



Mobile applications development set08114

MZaboklicki_app Application Report

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1. Introduction.

I was asked by our lecturer Simone Wells to create an interactive mobile application, that will be created in Android Studio. Project will contain XML and Java languages. The final decision took me few days until I decided what kind of application I want to build. The most of my time took me research which was not easy because there are not many applications on Google Play store.

I decide that scope of my application will be to inform users about other alternative that design is unique. My application will aim at group of people aged 15-30 that are involved in sport or are active in general. I decided to aim at this age group because as a person who is training on regular bases and I know how hard is to get some good training gear with unique design. I decided that my application will be easy to use, very intuitive and also will introduce to people another option of getting great clothes. The purpose of my application is to inform and raise awareness of the users about the RedIsBad brand that produce unique training gear that is designed and in Poland. The application will be available on Google Play store and also will be available to download from GitHub and Dropbox.

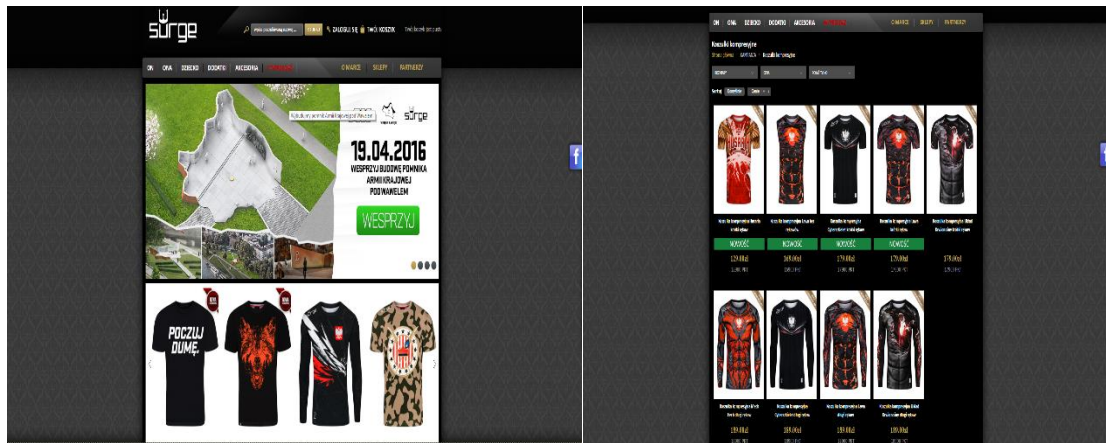
MZaboklicki_app is an application which introduce very well-known company RedIsBad from Poland that specialise in training gear especially rash guards. The materials that used to produce the products are high quality and they can easily compete with other similar products from whole world. The designs of the products are very unique and they promote Polish culture and also freedom. There are many different websites that are selling similar gear but there are two applications on Google Play store that are not what I was looking for but shopping apps however they were the closest to my idea. Some those websites were an inspiration for me and they helped me during planning and development process.

2. Research and inspiration.

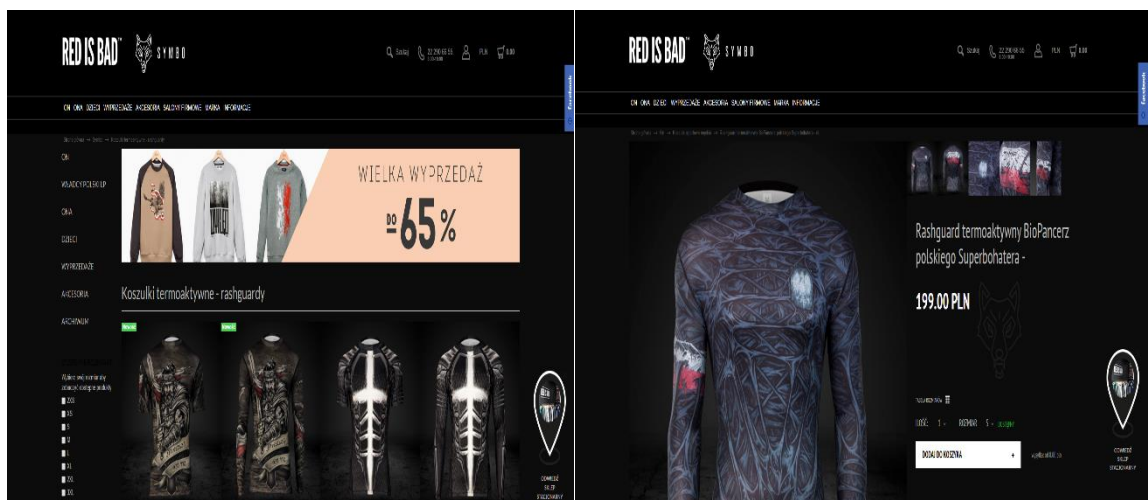
For my research and to get more ideas for MZaboklicki_app application I looked over few websites with training gear and clothing. I also looked over few applications from Google Play store. During the research process I downloaded few applications that I thought that will be similar to my idea but unfortunately there was nothing like I was expecting to see.

