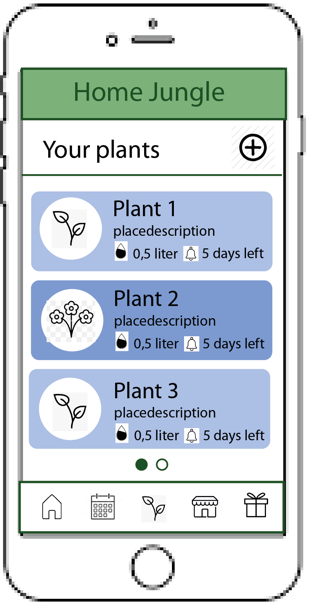
**Assignment 2 – Design Document**

Group 11: Annie Berend, Tobias Heckel,

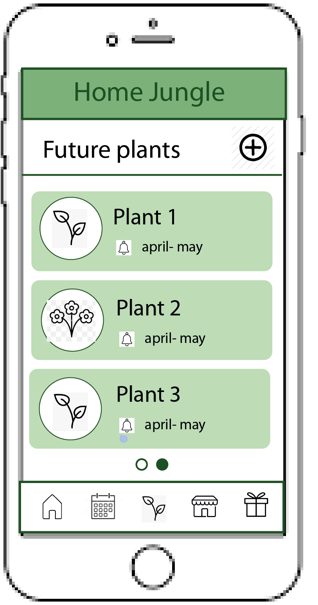
Christos Stylianos Vazouras, Žan Zafošnik

20.11.2020

**Description of activities**

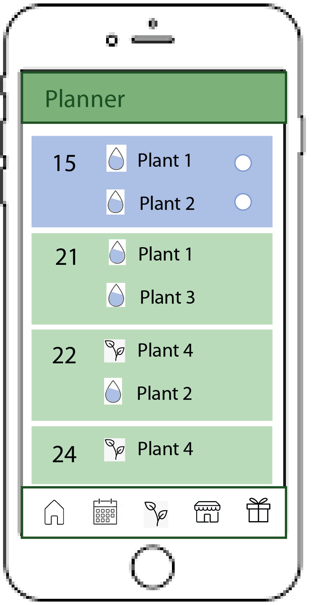
**Home / Plants**

The home screen displays a list of the user’s plants. For each plant we display an image, its species name, a short description (like its location at the user’s home), when it needs to be watered next and how much water it needs. Every plant information is displayed on a blue-colored area. The blue gets darker if the plant needs water soon, so that the user gets an instant visual feedback, when he or she enters the home screen. You will be able to scroll down to see more plants if you have a lot of plants. If the user wants to remove a plant he can swipe left or right on it and a pop up will appear asking if the user is sure about the removal of the plant.

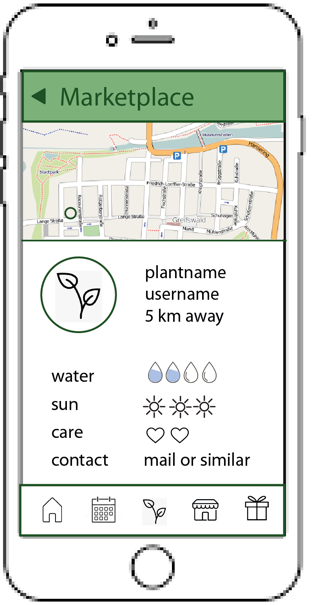
**Future plants**

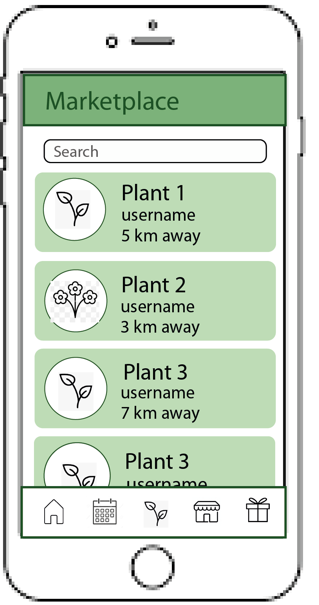
In the future plants screen the user can plan which plants he wants to grow next / in the next season. The screen is similar to the home/plants screen. For each plant we display an image, its species name, a short description and when the user planned to start growing the plant. If the user wants to remove a future plant he can swipe left or right on it and a pop up will appear asking if the user is sure about the removal of the plant.

