

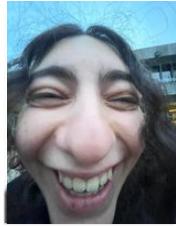
62550 - User Experience and Mobile Application Development - Fall 22



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Introduction

The objective of iteration 1 is to establish a common understanding between the customer (project provider) and the supplier (student group) of the core functionality of the application. An understanding of the main user goals and tasks and how these are to be achieved is to be attained. This is done by implementing a low fidelity, interactive prototype.

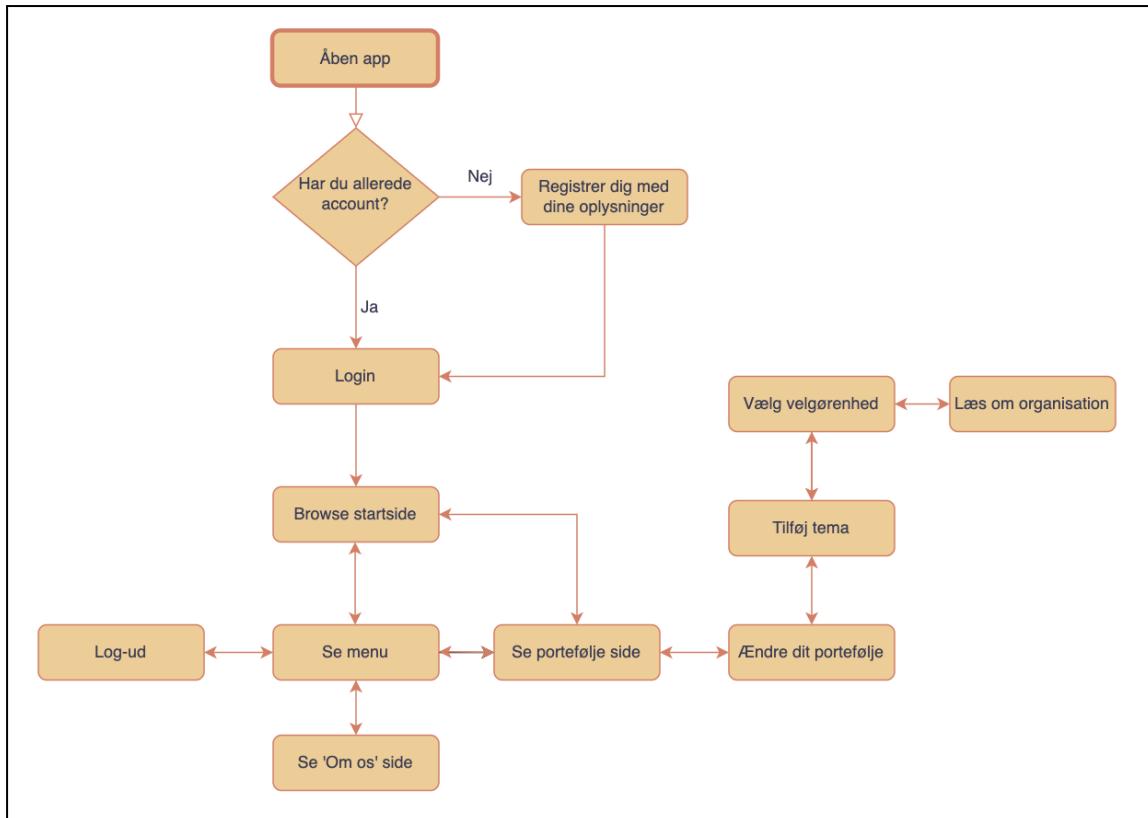
Core user stories:

- As a donor I want to see the charities to get an overview of my subscriptions.
- As a donor I want to see where my money goes, to be sure that my money gets used for the cause that I chose.
- As a donor I want to easily edit my charity subscriptions to have more flexibility over what charities I choose to support.
- As a donor I want to be able to get informed about different/new charities to be up to date.
- As a possible donor I want to read about different charities of my interest.
- As a donor I want to know the charities are reliable and transparent so I know what my money is used for.
- As a charity we want more subscribers / donors to get more money for the cause we support.
- As a charity we want to lessen the burden on our workers, so that we can use our resources on other things.
- As a charity we want our cause and message to be heard so that more people get the opportunity to support us.

