

SEPTEMBER 10, 2019

ASSIGNMENT 2

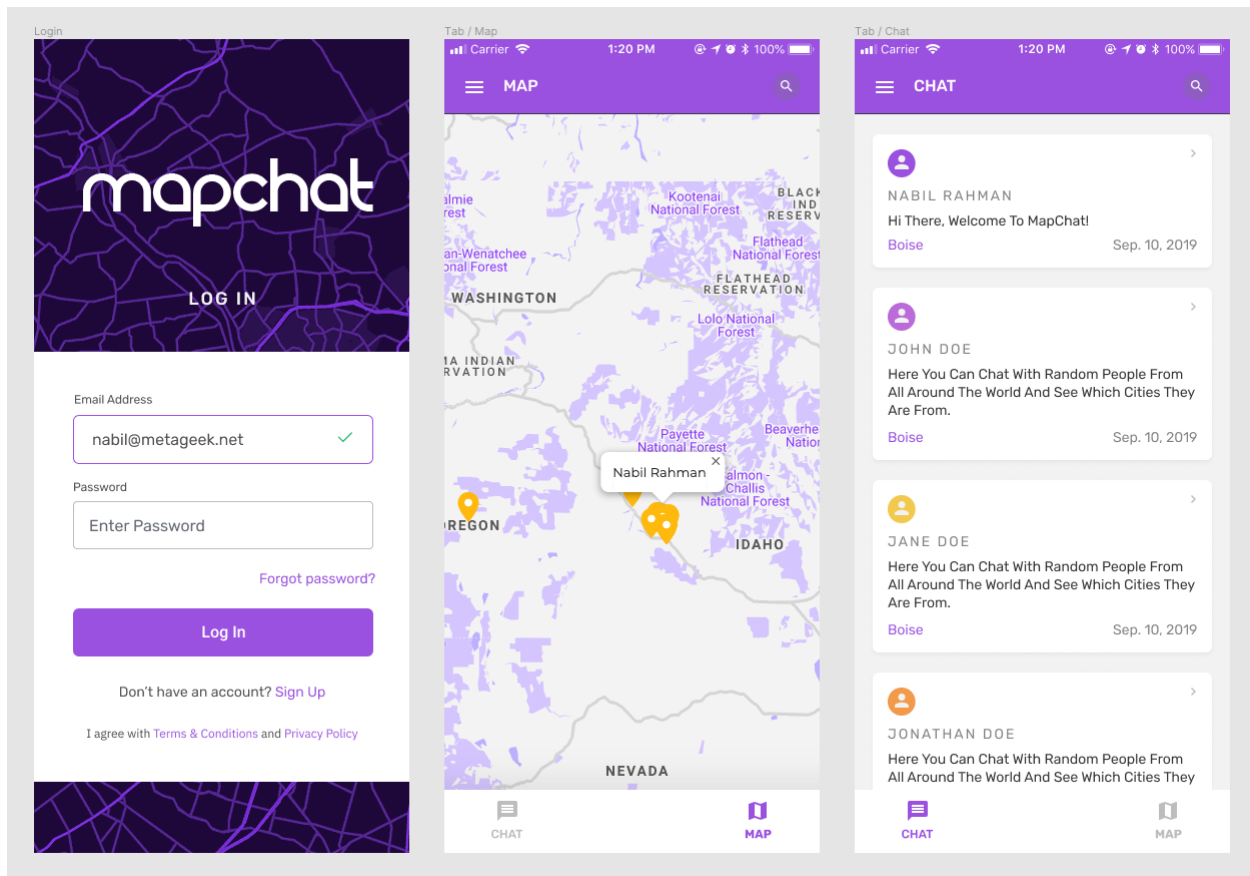
CS 497: Mobile App Development

NABIL RAHMAN

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BOISE STATE UNIVERSITY

Provide at least 3 sketches or wireframes of an app.



The interactive prototype can be found here:

<https://www.figma.com/file/8GG9JjpBdKjErnI8pzOeeD/MapChat-iOS?node-id=0%3A1>

Click on the "Play" icon to run the interactive prototype.

1. Search the app store and find any applications that might compete with your app and figure out ways you can make your app better than those.

Life360: Find Family & Friends is a competitor of the app I will be developing. However, Life360 is geared more towards chatting among friends and family. However, my application will focus more on random chatting while showing the users approximate location (for security reason). MapChat will be very simple to use, cross-platform (as I already have a web app for it) and will offer a beautifully designed UI. It will also let users choose if they want to keep their location private or public.

2. Who is the general audience the app will be for? This can be a demographic, people working in a certain industry or any description of a group that'll use your app. Try to be specific.

MapChat is a location-based chatting application that lets you talk to people from all around the world. MapChat focuses on real-time interaction with people who don't know each other. A common use case of the app could be to make new friends in your area or have a conversation with someone at the same event as you. You can also tap into the local knowledge of someone from somewhere else before you arrive on holiday in a foreign country perhaps.

3. What's the app's main feature and which mobile technologies it will require (GPS, camera, database, Bluetooth, internet, etc)?

It's going to use GPS to get the location of the user and then show the coordinates on the Google Map. In addition, the users should be able to chat real-time while their location updates simultaneously.

4. What price would you set the app at?

It should be free, like most chatting apps are.