Example: The user wants to grow tomatoes on his balcony and he wants to be remembered when he needs to plant the seeds.

**Calendar/Planner**

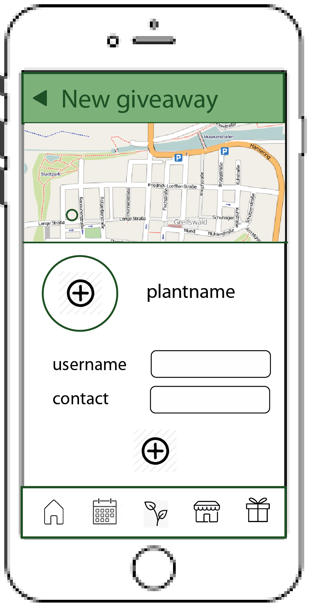
In the calendar the user sees the upcoming notifications/events. The list is ordered by date starting with today. For each day, we list the plants that need to be watered (from home/plant screen) and the seeds that the user wants to plant (from future plant screen). Once the user has performed the action, he can dismiss the actions by checking a checkbox.

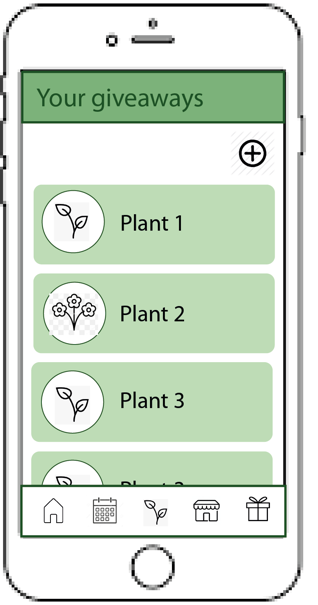
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**Marketplace**

The marketplace lists plants/seeds/seedling give-aways of other users in the local area of the user. Each list item consists of a picture of the give-away, the species name and the user name. The list is sorted by the distance to the user and is limited to a maximum distance of 10km.

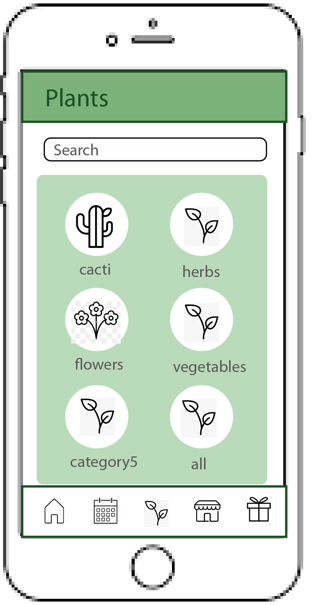
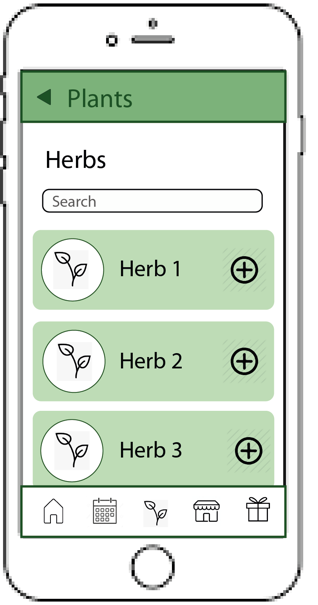
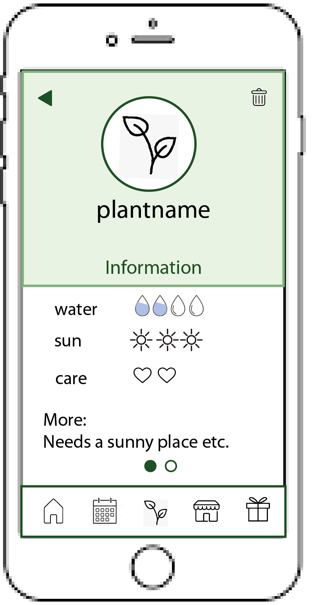
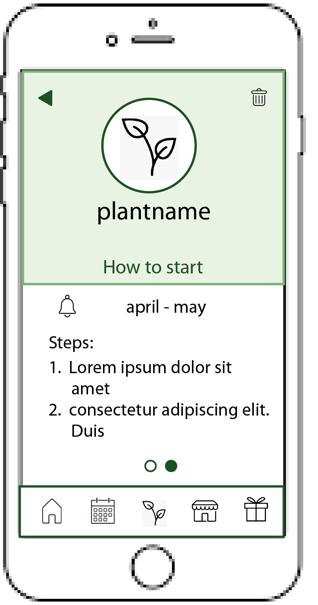
When a give-away is selected on the marketplace, its details are displayed on a separate activity.

