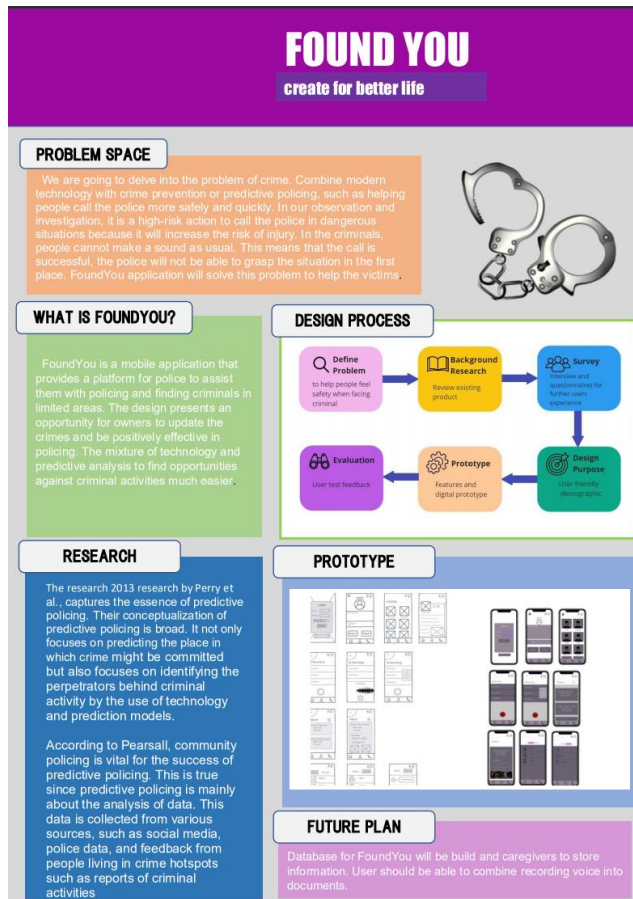# DECO3500 SOCIAL MOBILE COMPUTING

DESIGN PROCESS DOCUMENT

The good Place

1. Promotion material

The poster:
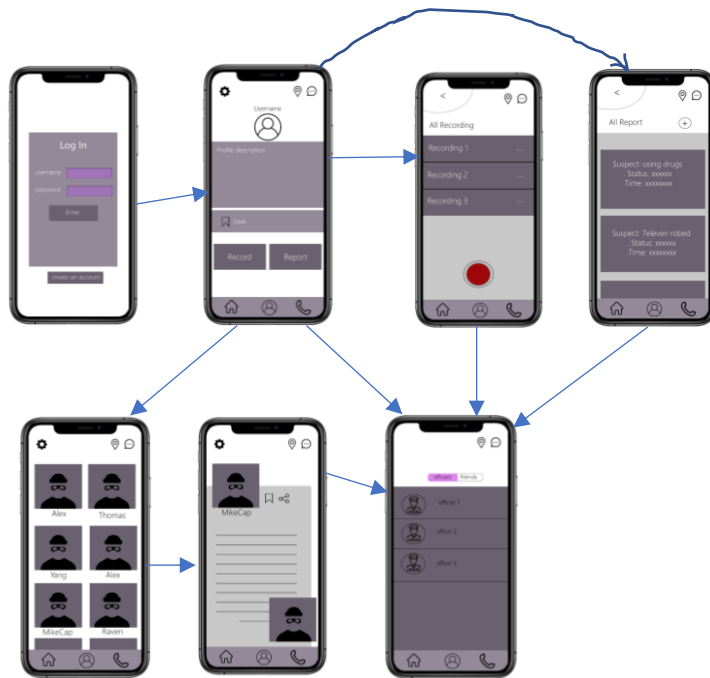

Overview:

2. Prototype and Usage

Prototype:

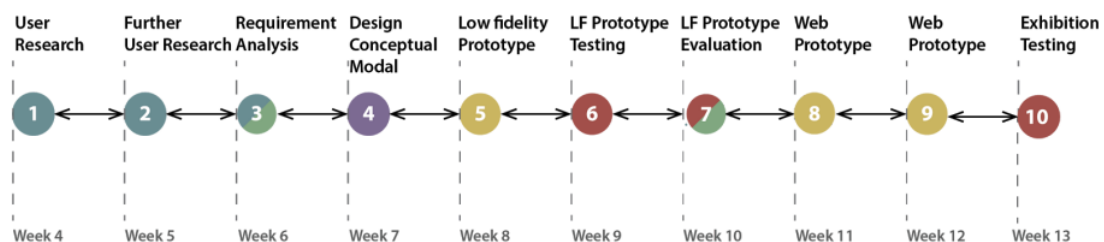https://quantran429533.invisionapp.com/prototype/ckgxc6vby0112w401jp1uwki1/play

This application designed for mobile devices.

3. Project Summary

The initial problem space came from the rising of delicacy crimes in our life. Therefore, the project aimed to provide a mobile application that could support officers and users with a social community where they could get more connection, share information, collaborate to solve the crimes. The target users are people who frequently work in the night shift or face with criminals. The application could be their evidence for officers arrested the criminals.
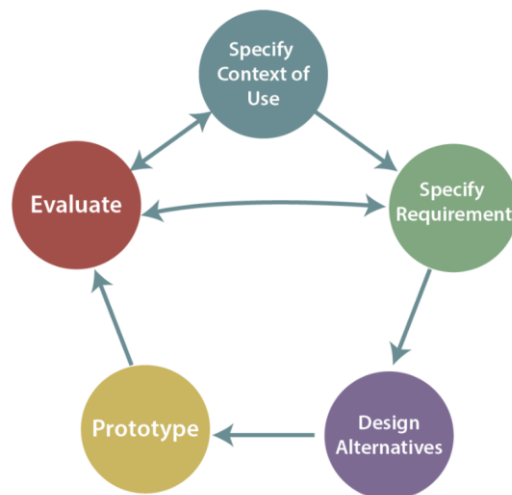
4. Design Process

The design process of this prototype follows the user centered design lifecycle. The sketch bellow indicates the timeframe for this.

To improvement the concept and solve the problem space, two rounds of consumer testing have been conducted to identify the needs and expectations of our users. Here are the links for the two survey:

https://forms.gle/Y7SJj5CaZs5z6X8D7

https://forms.gle/fLpWWPLmW4uYXUadA

As The Good Place is a team but others member seem not very cooperate, there are many missing information in this report.