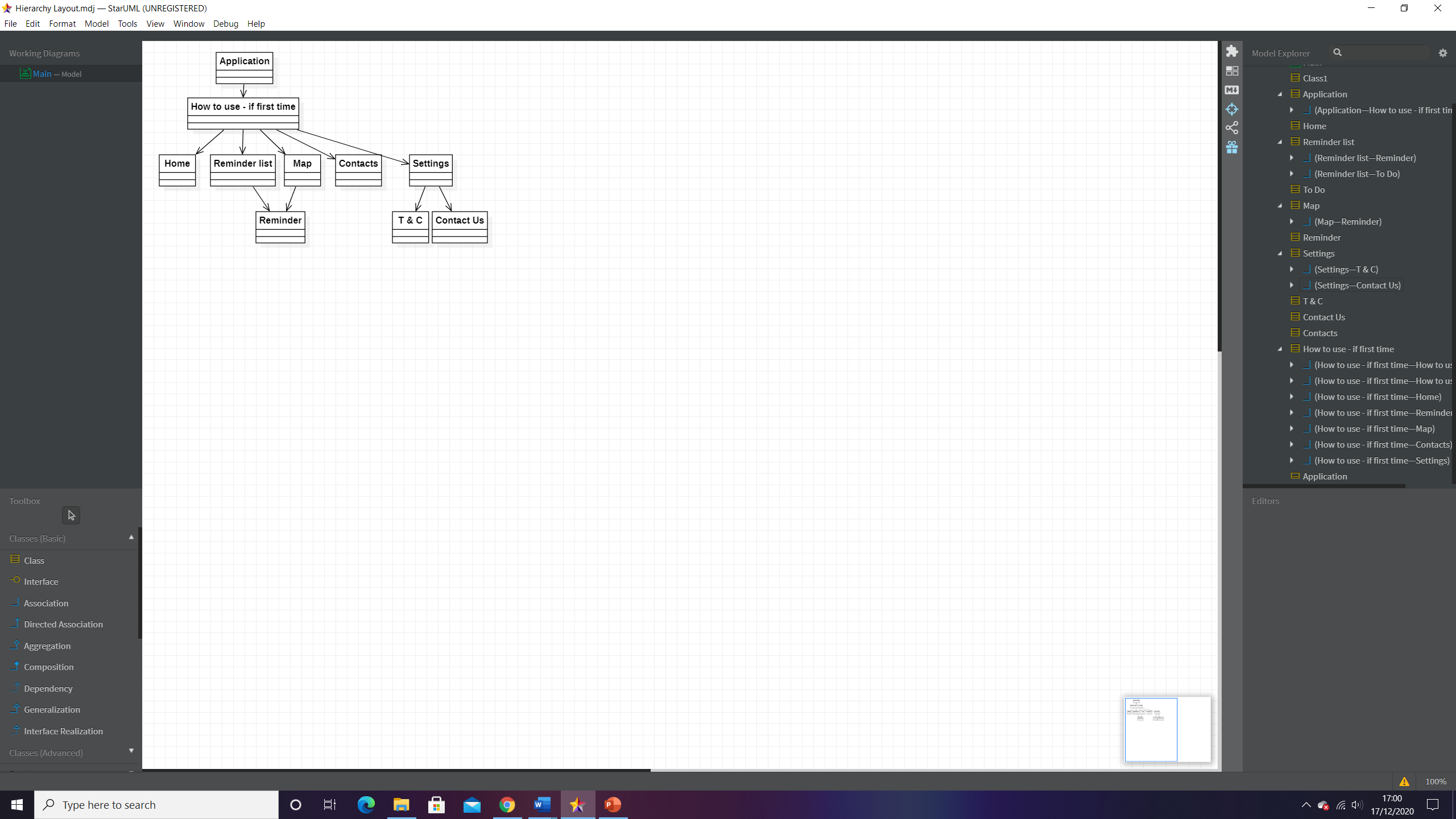
# Design Outline:

When the design phase was first started the initial step taken was to plan how the different pages of the application would link together, this was done through a hierarchy diagram. The pages first thought up were Home, Reminder List, Map, Contacts, Settings, T&C, Contact Us and Reminder.

