AppDossier

Step 2

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Period: 2

Client: Maxim Alayev

Project Name: SociAPP

External Design
Dossier | Part 2 | Criterion B

Group Members: Maxwell Tsao, Roy Choi, Lucas Jeong, Justin Kim 43, Andy Tran

Criterion B should provide evidence of a rigorous design stage with an overview of all five stages of the project (including the actual intended use of the product by the client) in the Record of Tasks, detailed layout design sketches that include annotations for complex techniques. All high scoring projects included a thorough design stage. The design overview is very detailed, but full explained for complete marks. Multiple screens/process/UX may require multiple charts or diagrams. This worksheet is a guide to start the external design of your product. Your product will determine the required design tools. IB requires evidence of extensive complex design techniques used. NO CODE HERE.

Record of Task
Dossier | Criterion B

Task number	Planned action	Planned outcome	Time estimated	Target completion date	Criterion
1	Create a use case Diagram for Sociapp	Have a simple diagram created to show a simplified version of the user's options in Sociapp	1-2 days	1/29-1/31	The diagram is supposed to consist of ways the user is able to use Sociapp.
2	Create an input and output process chart for Sociapp	Have a chart that shows how the user's inputs can affect the outputs of Sociapp	1 day	1/31	The chart should have a complete chart that shows the prediction of inputs to outputs by the user.
3	Create a context Data flow Diagram for Sociapp	Have a context data flow diagram that shows how the flow of data starts	1 day	2/1	The diagram should show how the data stored, inputted, or created in Sociapp

					starts in the system before creating the full Data Diagram.
4	Improve on the Context Diagram into a Level 1 Data Diagram	Have a fully completed and complex diagram that shows how data is processed in Sociapp	1 day	2/2	The Data diagram should be completed so that it can show how the data stored, inputted, or created in Sociapp is processed through out the system
5	Create a Hierarchy of GUI/UX Chart for sociapp	Have a completed hierarchy that determines the paths that the user can take when using the app	1 day	2/3	The chart should have multiple possibilities of how a user can use the app.
6	Create an Event Flow Diagram for Sociapp	Have a completed Diagram that is able to capture the essence of how the user and the app interact.	1 day	2/4	The diagram should consist of multiple events that is most

					likely to happen between the human user and the app.
7	Create a colorful, simple, and decent design for the prototype of the app	Have a design for the prototype created.	1 day	2/5	The design should consist of all the buttons, maps, and data needed for the user to use the app.