Websites:

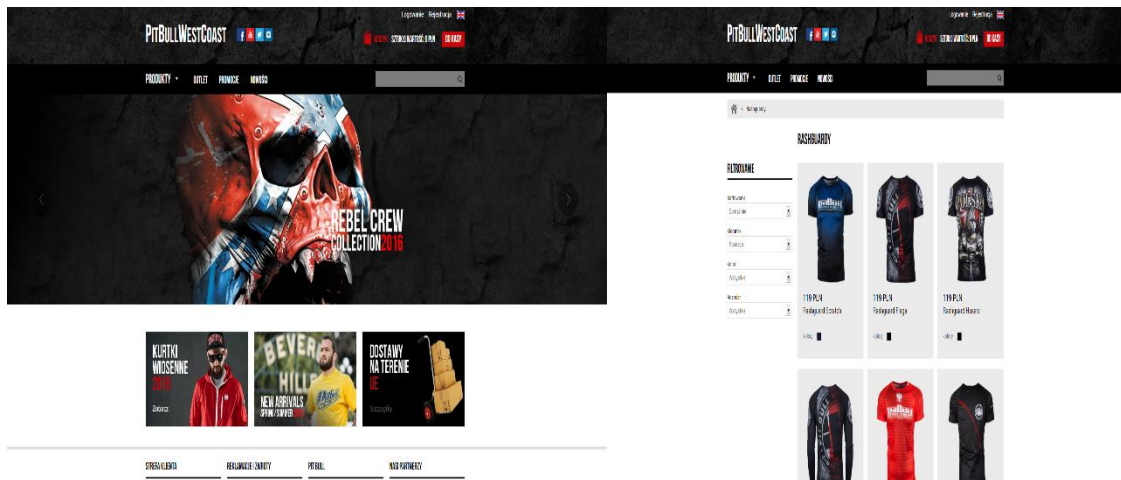
<https://surgepolonia.pl/>



<http://www.redisbad.pl/>

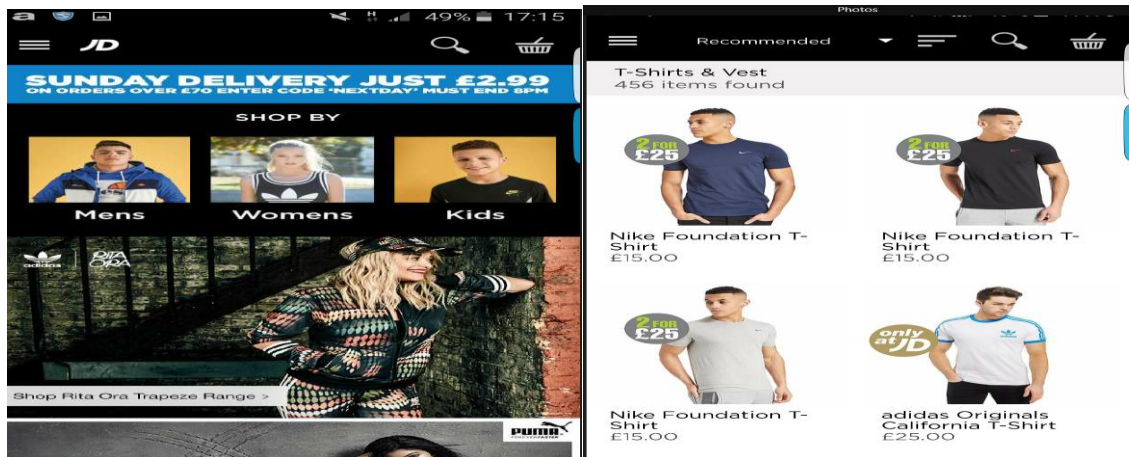


<http://pitbull.pl/>