Diagrams

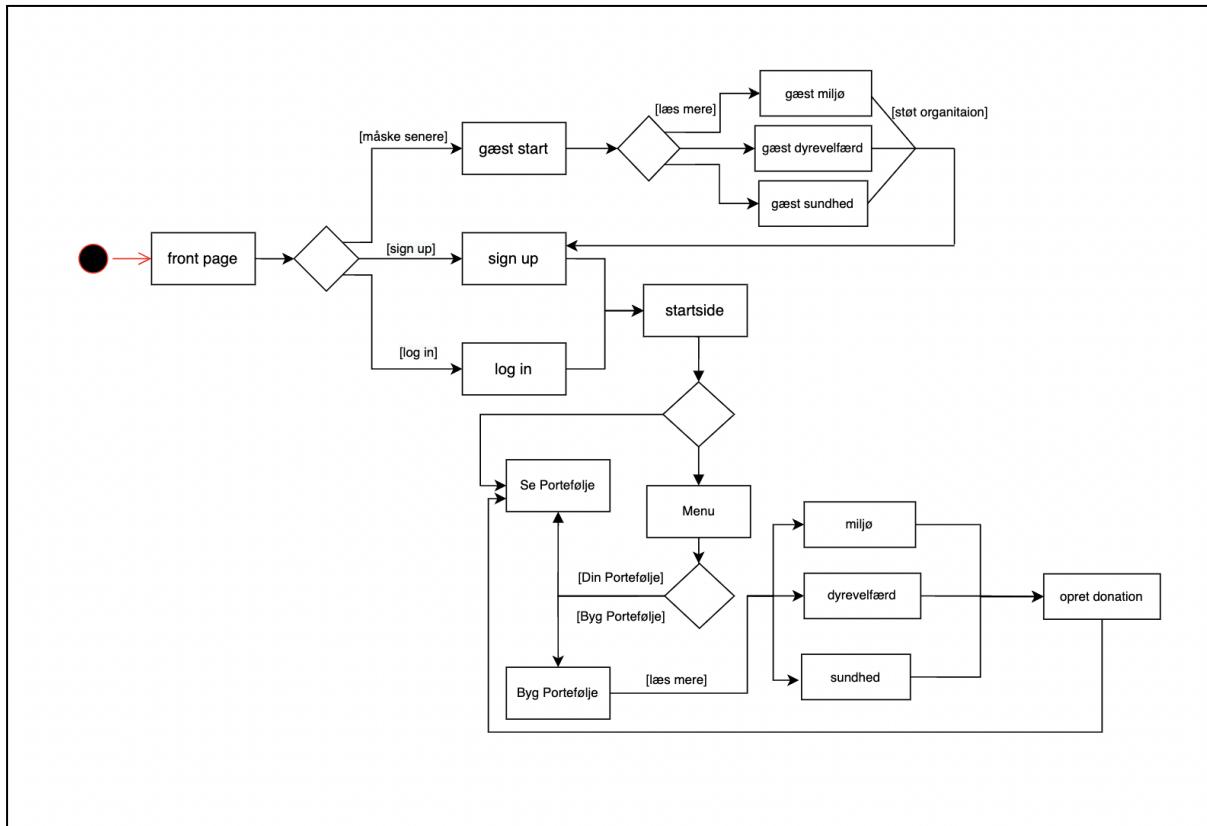
Flow Chart:

This is the flow chart of the prototype application. It shows how a user would navigate through the app. It is almost always possible to go back on an app, so there are multiple instances where the arrows go both ways.



