

ISTE252-700/801
Foundations of Mobile Design
Project 4
Design Document
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Introduction

The Project is a hybrid app developed using Flutter. This app serves as a project management tool for teams, enabling users to efficiently collaborate on tasks, set deadlines, and monitor progress. Users have the ability to create accounts, form or join teams, send reminders to team members about deadlines, and share their task progress within their profiles.

Process

The development process for this project involved several key steps:

Conceptualization: Identifying the need for a project management tool and outlining the core features required to address this need.

Design: Creating wireframes and sketches using Figma to visualize the app's user interface and user experience.

Development: Implementing the app using Flutter, utilizing APIs such as datepickerplus and HTTP for various functionalities.

Testing: Conducting thorough testing to ensure the app functions as intended across different devices and scenarios.

Deployment: Releasing the app to users, making it accessible via app stores or other distribution channels.

Sketches/Wireframes

The initial design of the app was mapped out using wireframes in Figma. These wireframes served as a blueprint for the app's layout and functionality, providing a visual representation of how users would interact with the app.

Features

Key features of the app include:

Account Creation: Users can create accounts to access the app's features and functionalities.

Team Management: Users can form or join teams, facilitating collaboration on projects.

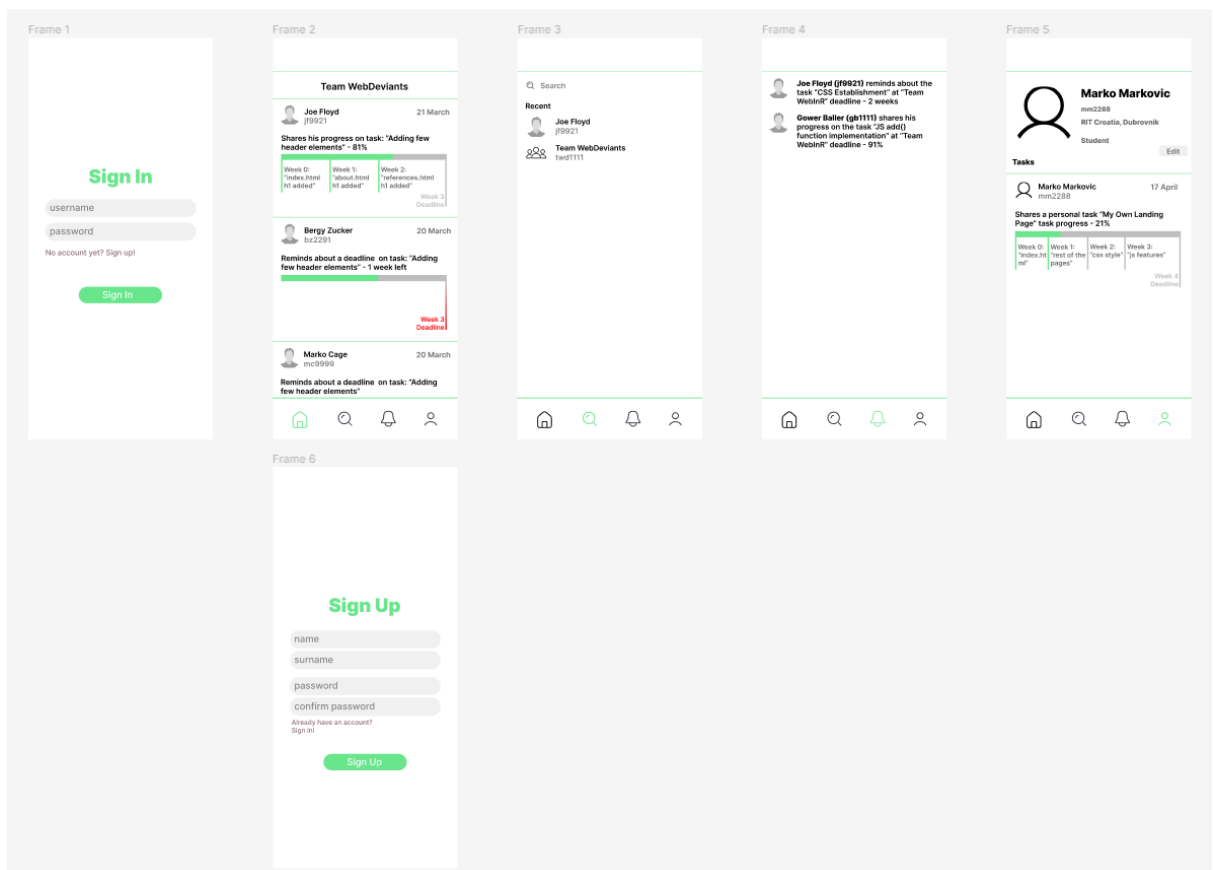
Task Management: Users can add tasks to their profile page, set deadlines, and track progress.

Reminder System: Users can send reminders to team members about upcoming deadlines.

API Integration: The app utilizes APIs such as datepickerplus for date selection and HTTP for data retrieval and communication.

Successes/Issues

Figma Mobile Wireframe:



Successes:

Successful implementation of core features, including account creation, team management, and task tracking.

Integration of APIs to enhance app functionality, such as datepickerplus for date selection.

Issues:

Setting up Flutter on a PC posed challenges during the initial stages of development.

Overcoming hurdles related to API integration and handling HTTP requests efficiently.

Future Perspectives

Moving forward, there are several areas for improvement and expansion:

Enhancing the app's user interface and experience based on user feedback.

Adding additional features such as real-time collaboration, file sharing, and reporting capabilities.

Addressing any performance issues and optimizing the app for better scalability.

Overall, the Foundations of Mobile Design Project 4 represents a significant step towards developing a comprehensive project management solution for teams, with the potential for further growth and refinement in the future.