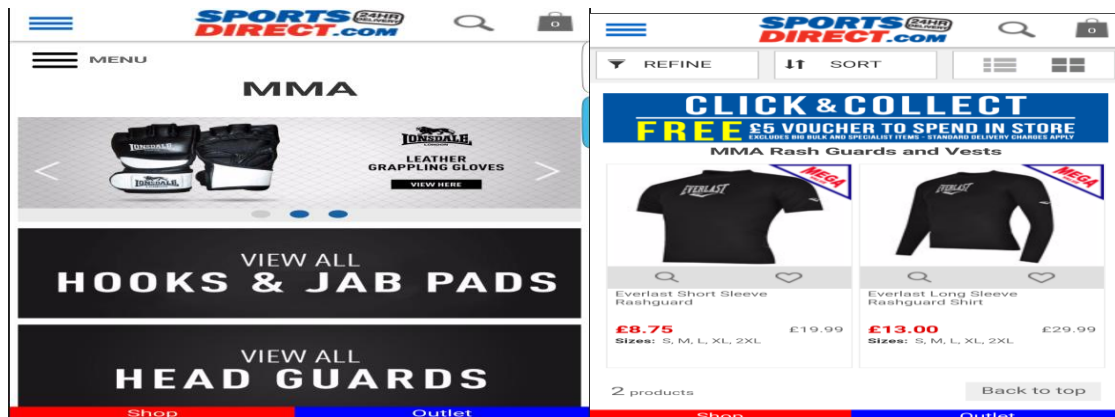


b) Applications:

JD Sport



SportsDirect



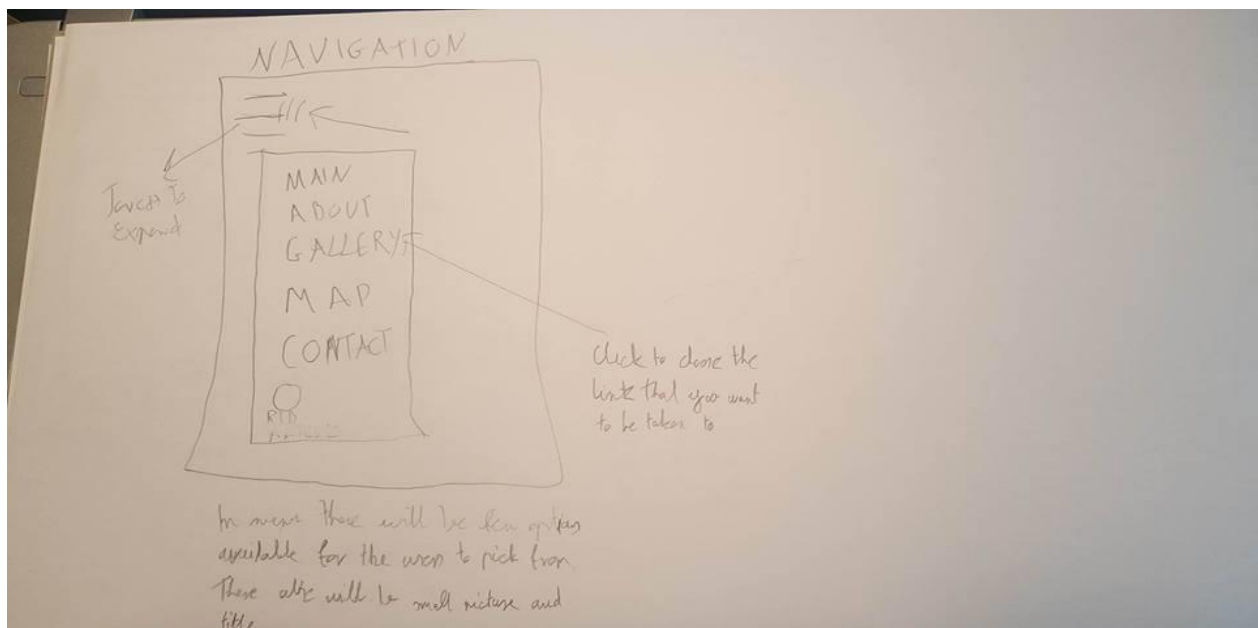
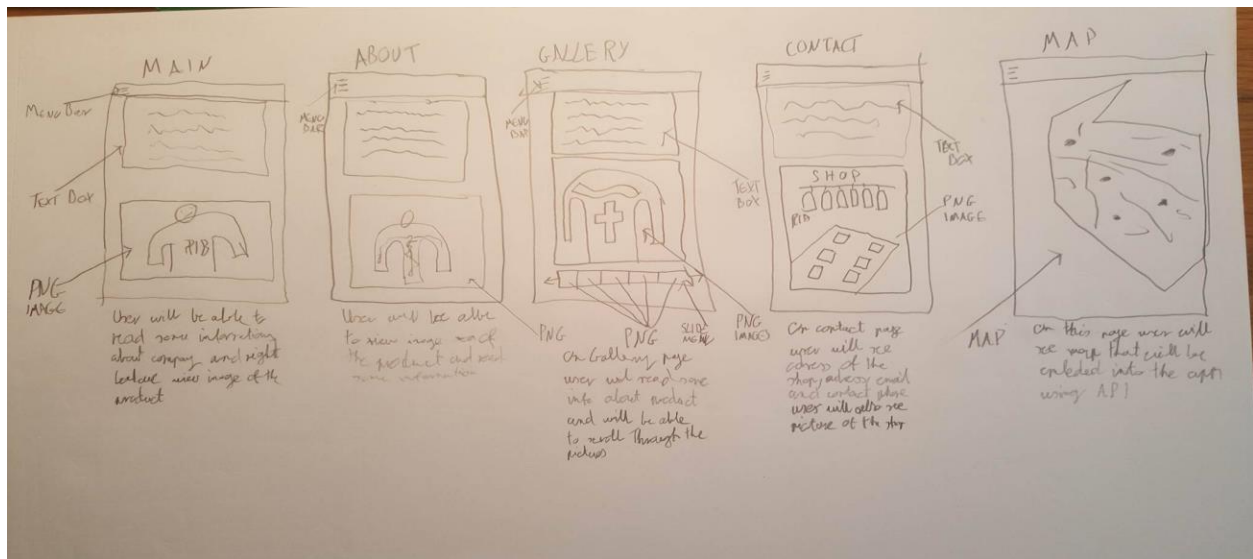
2.1 Some ideas taken from research