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**Give-aways**

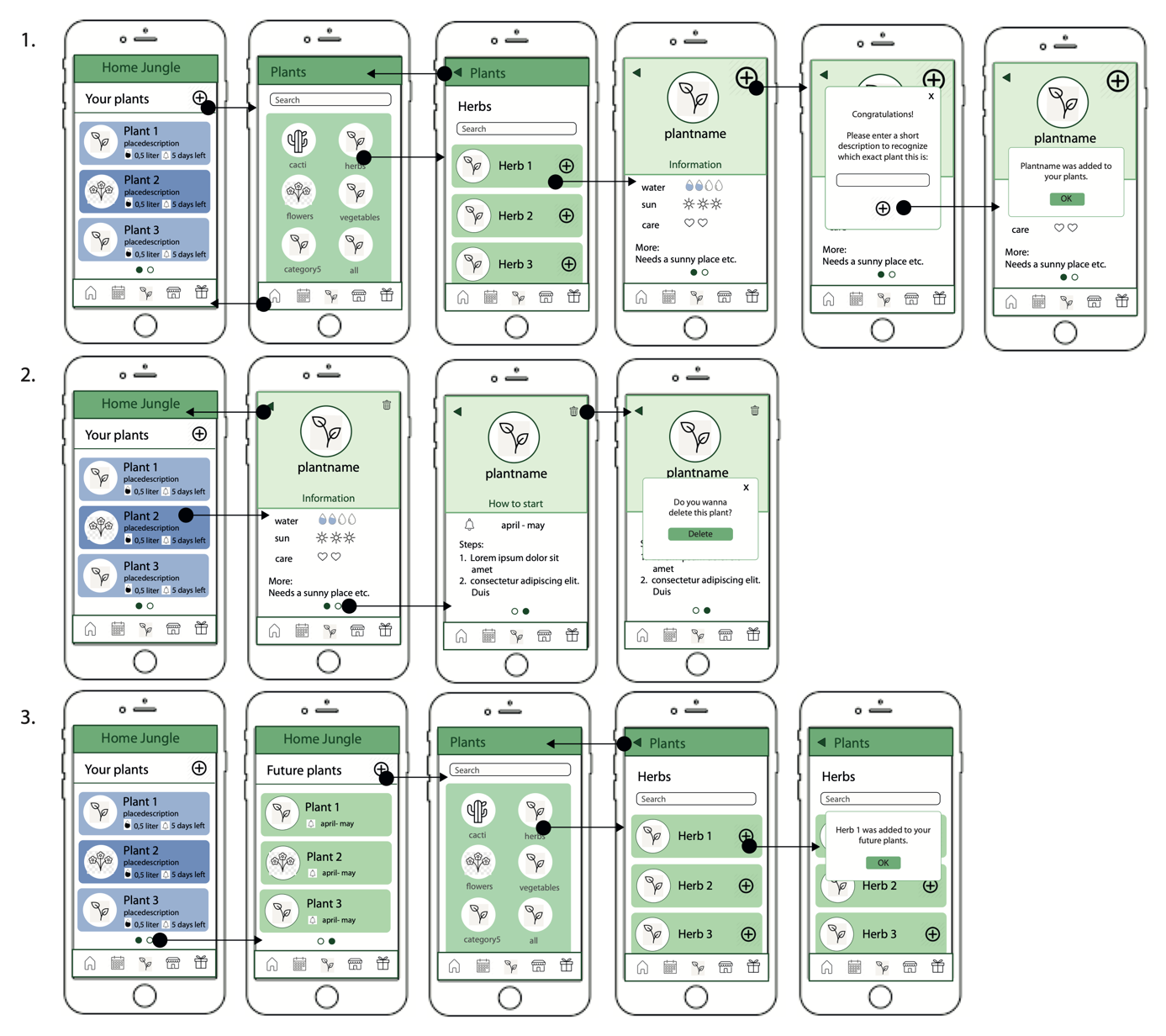
The give-aways screen shows a list of plants that the user offers on the marketplace. He can add new give-aways and remove offers by swiping an item to the left or right.