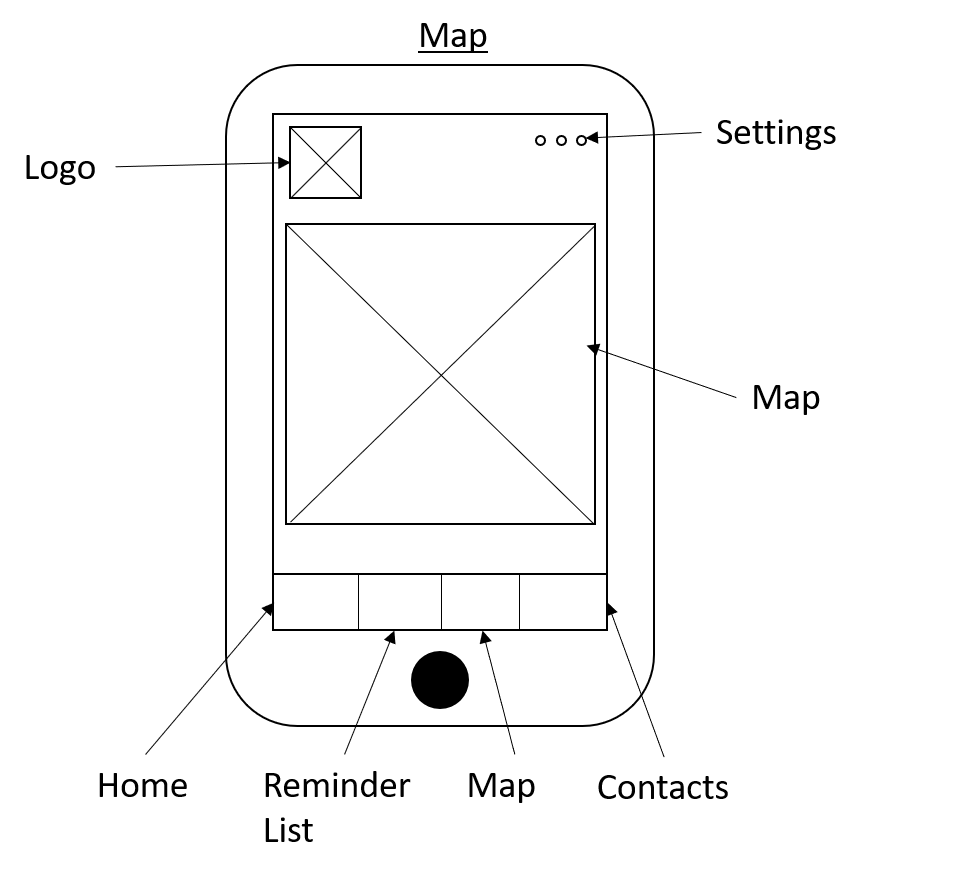
A how to use page which would give a brief summary on how the application functions for new users, to add to accessibility this could have an option to display every time if the user wishes to which would be of greater use for older individuals and those suffering from memory related conditions.

The next part of the design was to create wireframes for each page to give a general overview of how each one may look. This is something that will be aimed for during the creation of the artefact however changes may need to occur based on testing/functionality.