When I have finished my research I gained better knowledge about how to create appropriate application. I also gained knowledge how to focus user attention on specific content.

- A) Big Images - I have done it this way because I believe that images are saying more than 1000 words:
- B) Dropdown menu - dropdown menu button is placed in the left top corner because this is first place that users always looking at. In the moment that user will click on dropdown menu icon it will expand all available categories.
- C) Short descriptions – users don't really like to read long descriptions so instead of them I implemented big images with short descriptions.

3. Software Design

Before I started to build my actual application, I prepared some sketches with rough ideas of how I want my layout to look like. I haven't decided than what kind of colours I would like to use for my application or what kind of fonts. Important aspect of drawing sketches was that they kept me on the truck while I was coding my app because I was able to concentrate only on coding instead of thinking about both coding and planning layouts of my application.



Sketches that I prepared were very basic but also very handy. They helped during development process because I had a rough idea of what I want my application to look like.

3.1 Application design

I decided that design of the application will be easy to read through and clear which give impression of cleanness.

Dropdown menu is placed in the top left corner it's easy to use also consistent through all pages. It is also very intuitive and user friendly.

At this stage I decided that my application will contain short descriptions along with big images that will help users to concentrate on design of products instead of reading long descriptions.

I made the decision that my gallery should contain big image that will be focused in the centre of the layout. with small slider below that will contain thumbnails pictures that will enlarge after user will choose one of them. All of the images that were used in my application we taken directly from RedIsBad website. I decided to use them because they were very good quality and it would take me a lot of time to get something similar instead of concentrating on coding.

At this point I also made the decision that I will implement map that will present actual position of RedIsBad shop in Poland, however user will be able to navigate around whole map and if he would like would be able to both zoom in and out if necessary.

3.2 Application development

Prior to this project I haven't really experience of coding in XML or Java languages which made my application development stage really challenging. It also took me a long time to do additional research and working through some basic tutorials but because I started my entire project really early I had enough time to create very simple application.

I started to build my application one part after another to keep myself on the track. First I decided to create the navigation drawer activity which then allow me to implement transitions between different elements. Right after I finished navigation drawer I decided to implement fragments of the elements that I want my menu to contain. First of the fragments was main page which I decided that will include text view with short description along with big image in the centre of the page. After that I decided that my contact form page and also my about page will have the same layout to keep my application consistent. When I started my gallery page I realised that I haven't really much idea how to code it so I started to watch tutorials on YouTube, Lynda and also doing research on related forums like stackoverflow or android-coffee. I founded may helpful information that helped me to implement my gallery.

