Suzanne Todd
Mobile Web Development 1
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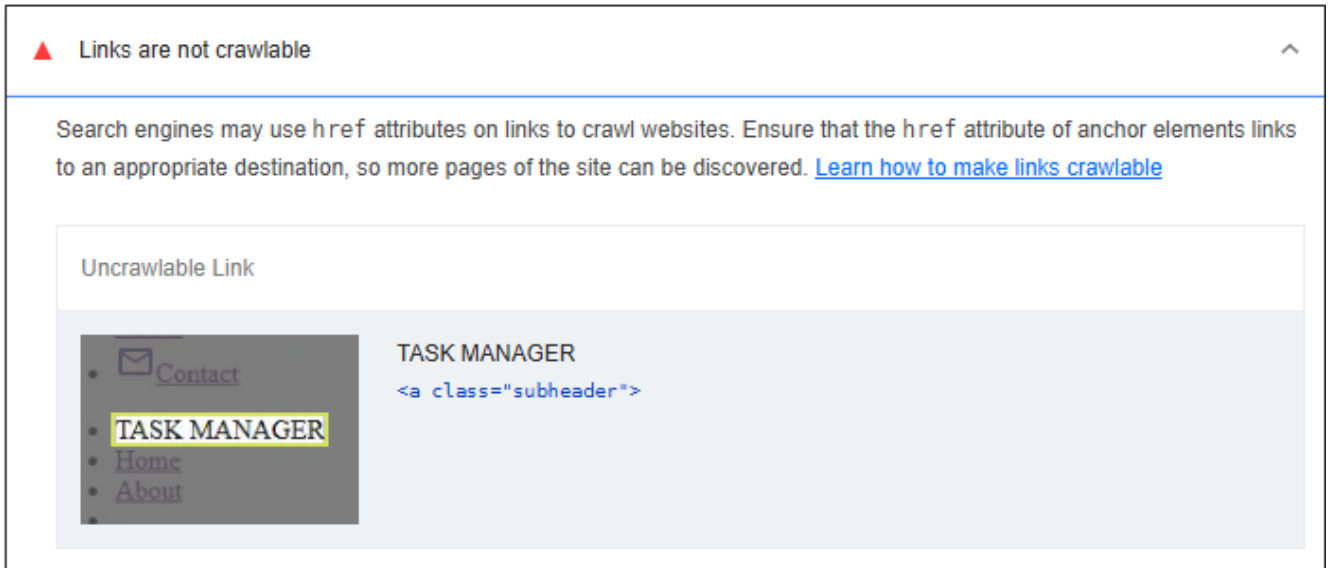
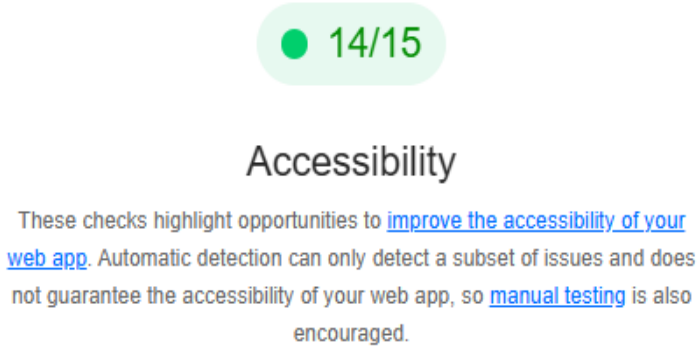
**UI/UX Enhancements**

I have test my app using both Chrome and Firefox browsers. The results were as follows

Accessibility was 14/15. The report stated that my links were not “crawl-able”therefore, the SEO, was only  In addition, I got a3/3 on performance. However, the subheader has an appropriate destination.




However, I passed the following audits: Buttons have an accessible name, image elements have an alt attribute, background and foreground colors have good contrast ration, form elements have associated labels, attributes are contained within parent elements, and etc. (See next page for passed audits.

Project overview. I had several implementations of my prototype. In the final prototype I chose a task organizer. One can enter into the field many types of tasks and their descriptions. The functionality of the app is to submit tasks important to the user into the input-field. I hope to develop this app further as I think it would be useful for keeping track of medicines, doctor appointments, and school assignments.

**Technical Implementations:**

The app doesn't need a lot of Manifest.Json implementation as it is a straight forward app. Therefore, it is mostly text driven. It does include the required properties such as (name, short_name, start_url, display, theme, color, and etc.).

Cache Optimization has been implemented through storage warnings, so the user can delete old data. The following are some images of prototype stages of the app. Necessary assets were also cached.
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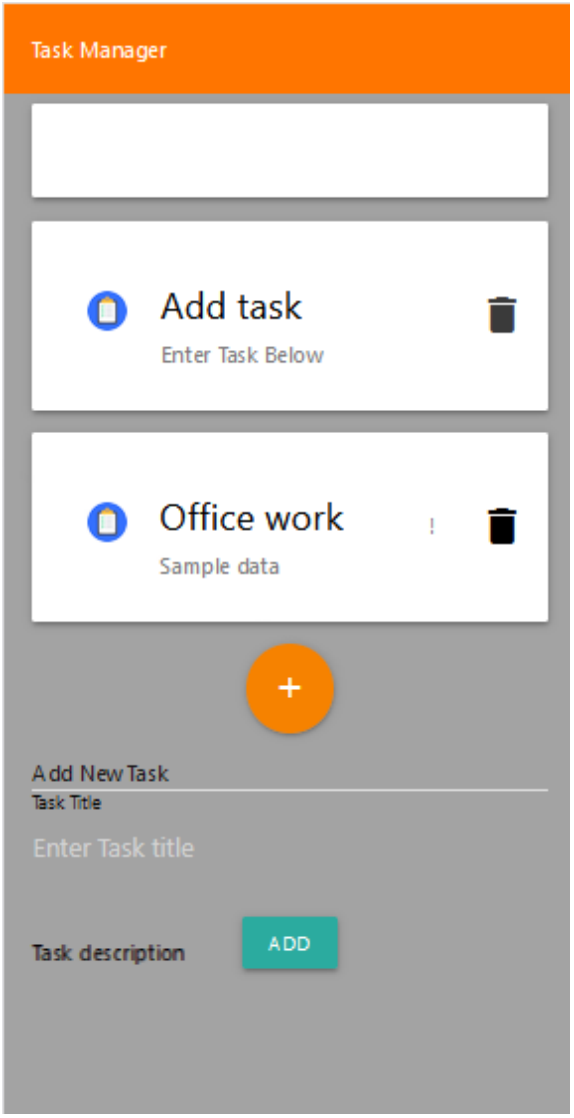

**Challenges and Solutions**

The image of the task while responsive resulted in an error while auditing stating that the image on the main page was too large. Solution: I made the image smaller by 80 percent while still fitting into the responsive category. I had lots of challenges for example I tried to follow the example in the given code when possible; however, I am not able to get my files to load properly in the browser and instead y C: directory comes up when I preview my html/ app in the browser. I have enjoyed trying new ways of resolving issues, such as creating a whole new app. I used many resources such as the WC3's tools,

Trouble Shooting