**Leon Oelen  
Mobile Applications Project 2020  
DIN17SP**

**Project Plan**

Development of a mobile application using the Flutter framework. Personal aim to learn the basics of Dart prior to starting development on the project. Goal for the mobile application is to be World of Warcraft-themed and have features similar to the World of Warcraft mobile armory application which was discontinued two years ago. This application allows the user to search for World of Warcraft characters from any realm, and by interacting with the search results, allows the user to view more detailed information about that character, such as the armor that they are wearing as well as their attribute values. Also aiming to display the character if the Blizzard-API allows me to do so. The UI will look clean and slick and will give a Warcraft-y feeling.

A lot of these features rely heavily on the Blizzard API. There are many major services that utilize this API, so hopefully things will work smoothly. A good idea is to have a backup plan in case the desired functionality does not seem very achievable.  
  
**Backup Project Plan**

Still using the Flutter framework, but a different idea for an application. A more ‘basic’ application such as a chat app, a social media app, or a webstore of some sort. There are lots of resources available to build apps like these and it’s easy to give them a personal touch.   
  
**Tools**

* Android Studio
* Firebase if using a database
* Excel for work time tracking
* Possible wireframing software
* Word document to break down the work into segments/weekly tracking, one-man “agile” style