Use Case Diagrams

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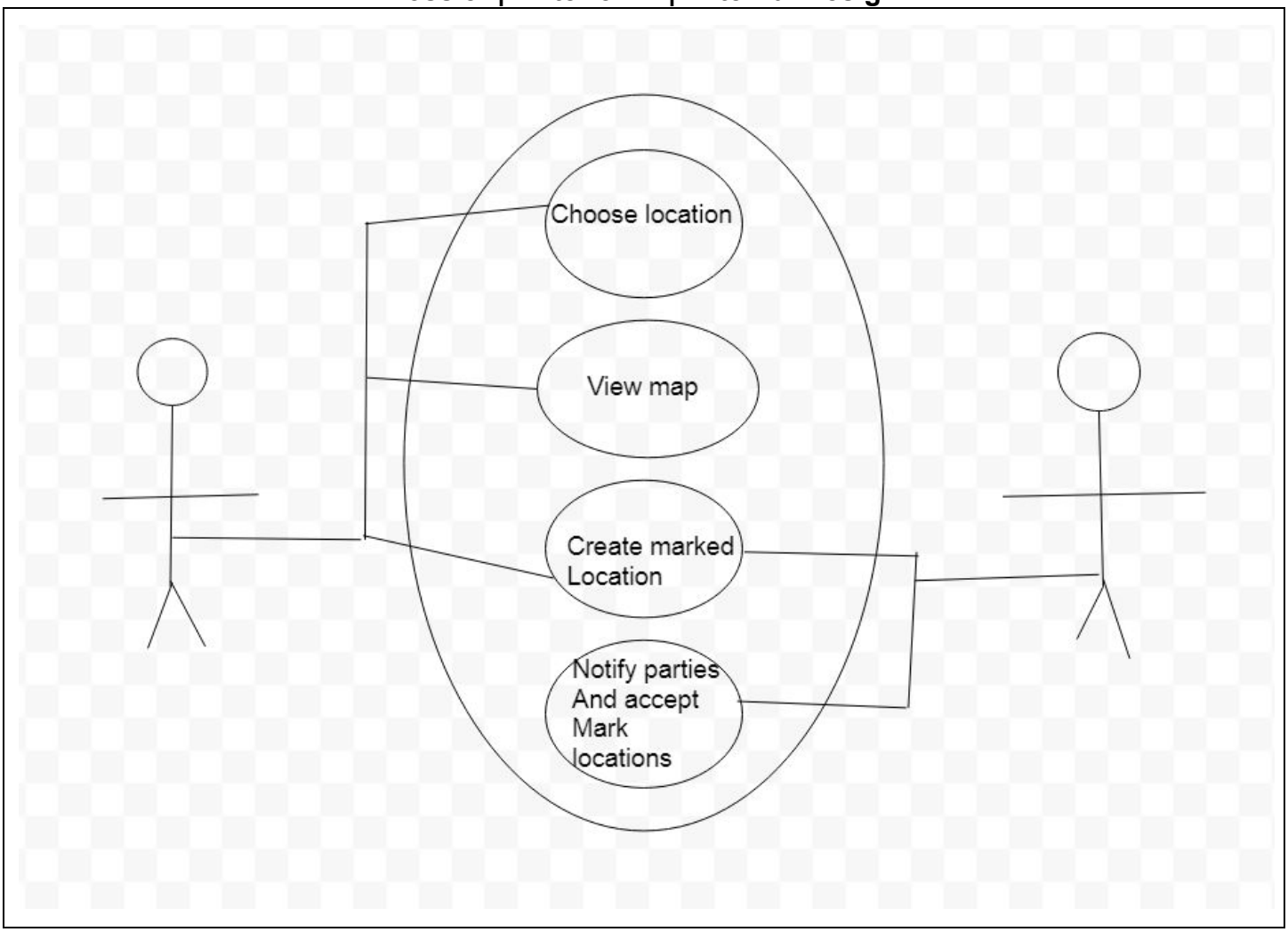

Users can choose and view what marked locations they want to visit on the map, and can create marked locations to notify members of the app of their location. Users can also create profiles to remember what locations they have saved and accept friend requests among notifying both parties.

Input Process Output Charts

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Input	Process	Output
Enter location to setup a marker	Check validity of data entered and save marker data to online database	Display a marker at the entered location
Click on a marker	Retrieve information for that marker from online database	Display the information for the selected marker
Create/Delete marker	Updates the online database to include/remove the marker	Notify other users about the new/deleted marker
Edit marker information	Retrieve information for the marker from online database and temporarily remove the entry from the database; when the information is updated, the marker is once again entered into the online database	Notify other users about the update
Confirm group	Send notification to the owner of the selected user	The owner of the markeris notified of the confirmation
Edit profile	Profile information is retrieved from the online database, and the updates are stored	New profile information is displayed

The chart describes the process and the output for possible inputs to SociAPP.