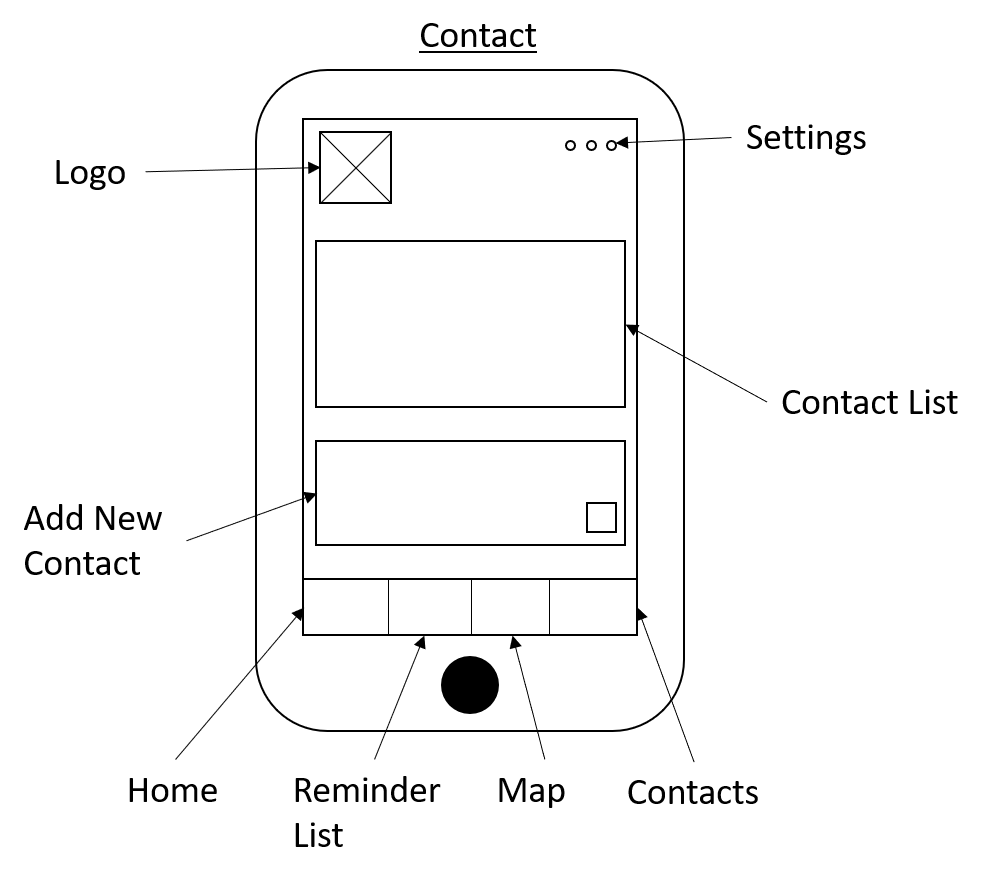
## Wireframes:

The Home Screen will be the first thing a user will see and because of this most of the important information the user would immediately want should be placed on it. The logo is placed top left as this is generally the first thing users will see. A large record reminder button is placed in the centre, as the main functionality of the app is to take the users speech and convert it into a usable reminder it seemed important to have this be the main focus as soon as the user starts the app. For added functionality a write reminder text box can be used if you’re unable to record your voice. Upcoming reminders show the most immediate reminders coming up or potentially reminders for that day. At the bottom is the navigation bar allowing the user to access other pages they may need. Finally placed top right is a button that takes the user to the settings screen, this has placed top right out of the way as most users will be unlikely to need it in their normal day to day use.