**Database**

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The database lists all known plant species. First, we display a list of categories. If the user selects one of them, the plant species in the selected category are displayed. Additionally, the user can always search for plant species in both screens (categories and species list). When the user selects one species, all the information about the plant species are shown in a new activity. Finally, the user can add this plant species to his plants or future plants or he can create a give-away for this species.

**Description of workflows**



**Use case 1: Adding a new plant to your plants**

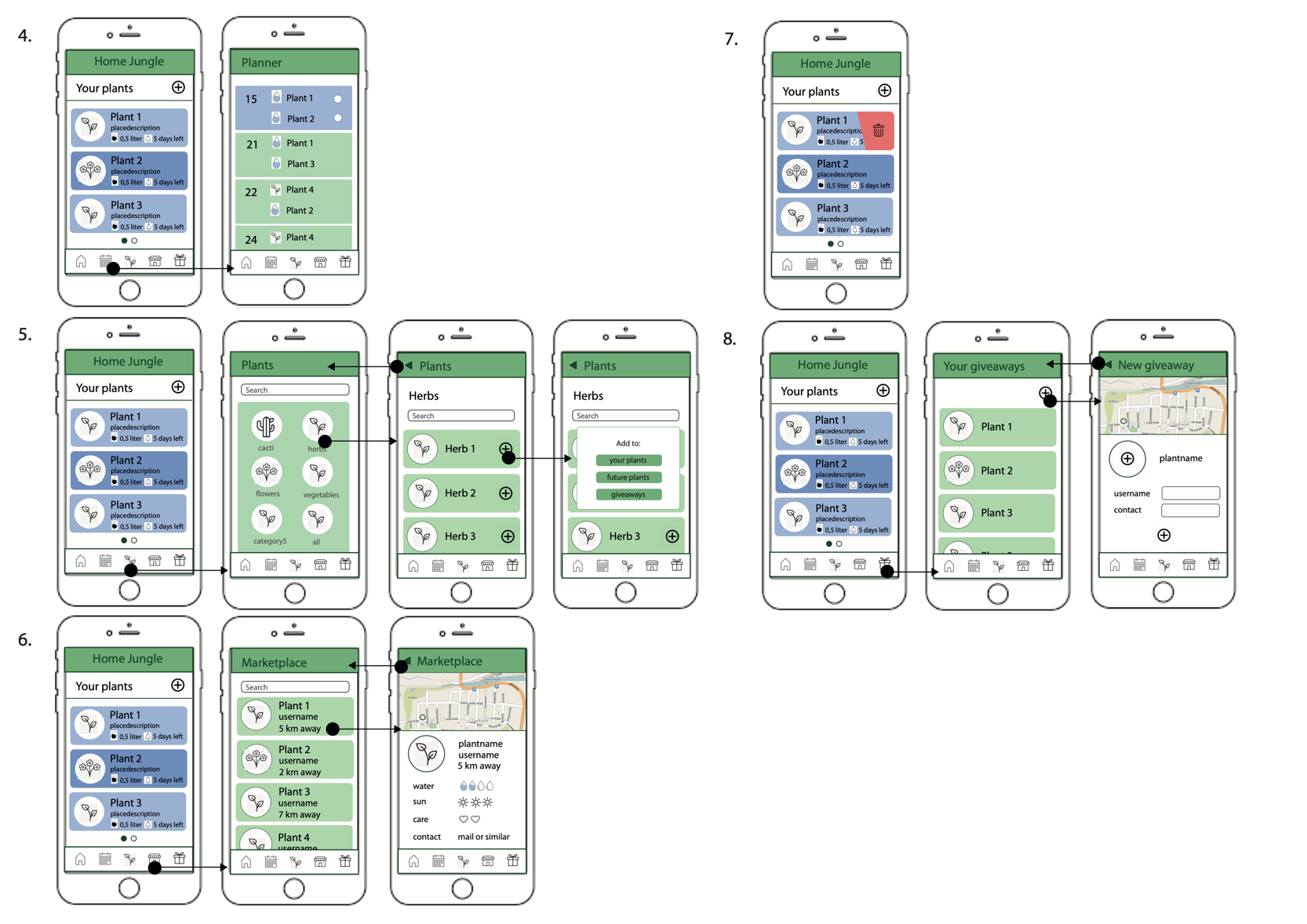
The user is located on the home/plant screen and wants to add a new plant to his plants (in order to get remembered to water it). The user clicks on “+”, selects the plant species from the database and once he has found the correct plant he clicks on “+” on the plant details page. As the user might have the same plant several times, he can add a description to the plant that is displayed in the home/plant screen.

**Use case 2: Seeing details about plant or deleting plant**

The user is located on the home/plant screen and wants to see further details about his plant (e.g. in order to know where he should place the plant) or wants to delete it (e.g. as the plant is dead). He clicks on the plant and its general information are shown (like how much water or sun it needs). When the user swipes to the left, he can also see information about how the seeds are planted. When the user wants to delete the plant, he can click on the “delete” symbol on the details page.

**Use case 3: Seeing and adding future plants**

The user is located on the home/plant screen and wants to see the plants he intends to plant in the future and he wants to add a new one (in order to get remembered when he should plant the seeds). The user can swipe the screen to the left to see the second page of the home/plant screen where the future plants are listed. There he can see when he needs to plant the seeds or can access more information about the plant by clicking on it. When he wants to add a new future plant, he clicks on “+”, selects the plant species from the database and once he has found the correct plant he clicks on “+” on the plant details page. Then the plant is added to his future plants.



**Use case 4:**

TBD

**Use case 5:**

TBD

**Use case 6:**

TBD

**Use case 7:**

TBD

**Use case 8:**

TBD

**Is the design of the interfaces consistent so that the user can easily find the UI elements in an easy and efficient way?**

* consistent icons, font, button style, colors
* consistent list items for plants (in plants/future plants/marketplace)

**Has the UI design been evaluated in some form, and what were the outcomes of that evaluation?**

TBD

**Which data is stored on servers, and which is stored locally?**

* Locally
  + plants, future plants
  + calendar
* Server
  + marketplace / give-aways
* Not decided yet
  + plant species database