Context Data Flow Diagram

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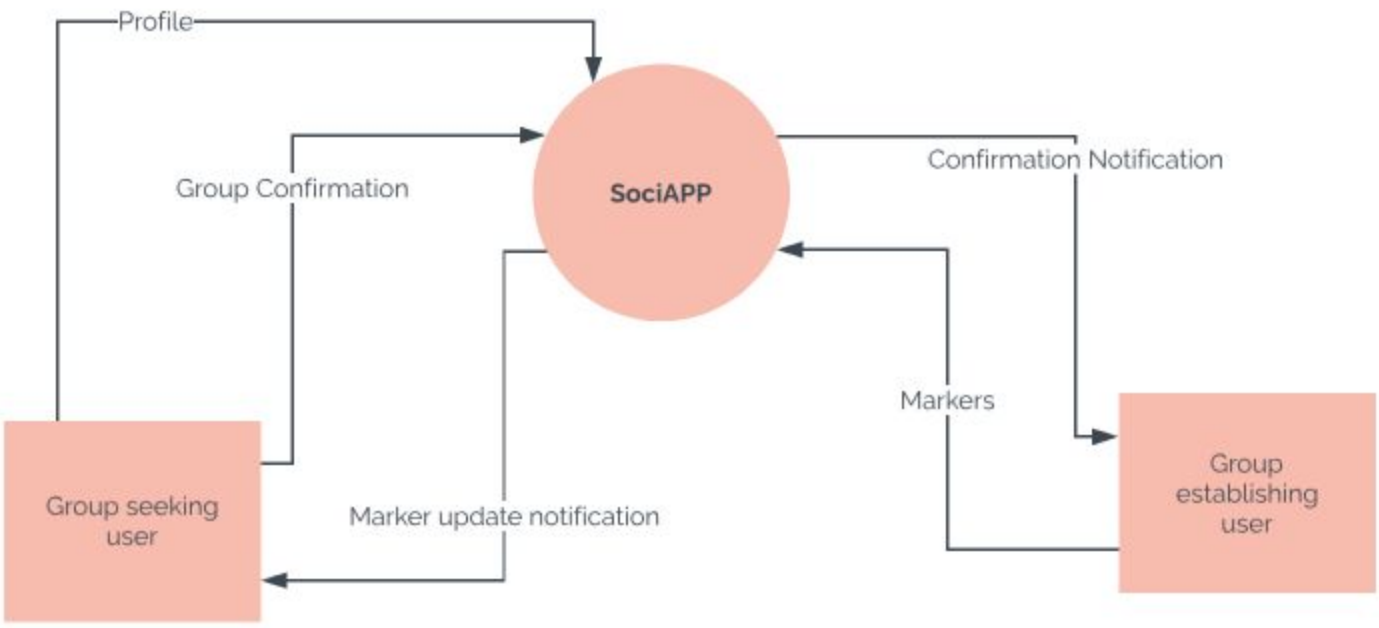

The diagram shows the major interactions between the users and the system. The users can be divided into two groups, the group-seeking ones and the group-establishing ones(although a user can technically be considered as both if he both seeks and establishes groups).

Level 1 Data Flow Diagram

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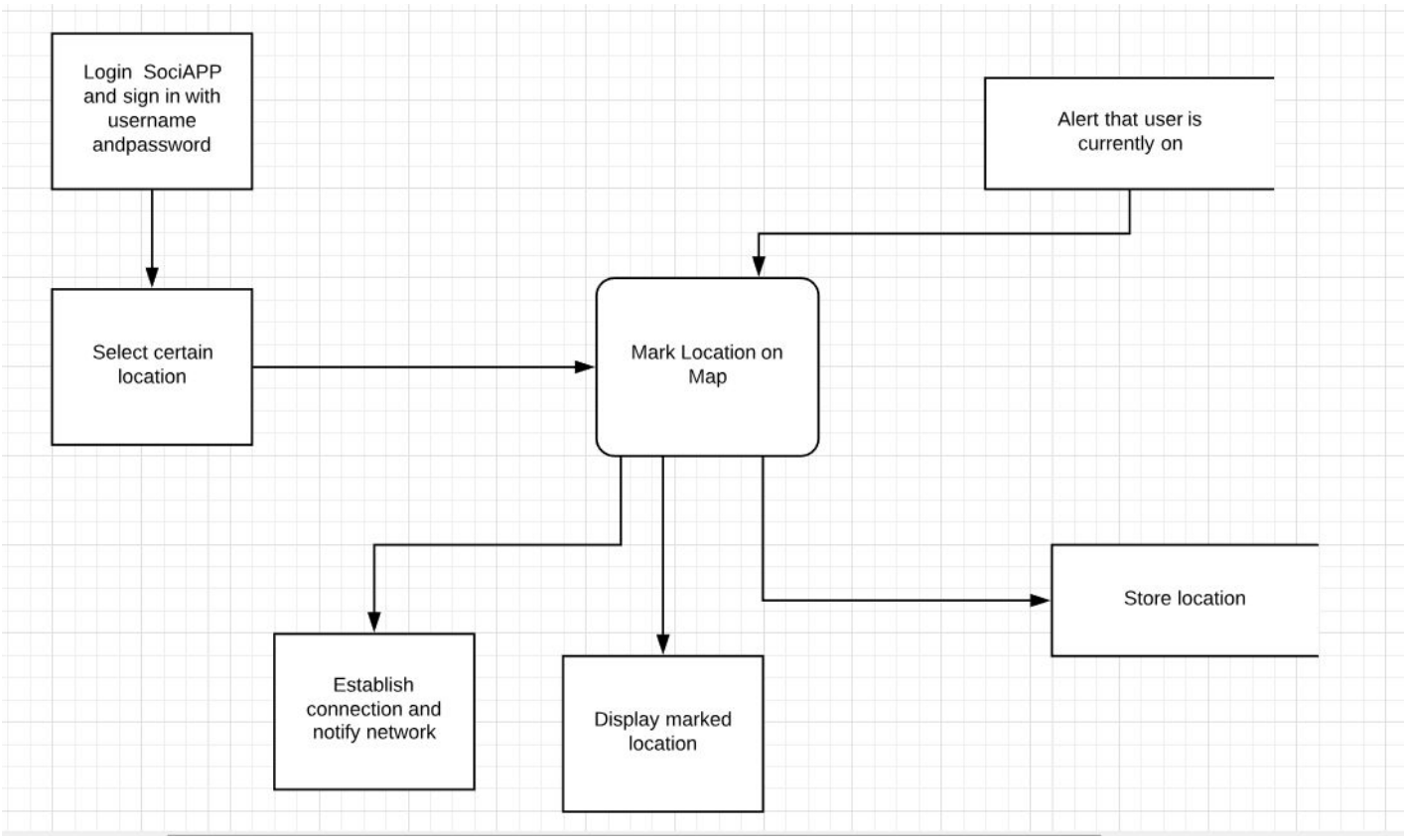

