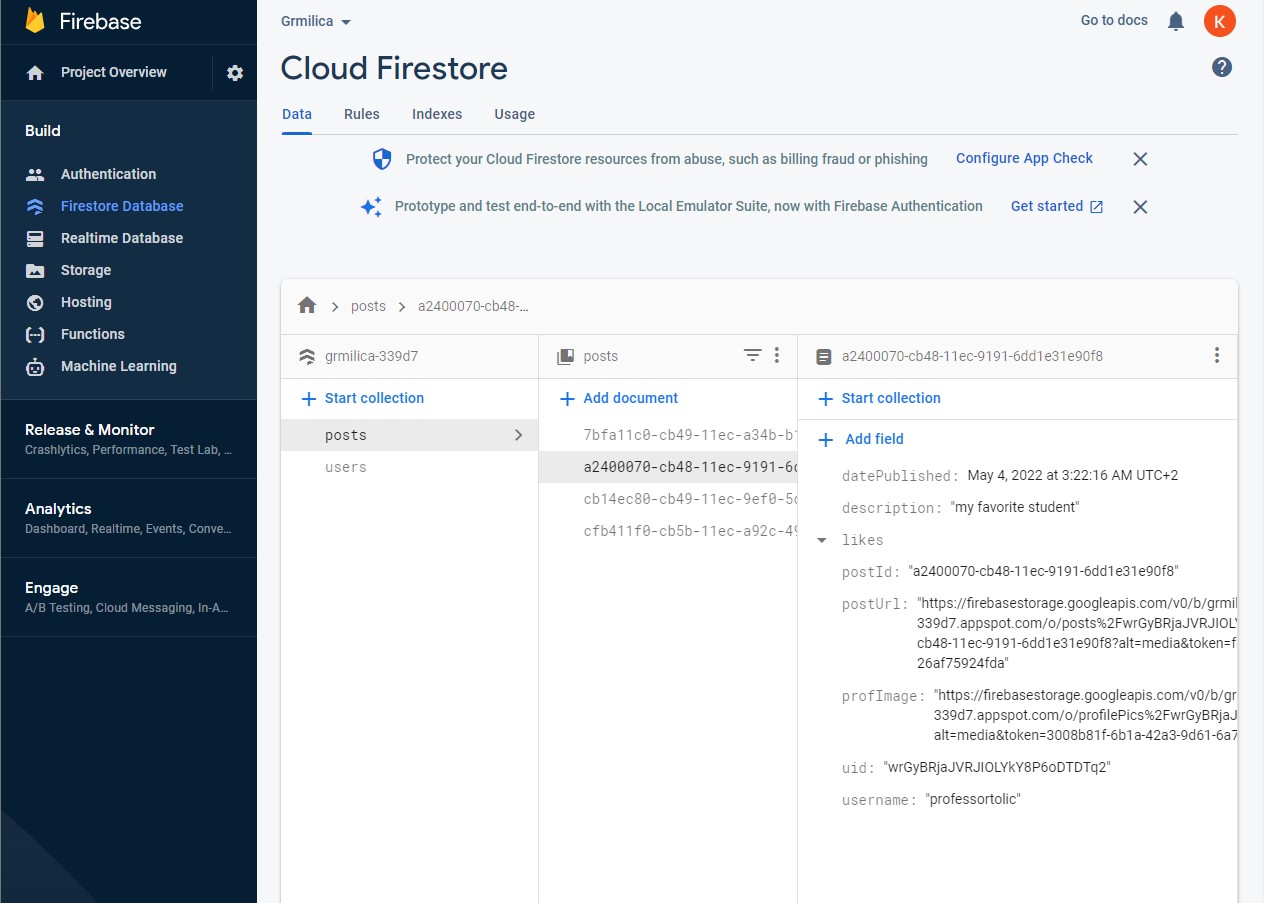
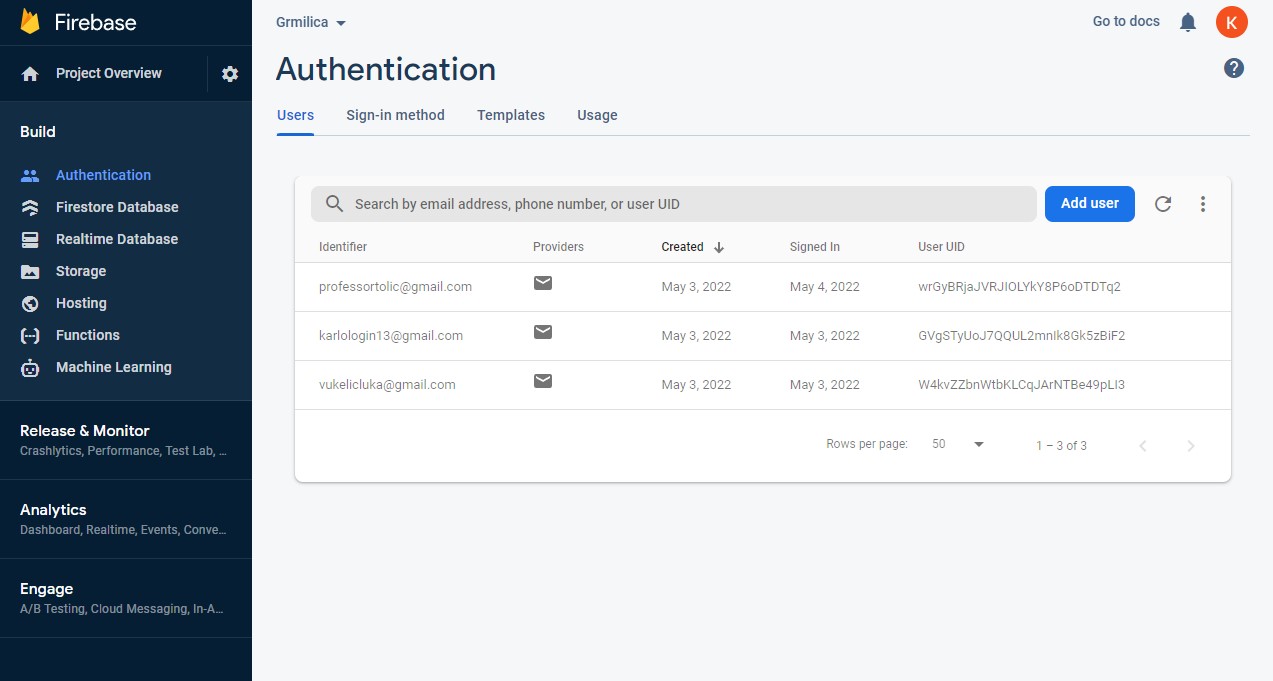
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Developmental process