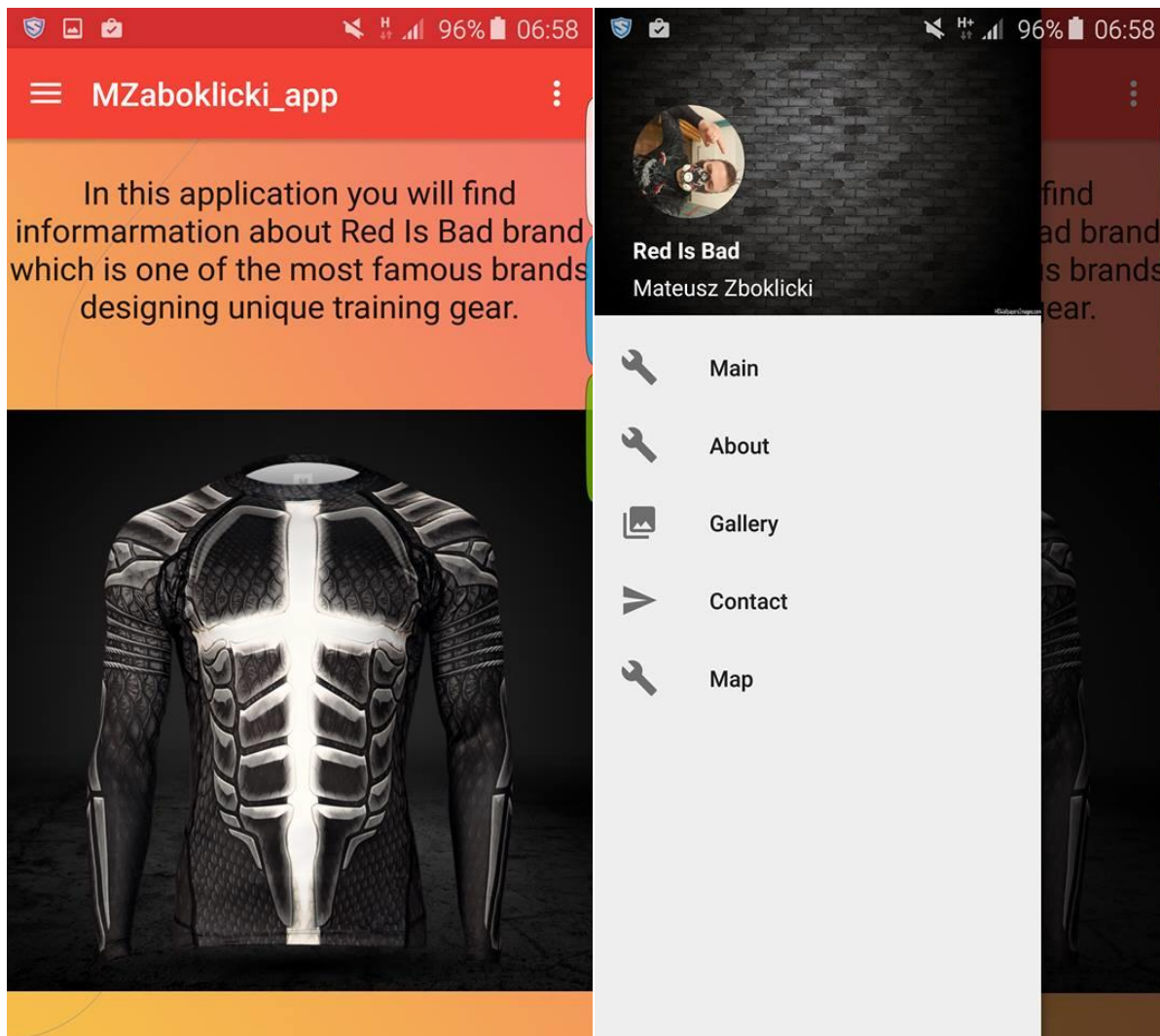
During the app development elements stated above some problems appeared but mostly they were caused by my lack of the experience with the code along with lack of knowledge Android Studio which is quiet new piece of software that is constantly evolving. The fact that I started project early gives me a time that was crucial for this project.