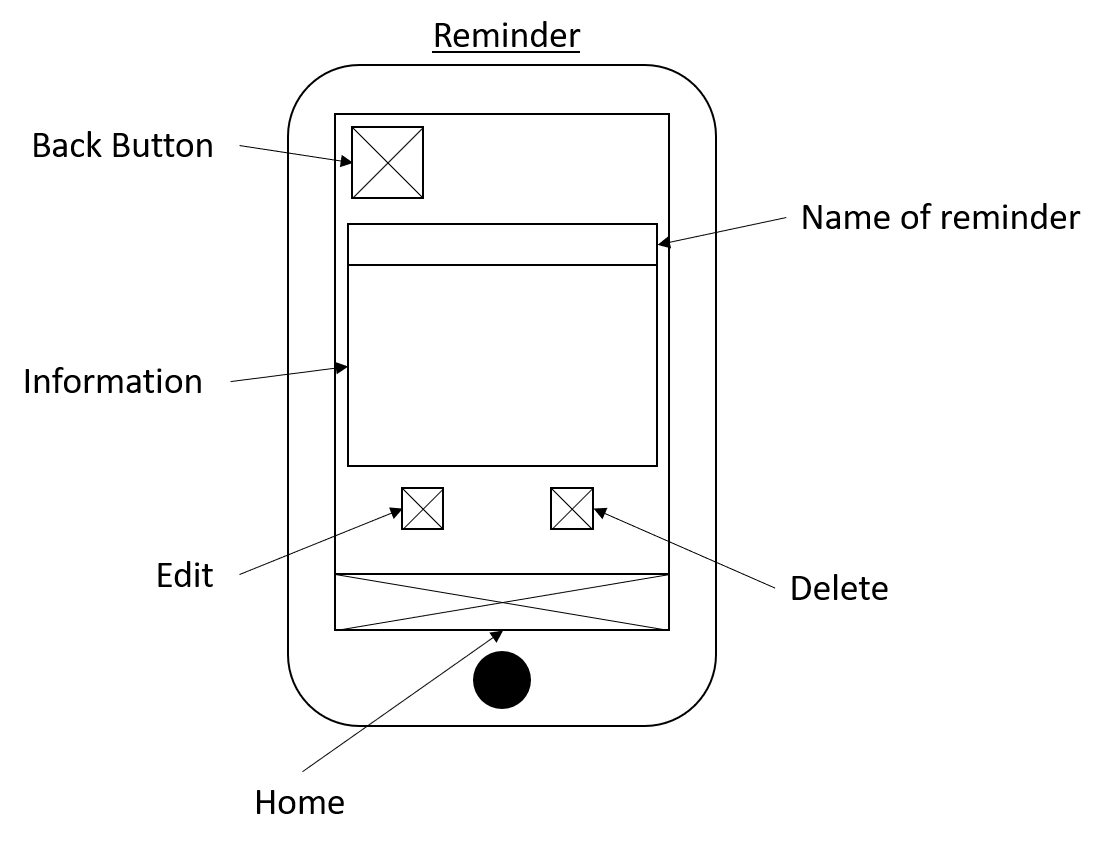


The reminders list screen follows a similar layout to home, a calendar is placed in the centre allowing the user to see all upcoming reminders the user has set, a toggle button can be pressed that changes this calendar to a simple list if the user just wants to see the reminders in a different format. An individual reminder can be pressed which will take you to the reminder screen.

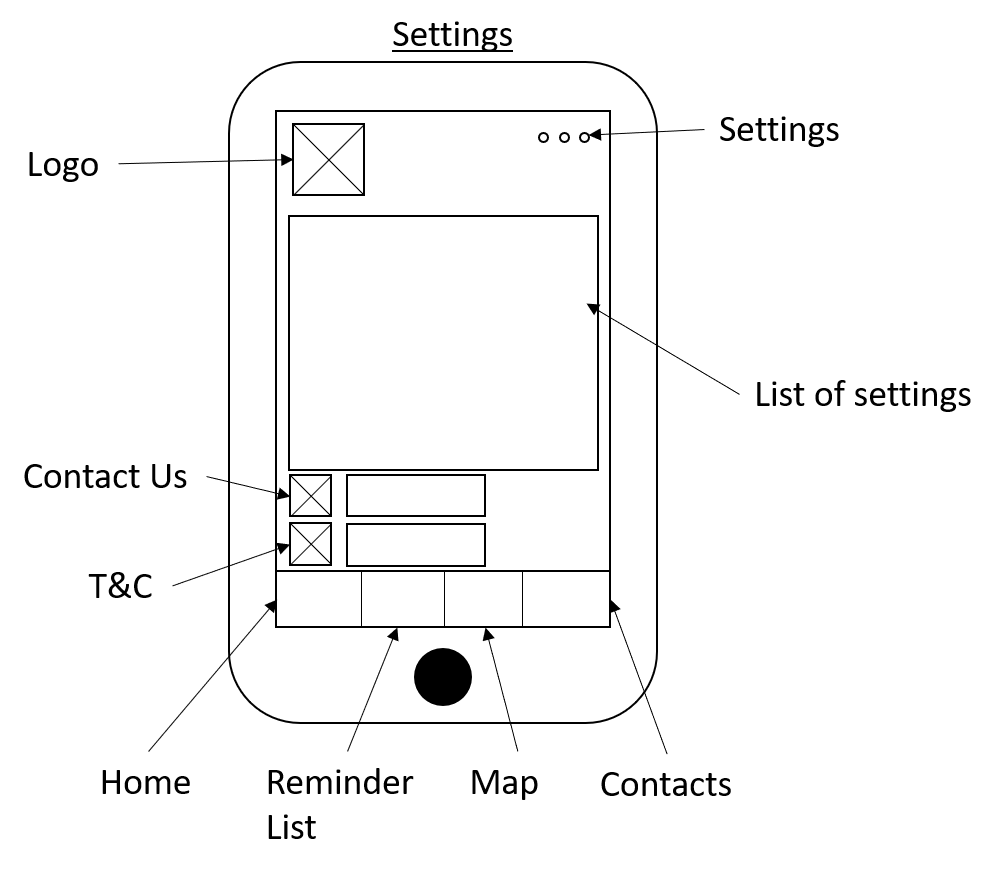
The map screen shows a map (likely using the google maps API) to the user, this will show where a specific reminder is set if this is applicable e.g., doctors’ appointment at the local GP. Once again pressing an individual reminder will take you to the screen for more information on that reminder.