The process behind the creation of this application is based on this YouTube tutorial:

* <https://www.youtube.com/watch?v=BBccK1zTgxw&t=4s>

The functionality for displaying the user profile was not implemented, everything else was succesfully.

The application has back-end in Firebase:

The IDE used for coding was VSCode which is why it was difficult to run the application on an Android Emulator, but it is responsive, and the result shown on the small web screen is identical to the emulator:

Graphical user interface

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How to run

**It s important to run the application with this line of code in the terminal if you want your pictures to be displayed:**

* **flutter run -d chrome --web-renderer html**

The project is not meant for IOS applications. It can be opened inside of Android Studio, but VSCode showed to be easier since updating dependencies and importing tools is much easier with the „Pubspec assist“ extension.

I am not sure if this application will run correctly on other devices in the state it is currently as I do not know if it is possible for other users to connect to my database. If that is possible, you won't have any problems running.

**Here is the account you can use where there are already a couple of posts:**

* **email:** [**professortolic@gmail.com**](mailto:professortolic@gmail.com)
* **password: professortolic**

Final thoughts

Creating this project was very time consuming, but I am proud of my newfound knowledge in regard to Flutter and Firebase. I felt overwhelmed for the most of the time while creating this project since the tutorial I decided to watch required previous knowledge of Flutter, but I managed to get what I need from it. I plan on finishing this application in my free time as I feel like this could be something I could show off on my CV.

The sad part is that I didn't really get the knowledge from the Internet on how to create the Map that I wanted using Firebase as backend, so that is going to be a challenge going forward in production.

All in all, it was a lot of work, and I am proud of what I have accomplished.