The client first identifies themselves to the program by signing in with username and password. They then select a certain location that they want. The system then marks the location on the map, establishing connection and notifying the network while displaying the marked location.

Hierarchy of GUI/UX Chart

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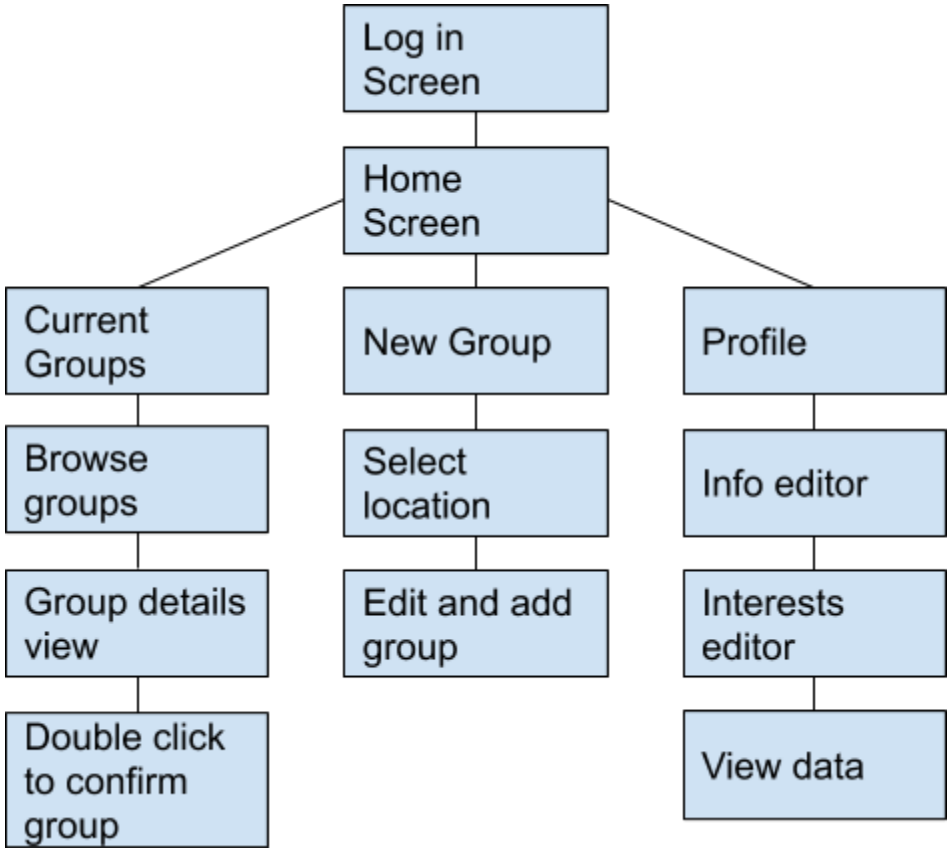

