

**Module 3-2 Milestone Two**

**Enhancement one: Software Design and Engineering**

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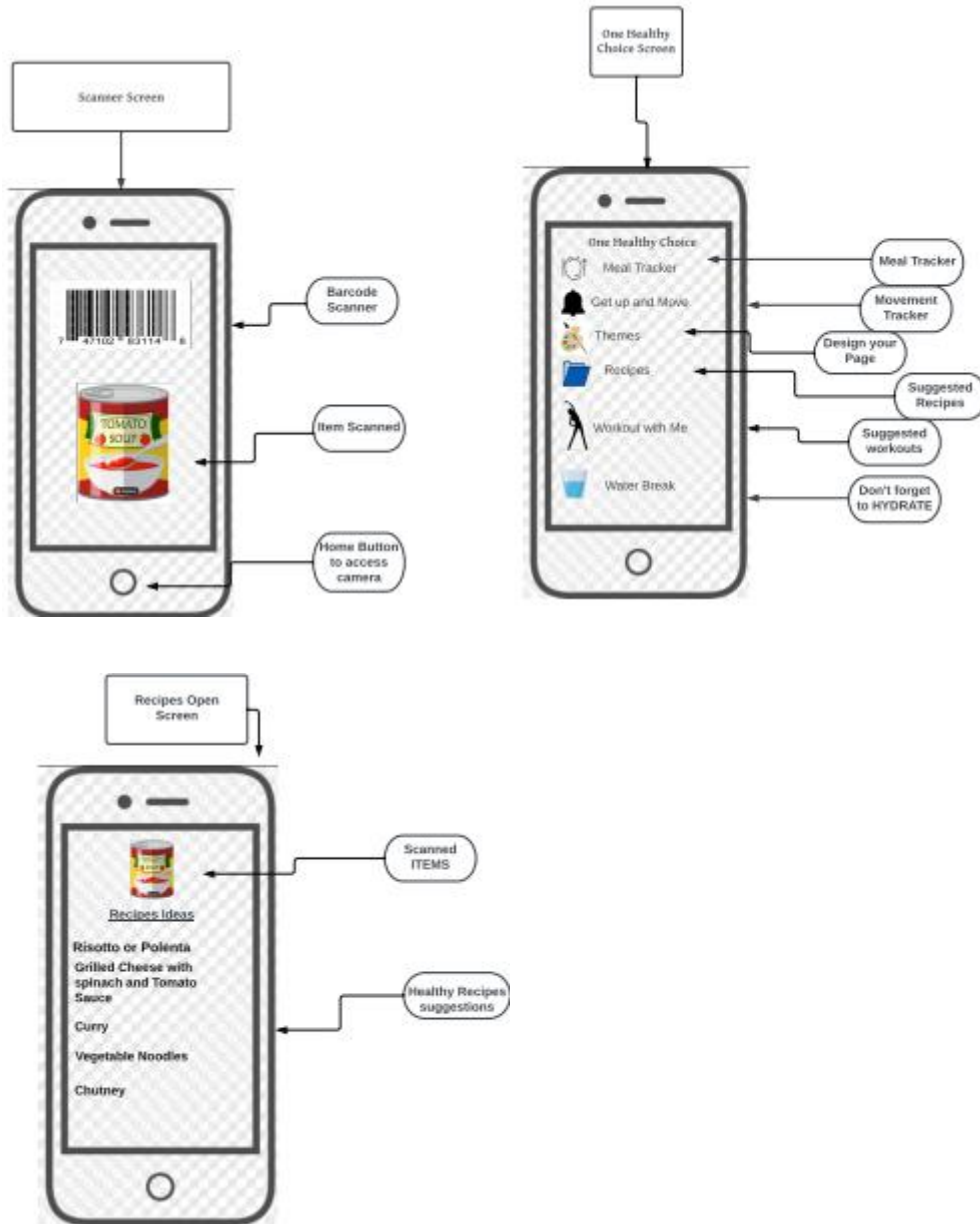
July 19, 2022

The artifact that I selected for this category of Software design and engineering is the mobile application is from CS-319 UI/UX Design and Development. The goal of this application is to inform the customer of their healthy eating habits by guiding them through nutritional facts as well as informing them of healthy meal preparation by simply using the onboard camera as a scanner for the application. The premises of this was to scan a barcode at the local grocery store and once that is complete the application will automatically bring up a visual of the scanned item. Once that's done and the item is on the screen, the application will then show you not only the ingredients but also a healthy alternative to whatever product was scanned. The second stage of this application is once the health alternative is suggested the application will also show you a list of meal plans that include the scanned item but also show you the healthy alternative to preparing the meal of the day.

This artifact involved a software design from the ground up, that including the engineering process of how this application would give and receive the information that was either scanned using the camera or manually entered by the user. The engineering design consisted of user interaction with a variety of different screens so that we were able to calculate how big the information should be for the user and what would ultimately entice a potential user into using this application. The features that are on this application were that standard icons and symbols as well as original designs that were located on the setting screen. The architecture and design of this application was more for the users benefit, larger fonts right down to the color of the screens. That were chosen to make the user feel calm when using the application, as well as to trigger a hunger response just using colors. The functionality of this application was just to keep it as simple as possible and error free for the user, there was already plenty of application similar to this one that weren't user friendly, and often times complicated to navigate through.

So before I was able to create my final showcase for my application I had to produce a wireframe module

So that I can show my outline for the application idea that I was developing.



From my initial prototype to what my finished application would look like and how it would function when the targeted user accessed the application.



The Home screen shows the borrower by name and show updates related to loans aquired.

Rundown of the borrowers account related to loan.

All information related to the loan will be brought up on this page when launched.

Navigation bar with 3 navigational buttons interactive buttons that will allow the user to change screens and navigate through the application



Navigation page where the user will be able to go back to the home page , but also shows the user multiple of screens that they can vist should they choose buttons at the bottom are all clickable

The main menu has a total of 5 clickable options that will take you to each screen should the user choose