

Mobile Dev 4.2C

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Part 1

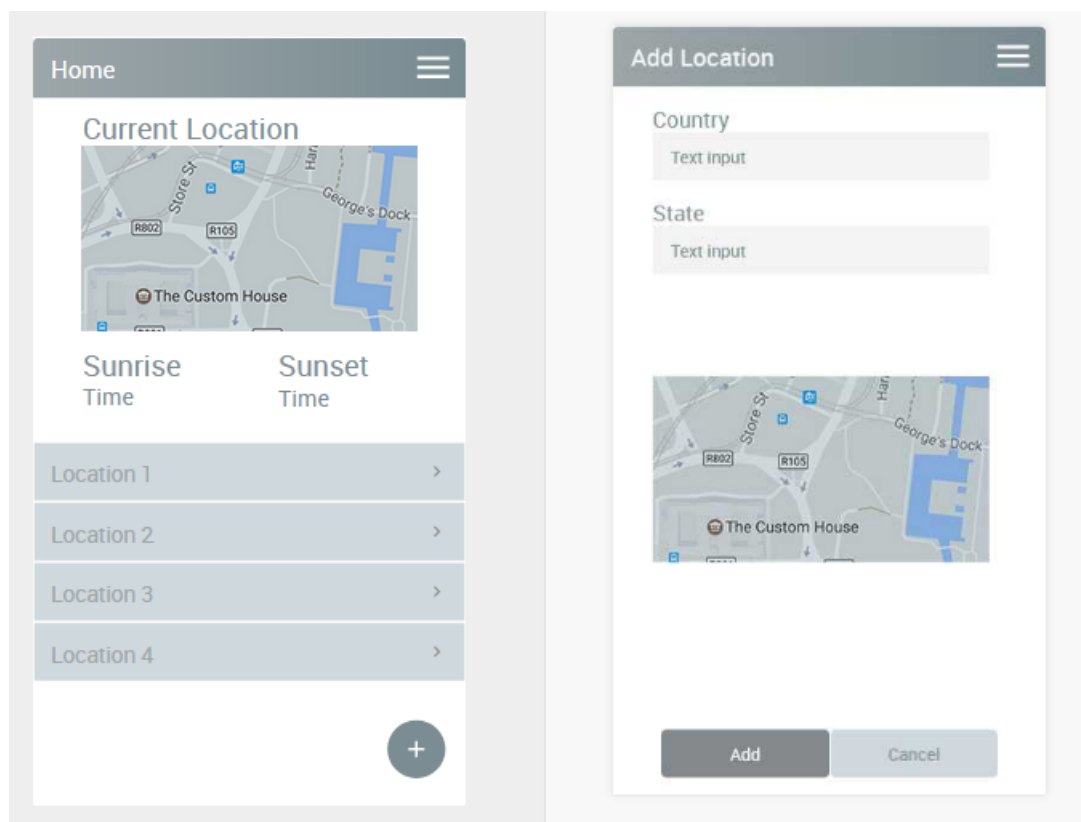


Figure 1: The home and add location screens

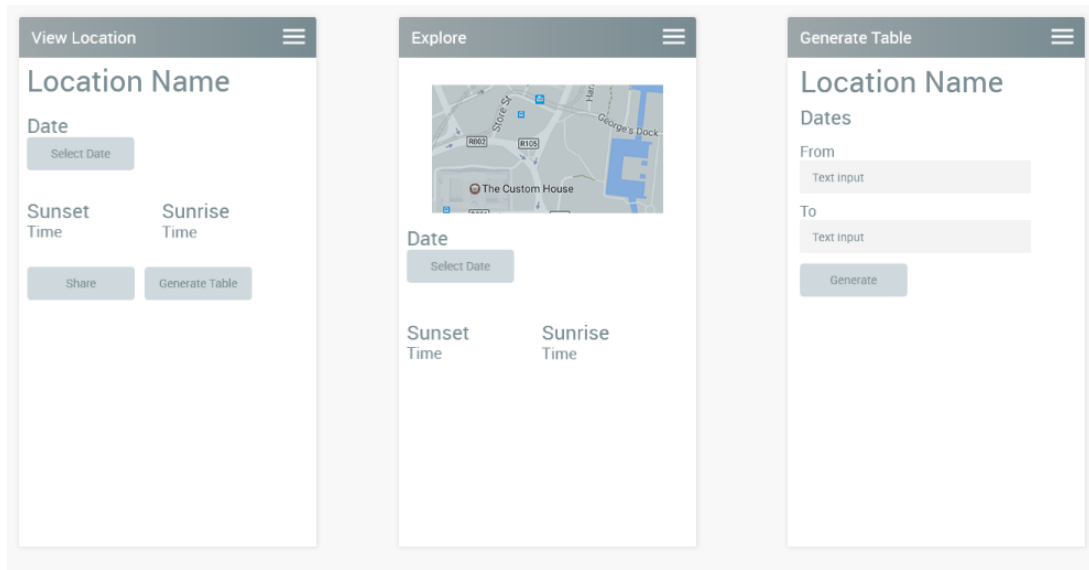


Figure 2: The view location, explore, and generate table screens

In the above screens I use the following design patterns:

Structured Format

Whenever the user enters a date (eg. in the explore or view location screens) we require a proper date format to ensure that we are able to work with it to get the output which the user expects. This is achieved through a button that opens a calendar interface for the user. This is important because when we are calculating the sunrise/sunset for a given location, the code that operates in the background needs structured data so it can properly process it, which then allows for it to do the necessary calculations.

Input Prompt

There is a lot of data that the user needs to be able to put into the application to get information out. Because of this, there are many input prompts throughout the application. The biggest example of this is when the user wishes to add a location to their collection of locations. When they tap the "+" button on the home screen of the application, they are taken to an input prompt which asks for their country and state that they want to add to the application. Once they are done, they are able to either confirm or cancel their entry with the buttons at the bottom of the screen.

Continuous Scrolling

On the home screen of the application is a scrolling list of locations that they have saved to their collection which they can select from. This list can be of an indefinite length, purely based off how many locations that the user has saved.

The above patterns can be found at:

- <http://ui-patterns.com/patterns/StructuredFormat>
- <http://ui-patterns.com/patterns/InputPrompt>
- <http://ui-patterns.com/patterns/ContinuousScrolling>

Part 2

The wireflow for the application is as follows:

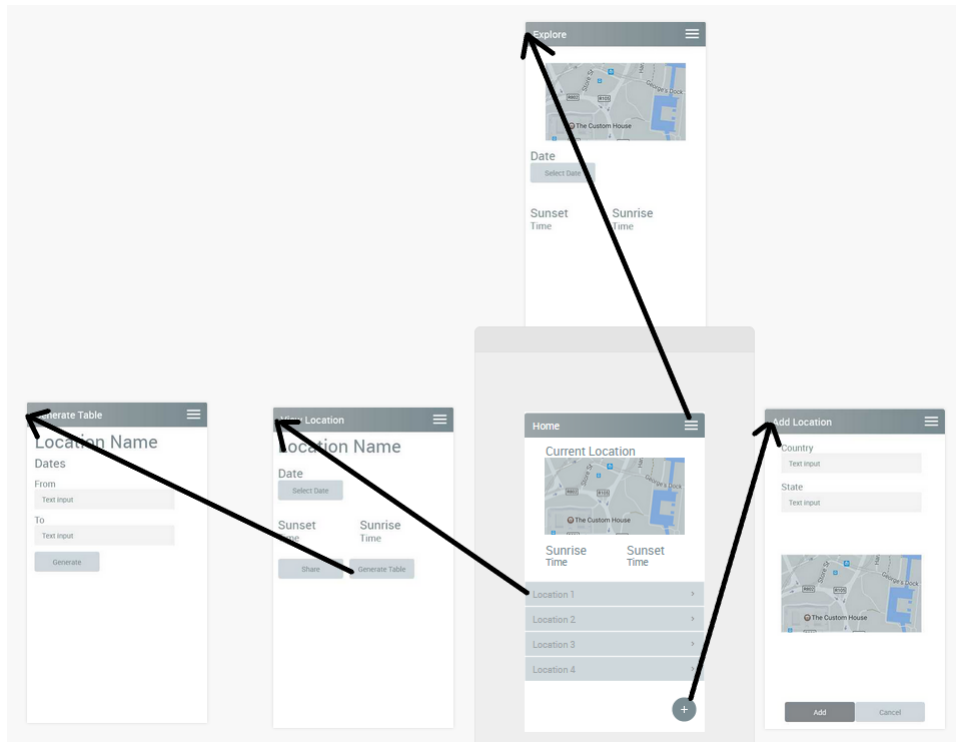


Figure 3: Application wireflow

The shortest paths are all just a single tap from the home screen, being the path from the home screen to the add location, explore, and view location screens. The longest path then is to the generate table screen which takes two taps from the home screen, to the location screen, and then finally the generate table screen.

After discussing this design with a friend we came to the following conclusions:

- The amount of taps to get to certain screens is low and acceptable
- It is not entirely clear how to access the explore page
- The home screen might be a bit too cluttered with content