This chart displays the paths the user can take to traverse the app properly

Event Flow Diagram | UX Flow Diagram

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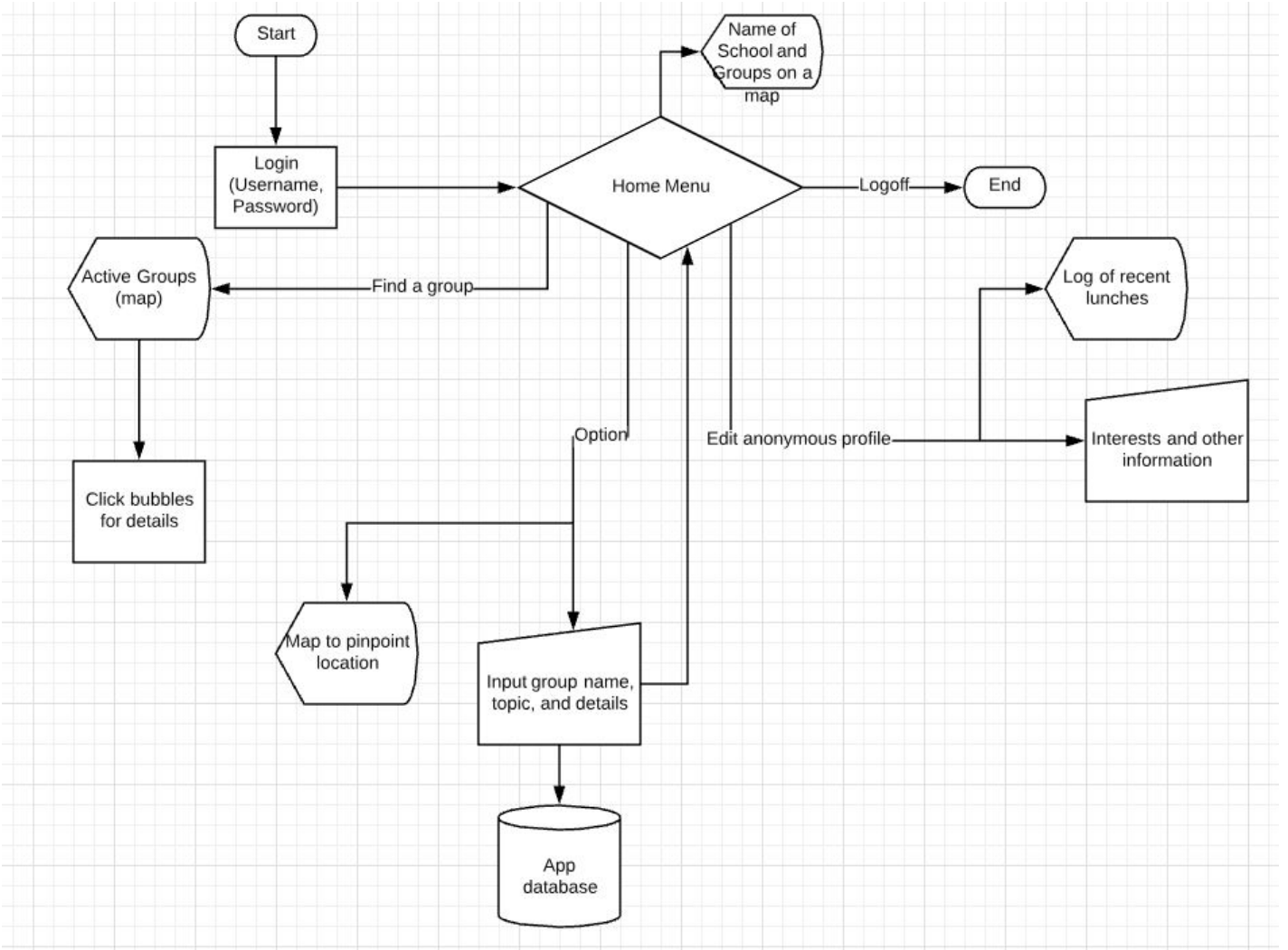