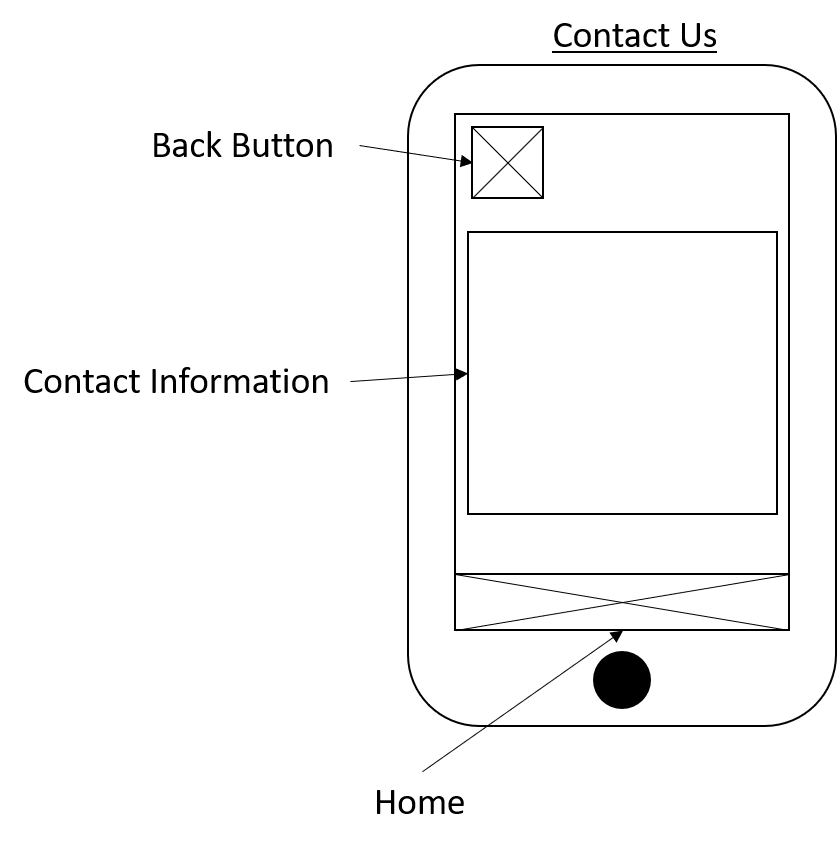


The Contact screen allows users to add/remove contacts, these can then be linked through reminders to allow for ease of contacting them if they need to for example a reminder called “Call mom at 13:00” could bring up the contact list at the time to allow for ease of use.

