

A playing court reservation application

Lab4 – Complete the user interface

Learning objectives

- Define your information architecture, design and implement the navigation across the various screens, by leveraging the navigation library
- Master the creation of the user interface and adopt the Material Design styling guidelines
- Improve the visual presentation and provide feedback to user actions

Description

You will extend (or rewrite, at your choice) the app created in the previous lab to incorporate the missing screens, except those related to finding other team-mates.

By using the app, a user will be able to

- Manage their own profile, choosing the sports they are interested in and declaring their own mastery level and achievements
- Browse existing reservations and see their details
- Check the availability of a playing court for a given date and time slot
- Cancel or modify an existing reservation
- Rate and review courts or fields based on their quality and facilities

The app will operate exclusively on local data (suitably stored in a model of your choice).

The app will provide an intuitive interface for navigating among different screens, emphasizing the ease of use and the overall quality of the UI. Consider how to provide feed-back for those actions that are intrinsically slow and/or have their effect in the future: in this way you will be prepared to handle the access to the remote repository that will be covered in the last lab session.

The project will be kept on GitHub as a private repository.

Submission rules

- Lab must be submitted by the forthcoming fifth lab
- The functionalities implemented in your code as well as the design of the user interface will be evaluated
- Before submitting, clean the project using *Build -> Clean Project*
- Create a zip file with your project and name it gXX_lab4.zip
- Upload it on the Polito web portal (only one student of the group must upload it); for multiple uploads, only the most recent file will be evaluated