



Collectors Corner App



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Introduction

- App is aimed at hobbyists and collectors of various ages who engage in collecting specific items such as toys, memorabilia, sports cards, and other collectibles
- Collectors can log new collections and keep track of their value
- App allows users to create lists of their favorite items and ones on their wishlist



Motivation



- Approximately 40% of the U.S. population collects something and that number continues to increase
- Many collectors struggle with managing large and diverse collections
 - App provides a structured way to catalog and maintain an inventory of their items
- Collectors can also quickly view detailed information about their items
- App makes the collecting process more enjoyable by offering tools for organization, tracking, and management
- Why we made it?
 - Idea was created from our own experiences and challenges with managing collections
 - We wanted to develop a solution that we as collectors, would use

Storyboard & Figma



iPhone 13 & 14 - 1

COLLECTORS CORNER

ADD

EDIT

Search...

COLLECTIONS

SPORTS CARDS

LEGOs

COMICS



iPhone 13 & 14 ...

ADD COLLECTION

NAME:

DESCRIPTION

IMAGE:

SUBMIT

iPhone 13 & 14 ...

SPORTS CARDS

ADD

Search...

TOTAL VALUE: \$200

SHOHEI OHTANI

LEBRON JAMES

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ADD ITEM

NAME:

DESCRIPTION

IMAGE:

PURCHASE PRICE:

TRENDING PRICE:

CONDITION:

CONDITION:

SUBMIT

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FAVORITE ITEMS

DEATH STAR -
LEGO

NIKOLA JOKIC -
SPORTS CARDS



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PROFILE

USER NAME

TOTAL COLLECTIONS VALUE: \$\$\$

COLLECTION WITH MOST ITEMS:

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WISHLIST

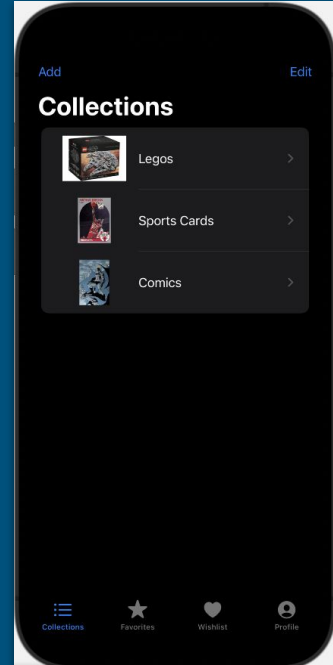
HOGWARTS -
LEGO

NOLAN RYAN -
SPORTS CARDS



Design Heuristics

- Flexibility and efficiency of use
 - App keeps users informed about what's happening, and provides appropriate feedback
- Aesthetic and minimalist design
 - Simple interface that contains relevant information and does not overwhelm the user
- Visibility of System Status
 - Four sections of areas to navigate to are always at the bottom, with the current section viewed being displayed to user
- Match Between System and the Real World
 - Uses commonly known terminology throughout presented information for the most fundamental aspects of the application
 - Examples: Wishlist and Favorites views

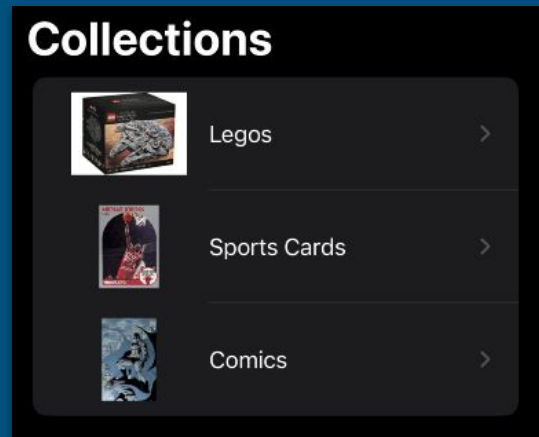


iOS Human Guidelines



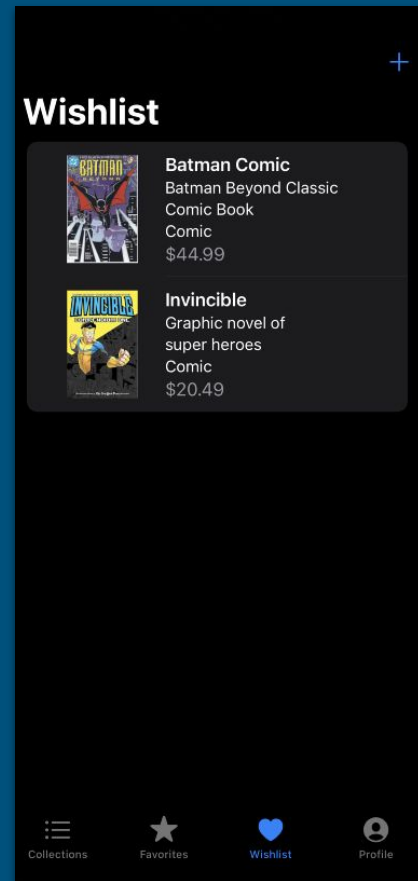
- Tab bars:
 - Supports intuitive navigation throughout the app
 - Utilizes recognizable symbols for each tab to clearly communicate their functions
 - Contains only the minimum number of tabs necessary to facilitate easy app traversal

- Navigation Bar Titles:
 - Clearly describes the current window or view
 - Include a concise title for easy understanding
 - Employs a standard back button to enhance usability



iOS Human Guidelines Cont.

- App Icons
 - Consistent use of a plus icon across various pages to enable users to add items to different categories or lists
 - Icons are also simple and only use necessary text
- Focus and Selection
 - App design focuses on providing multiple pages for user selection
 - Supports simplified, component-based navigation to enhance user experience
 - Features distinct views that act as individual components for streamlined interaction



Conclusion

- Great opportunity to put all the skills we have learned in Xcode to the test
- Communication was key since we were working in a group
 - Explaining code, dividing workload, creating ideas
- Potential Future Work
 - Add more features such as analytics, charts, partnering with marketplaces, and trading within the app
 - Enhance user customization
 - Connect the Ebay API to app
- Limitations
 - We had not learned some of the features we really wanted to include
 - Time constraints towards the end of the semester
 - Test our app with a variety of users

Sources

- <https://developer.apple.com/documentation/>
- <https://marquettemessenger.com/features/2023/02/15/in-depth-collectible-craze/#:~:text=by%20Anika%20Talyan>
- Used class lectures and notes