The biggest problem that appeared during my application development stage was implementing map which took me a lot of additional research along with practical exercises. It was looking like there was a problem with the APIs key. I started then creating a new project in Google developers console and after I founded that I need SH1 key which was really challenging for me to obtain. After I founded appropriate key and implemented that key to developer's console. Map was still not working and I was looking for

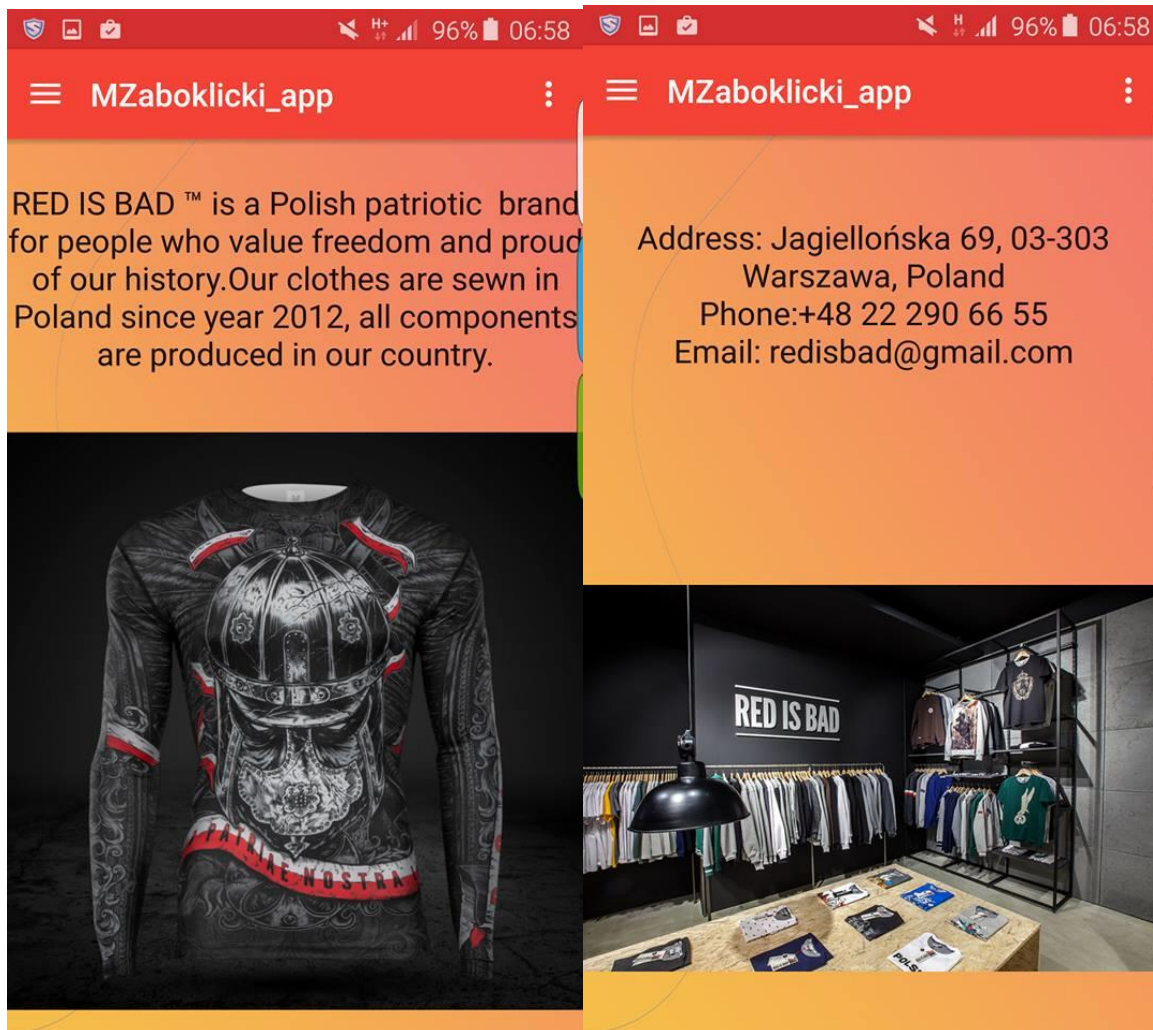
more solutions online and I founded the information that I need to add code to the manifest that will use feature OpenGL with recommended version. After that implementation my map started to work and my whole application started to run smoothly.