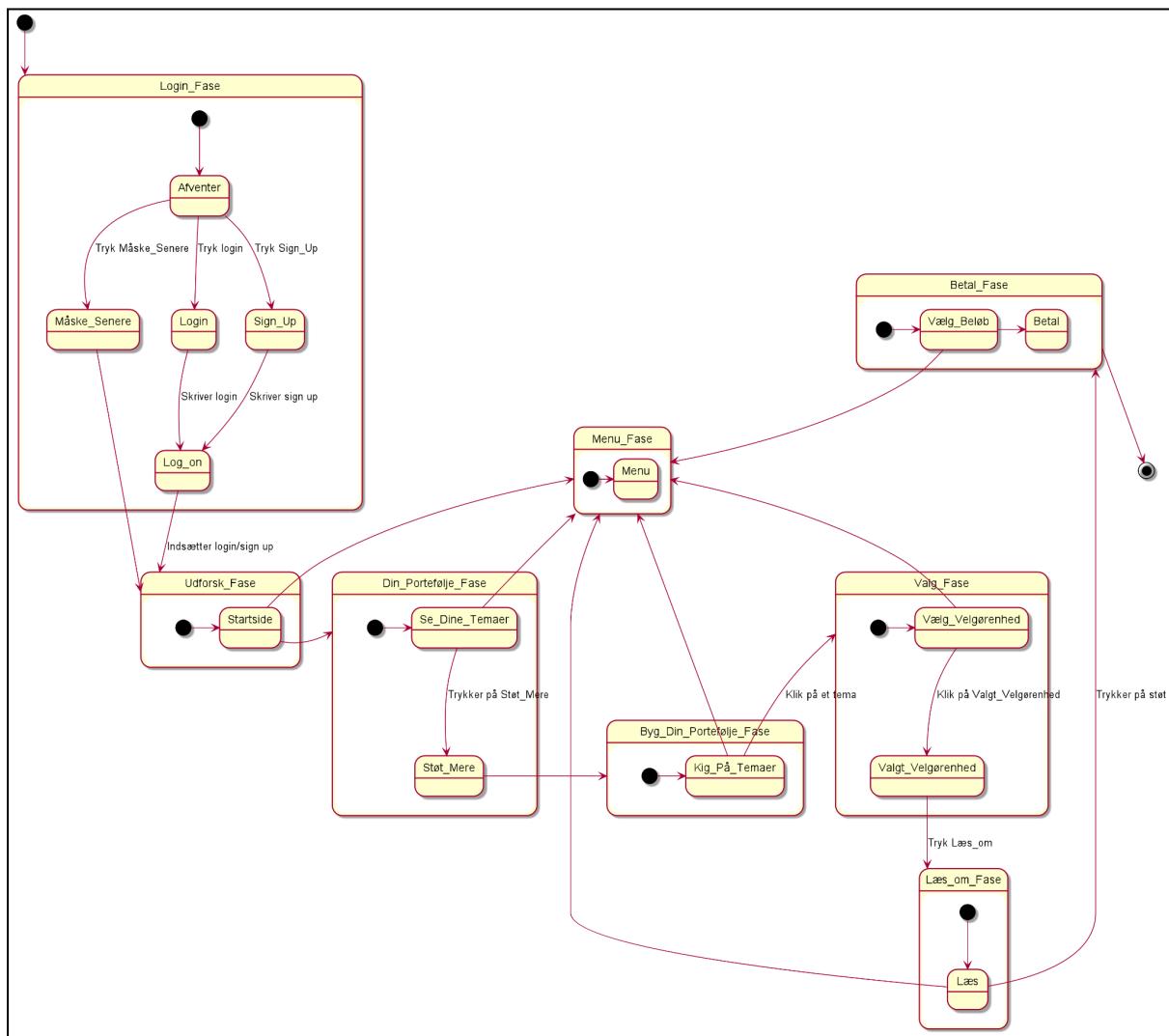
Activity diagram:

This is an activity diagram that covers the entire application. We have decided to ignore the “back” button as it is always possible to go back, and because including this in the diagram would make it very “messy” so to speak. as you open the app you see the front page and have 3 options, now let's say you click “maybe later” you are then redirected onto aa start page for guests where it is possible to read more about the organizations, if you decide to click donate you are the redirected to our sign up page. After signing up or logging on to the app you will get into the real startpage where you can watch your previous donations and choose new ones. After donating you will be led back to your portfolio so you can watch and edit your donations.



State Diagram:

This is the state diagram that is based on our Figma design. It describes the different states that the user is in, and what states are accessible from any given state. Some states have a lot of connections to many different states such as the menu state, which can access most of the other states (Note: to not complicate the diagram too much with double pointed arrows, it should be observed as if the connection between states go both ways.).



Higher Fidelity Prototype:

<https://www.figma.com/file/yRtkvymfANjFhLHZ8IBfWi/Untitled?node-id=0%3A1>

Spørgsmål til Alberte:

- Skal brugeren angive deres email og navn ved donation eller tages dette fra deres konto-oplysninger?
- Skal man kunne donere under andet navn (hvis man f.eks. donerer for nogen)?