This chart displays the event sequence of Sociapp. It shows the login which is followed by the home menu that has the pathways which are the main functions of the app.

Prototypes | Layout Diagrams

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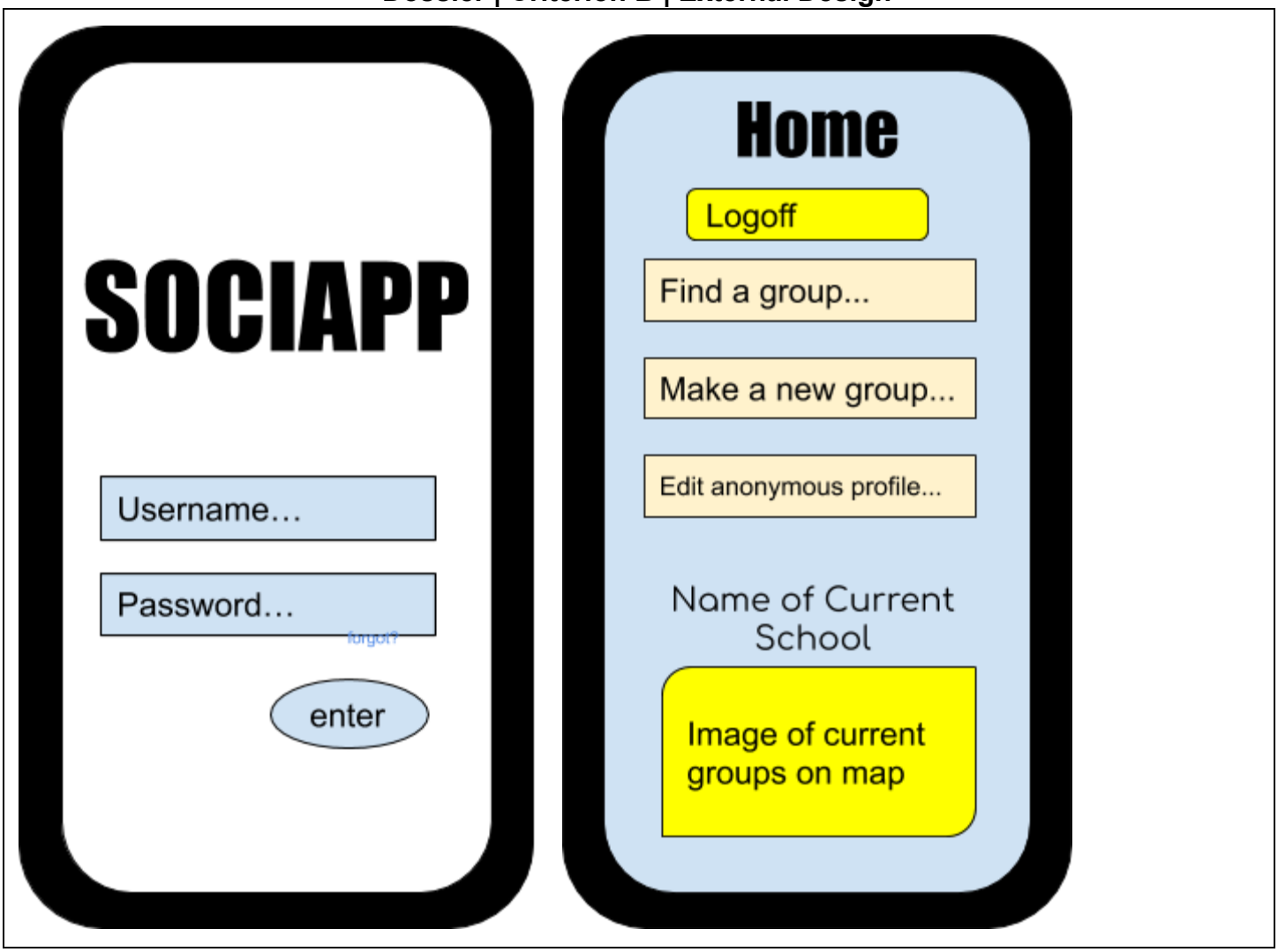
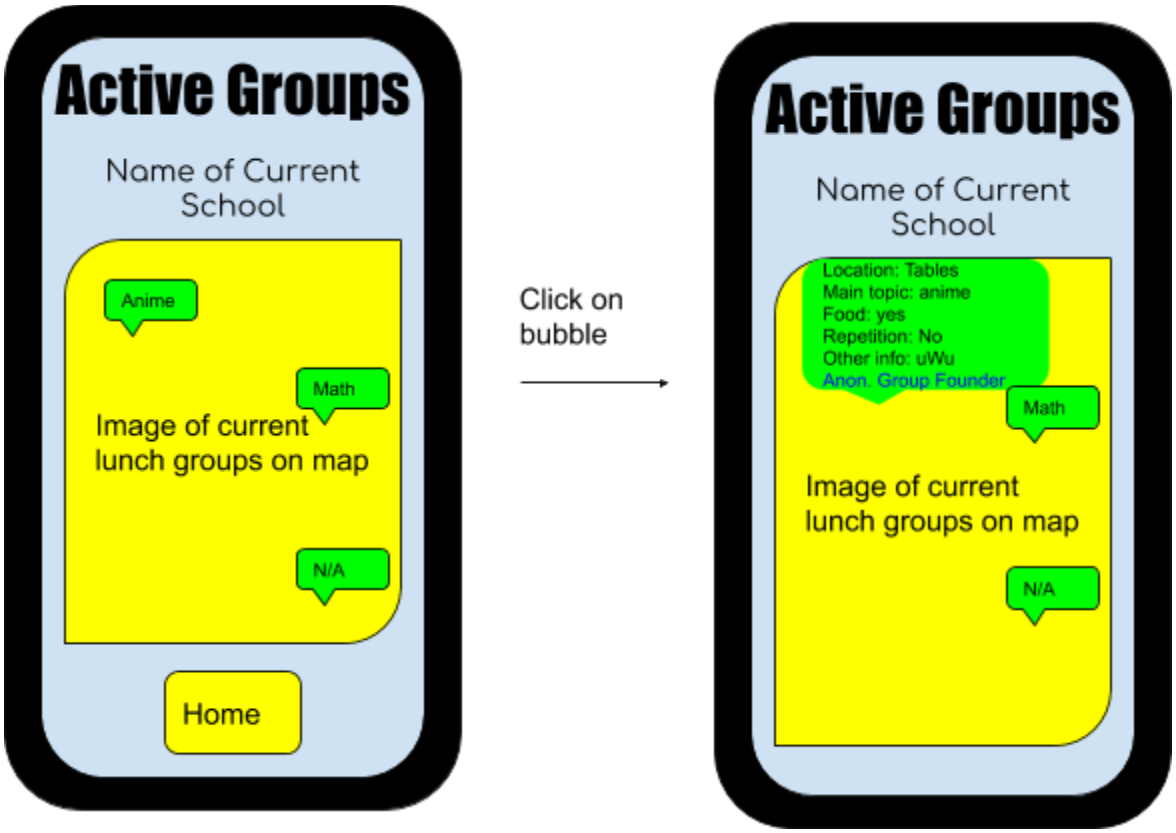
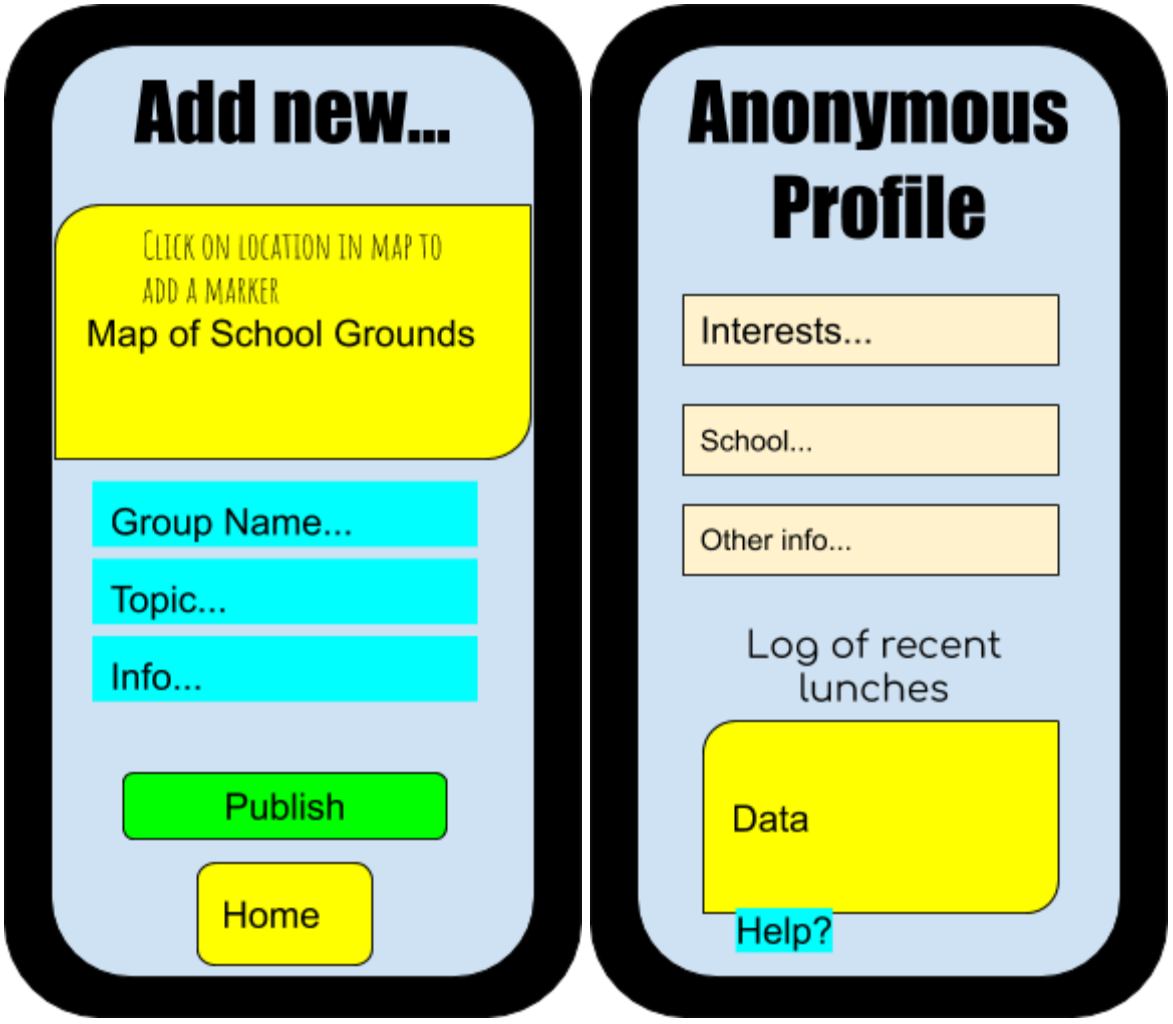



Active Groups
Name of Current School
Anime
Math
Image of current lunch groups on map
N/A
Home
Click on bubble
Active Groups
Name of Current School
Location: Tables
Main topic: anime
Food: yes
Repetition: No
Other info: uWu
Anon. Group Founder
Math
Image of current lunch groups on map
N/A

2


Add new...
Click on location in map to add a marker
Map of School Grounds
Group Name...
Topic...
Info...
Publish
Home
Anonymous Profile
Interests...
School...
Other info...
Log of recent lunches
Data
Help?

This is a set of sketches depicting the 5 screens of Sociapp: Opening, Home, Active Groups, Make Group, and Anonymous Profile. Each of these screens carries out a function and are transferred between each other by buttons on each screen.