4. Implementation

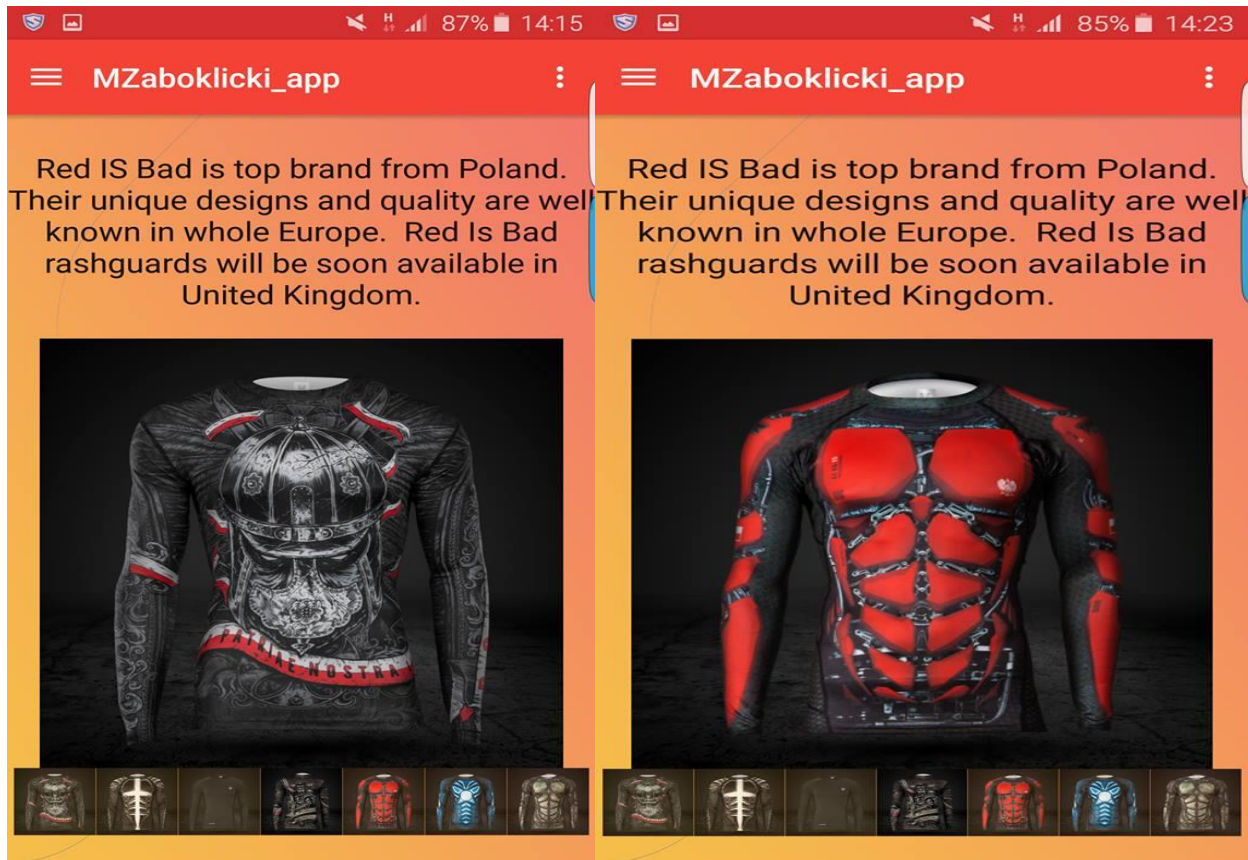
After I finished developing stage of the project my application was ready to use. When user will first time start the application the main screen will appear and user will ready short information about what he can find in application. Right under the information user will view big image with product. In any moment, user is able to open dropdown menu and navigate to another page.



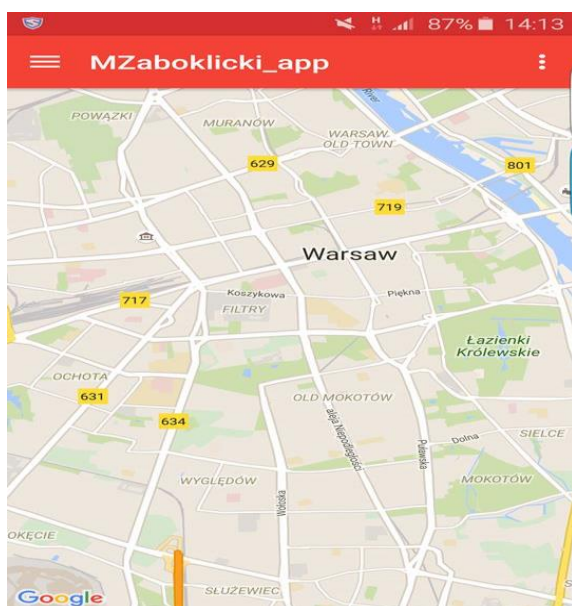
If user will decide to go either about or contact, he will see a short description and image right under. On the contact page all necessary contact information's like address, email or phone are stated.



