

COMP3130 Week-1

App Design & Development

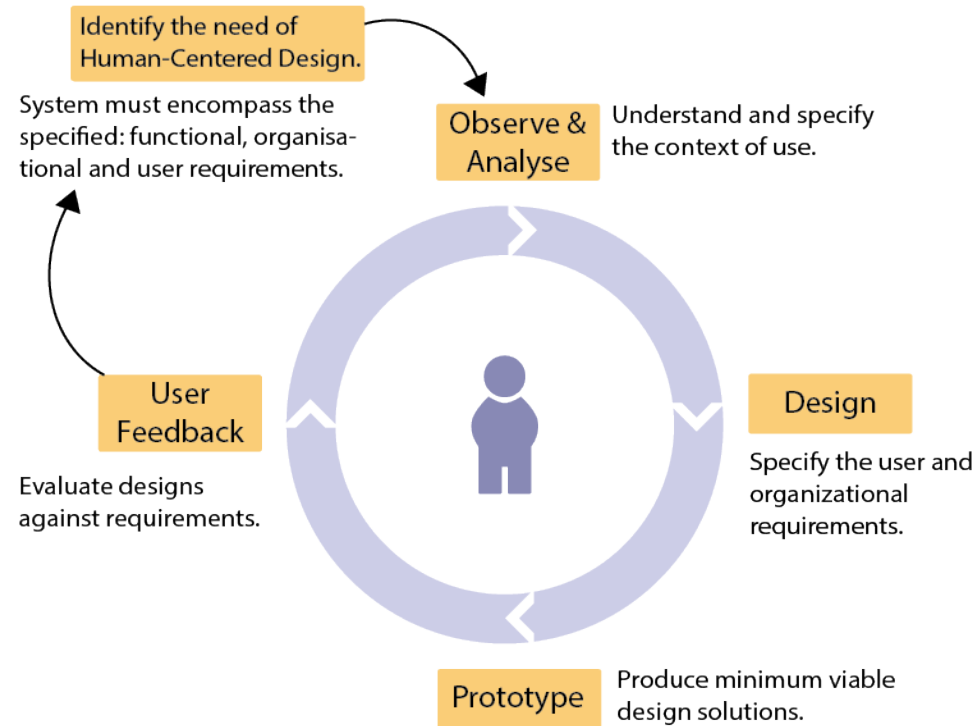
Mobile App Development Process

Every organization is different in how they approach mobile development.

The typical Steps include:

- **Requirement discussion with the client**
- **Feasibility checks and estimation**
- **Project Agreement**
- **Requirements gathering**
- **Prototyping & Design**
- **Development**
- **Testing**
- **Launching/Deployment**
- **Post-deployment support**

User Centered Design



Prototypes

- Kinds of prototypes
 - Low fidelity prototypes - consist of sticky notes and sketches, which is great for high-level brainstorming and collaboration
 - Medium/Mid fidelity prototypes – more information presented here but a bit more formal than a low fidelity prototype
 - High fidelity prototypes- almost represent the finished product and are often called mockups
- Please note all these prototypes could be either
 - Throw away prototypes
 - Evolutionary prototypes

Low fidelity prototype

- Quick digital/physical proofs of concept
- Communication medium
- Limited set of functionalities
- Explore different concepts of design

High fidelity prototype

- Interactive prototypes
- Close to the final product
- Complete functionality
- Drawbacks:
 - Expensive to develop
 - Time consuming

Wireframing

- Mid-fidelity technique
- Page design can be accomplished using a process called wireframing
- Wireframing because it shows only the basics
- There is no colour, no type style; graphics are shown as a simple box with an X drawn in
- In this way, each of the items acts as a placeholder
- Wireframing allows the designer to plan:
 - The overall design, showing what element appears at each position on the page
 - The interface design, showing how to interact with the app by inputting data or responding to questions

Mockups

- High-fidelity technique
- Mockups show what the output and input will look like
- Abundant software is available to help a systems designer develop a mockup
- Mockups will look exactly as the website/app, the developer will work on
- Mockups could be part of both evolutionary/throwaway prototypes
- Mockups would include correct images and text

UI Process Flow Diagram

- UI Process Flow Diagram uses wireframes as a base to create flow of actions
- UI flow diagram, boxes represent major screens and arrows show transitions between these screens
- The navigational design, showing how to move from one page to the next using buttons, tabs, links, and pull-down menus

Storyboarding

- Can be static/Interactive
- Static Storyboarding is similar to UI Process Flow Diagram
- Interactive Storyboarding uses Hotspots and Events so that the clients can get the look and feel of the navigation
- In developing a website or app a storyboard could be used to show the differences between screens
- It can show how a visitor to the site would navigate the website