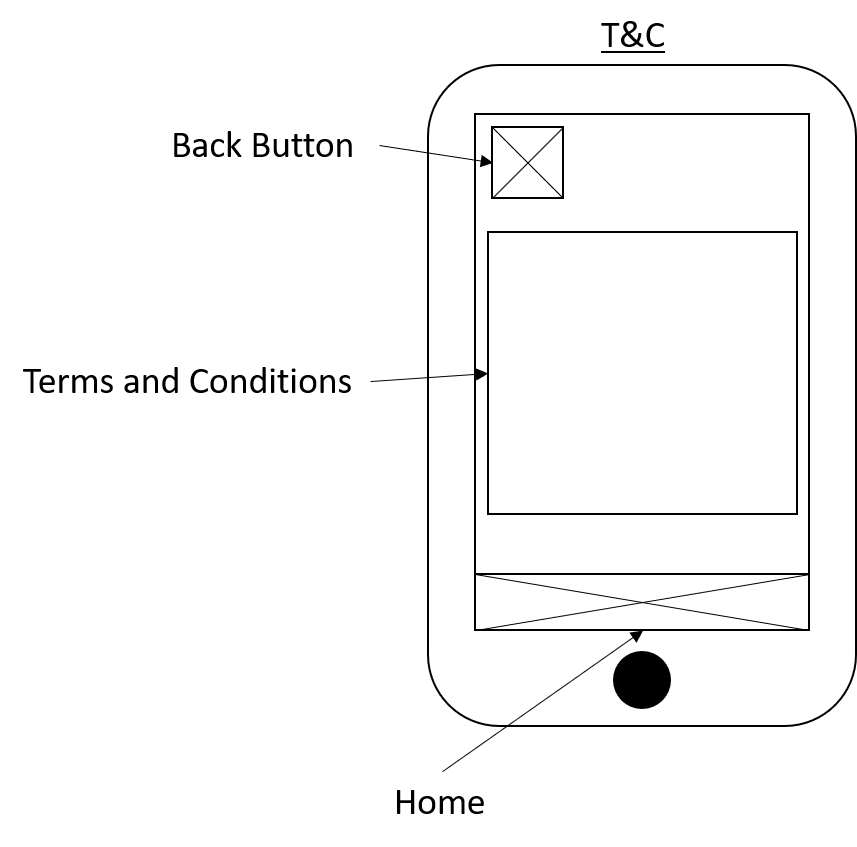


The Reminder screen shows the user all relevant information about a specific reminder along with an option to delete or edit it. A back button allows them to return to the page they came from and the home button at the bottom allows the user to go back to the original start page.



The Settings page allows the user to change certain settings on the application, it also allows them to view the terms and conditions and contact page for the creator.

The Contact Us page just allows the user to contact the creator of the application, a back button will take the user back to the settings page and the home button will take them to the home screen.

The T&C page is very similar to the Contact Us page, the only difference being that it shows the terms and conditions of using the app instead. The back button also takes the user back to the settings screen.

## Design Specification:

Aesthetics – The application should be simply laid out and easy to follow for those new to using technology. All relevant information should be immediately available to the user, and anything not immediately available must be easy to find. Colours should be clear and contrasting with a consistent colour scheme used. The fonts used within the application should also be clear, readable and large enough so as to not cause eye strain, these fonts ideally should be based around Arial, Georgia or Verdana. Times or Times New Roman could also potentially be used however due to their usage primarily being in news and publication they may not be the most applicable for an app-based artefact.

Target Audience – This artefact will be primarily designed towards users who struggle with memory in day-to-day tasks, this can include general forgetfulness however also applies to effects of old age on memory as well as those afflicted by memory related conditions such as Dementia and Alzheimer’s.

Function – The function of the artefact is to allow the user to create reminders for themselves to help with day-to-day tasks this can range from shopping lists, appointments or day to day tasks around the house. This can either work based on speech recognition or by the user manually entering reminders. These reminders will then be shown to a user through a notification closer to the time set in the reminder. The use of AI and learning algorithms can be used to increase the potential effectiveness of the artefact by being able to recognise certain patterns or routines in the user’s behaviour in creating reminders in order to dynamically create more.

Technologies – The chosen technologies will most likely be Java as the programming language and created within Android Studio. SQL will have to be used for any database work. Google maps API and Android speech to text API will also have to be used when creating this artefact.