As I stated in previous points my gallery page will contain a short description and gallery with slider that will include thumbnails and if he would like to enlarge any of them all he need to do is to click on in.



Last page that was implemented is map page where user is able to see Warsaw map where the shop is placed and as I stated before he can easily navigate around the map.



5. Application evaluation

5.1 Comparison

Comparing my final application to the sketches and the planning stage that was stated previous in this report I have to admit that was relatively easy to stay on the track and to maintain my original idea. The user is able to view nice and big images of the products along with short descriptions. The gallery used in the application is easy to use. Dropdown menu used in this project is easy to navigate, accessible at any time which make the whole application more user friendly. Map that I used in final app is not maybe perfectly like I planned but very similar. All the goals that were set at the beginning of the planning were successfully achieved.

5.2 Comparison MZaboklicki_app (RedISBad) to Android alternatives

I founded two similar applications in Google Android Play store which I mentioned before (JDsport and SportDirect). They both had similar functionality's but they were shopping apps and my app was designed as I mentioned before to inform users about new alternative. My application delivers to user's clear layout and interface along with very intuitive navigation that makes my app more user friendly. The gallery with the products also makes my app more attractive and adds more functionality to the whole project.

5.3 Users Feedback

My application was used by few people that are very active and some of them are training mixed martial arts which were ideal testers of my application and they told me that they would like to get some of this products because they looking different than all designs that they have seen before. I also created survey on <https://www.surveymonkey.co.uk/r/TM3VNRH> that was posted via messenger to users that were testing my application.

Below I would like to attach screenshots of some answers:

Q1: Do you think that MZaboklicki_app is easy to use?	Q1: Do you think that MZaboklicki_app is easy to use?
Yes	Yes
Q2: Do you like design of this application?	Q2: Do you like design of this application?
Yes	Yes
Q3: Do you like colours used in application?	Q3: Do you like colours used in application?
Yes	Yes
Q4: Did you find the navigation bar easy to use?	Q4: Did you find the navigation bar easy to use?
Yes	Yes
Q5: Do you think the pictures used are big enough?	Q5: Do you think the pictures used are big enough?
Yes	Yes
Q6: Do you think the information in this app are easy to understand?	Q6: Do you think the information in this app are easy to understand?
Yes	Yes
Q7: What did you think about the choice of colours used in the website?	Q7: What did you think about the choice of colours used in the website?
Good	Good
Q8: How did the app layout feel? Balanced? Cluttered? Tidy?	Q8: How did the app layout feel? Balanced? Cluttered? Tidy?
Tidy	Balanced
Q9: Overall would you recommend this website to your friends or family members?	Q9: Overall would you recommend this website to your friends or family members?
Yes	Yes

Overall from the surveys that I received back form the users they were satisfied with the application and they would recommend it to their friend or family.

6. Future recommendation

My application works as I planned at the beginning of the project. I know that my app is not the best and could be improved by implementing more information about prices of the products or when exactly they will be available and where users will be able to buy them. Another improvement that I would recommend for the future are social media that would add more functionality to the app. Also social media would be very handy to introduce this application to bigger group of people. I would also recommend email button that would allow users to send their questions directly to owners.

7. Resources and references

7.1 References

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Multiple pages from <http://stackoverflow.com/>

Multiple pages from <http://Lynda.com/>

7.2 Resources

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RedISBad (2014, January 15). Picture of Rashguard termoaktywny Husaria nieustraszeni wojownicy. Retrieved March 12, 2016 from <http://www.redisbad.pl/produkt/rashguard-termoaktywny-husaria-nieustraszeni-wojownicy-dl-,XS>

RedISBad (2014, January 15). Picture of Rashguard termoaktywny Protektor bitewny CZ-XG-15 8-panelowy. Retrieved March 12, 2016 from <http://www.redisbad.pl/produkt/rashguard-termoaktywny-protektor-bojowy-cz-xg-15-8-dl-,XS>

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RedISBad (2014, January 15). Picture of Rashguard termoaktywny pancerz taktyczny 8-panelowy. Retrieved March 12, 2016 from <http://www.redisbad.pl/produkt/rashguard-termoaktywny-pancerz-taktyczny-8-cz-dl-,XS>

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HDWallpapersImages (2015, September 12). Picture of wall. Retrieved March 12, 2016 from http://HDWallpapersImages.com/wallpapers/wal_brick_dark

Android Studio library multiple elements.