ID2216 Developing Mobile Applications Assignment 2 Report

Rafael Aldana (rafaelap@kth.se) Vincent Delitz (delitz@kth.se) Ruth Eriksson (ruthe@kth.se)

November 19, 2016

Contents

1	Web	pApp prototype	3
	1.1	Paper prototype	3
	1.2	Site-map	6

Chapter 1

WebApp prototype

After we have agreed to develop an application that helps users to find and offer SL cards in the previous assignment, we now focused on creating first prototypes and getting a preliminary structure for the application. Therefore, we created at the beginning a paper-based prototype and collected feedback from potential users and friends. Based on this, we then aimed to create a site-map of the different screens and views of our application and how the user navigates through our app by creating a clickstream. Additionally, we then developed a new digital "paper-based" prototype of our app by using the online tool Balsamiq.

1.1 Paper prototype

The very first step for creating the paper-based prototype was to think about which basic screens and functionalities does our user need. So, we took a paper and a pencil and started drawing the main views. Of course, we discussed a lot about, which features are really necessary for the first version of our app, since our goal is to build the app as slim and lean as possible.

Furthermore, we tried to incorporate basic design principles of Android applications, so that the user will easily adapt to the usage of our application. Realized was this by using common design pattern of Android apps as well as a really clear structure.

The outcome was that we have had a paper prototype based on eight different views, which had all a quite similar design and an easy usability in our point of view. See figures 1.1 and 1.2 on pages 4 and 5 respectively.

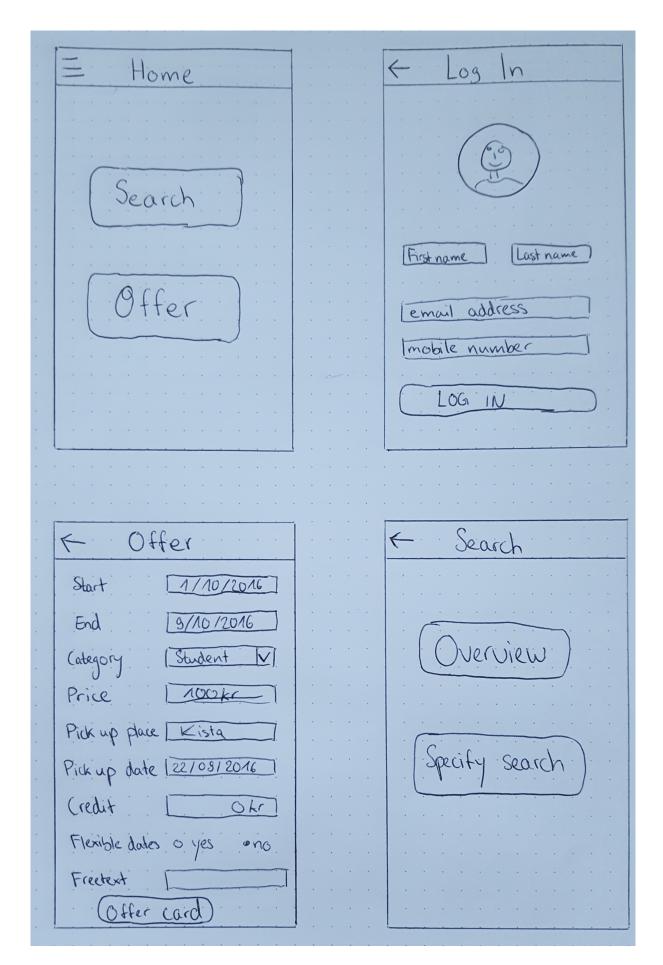


Figure 1.1: Paper prototype

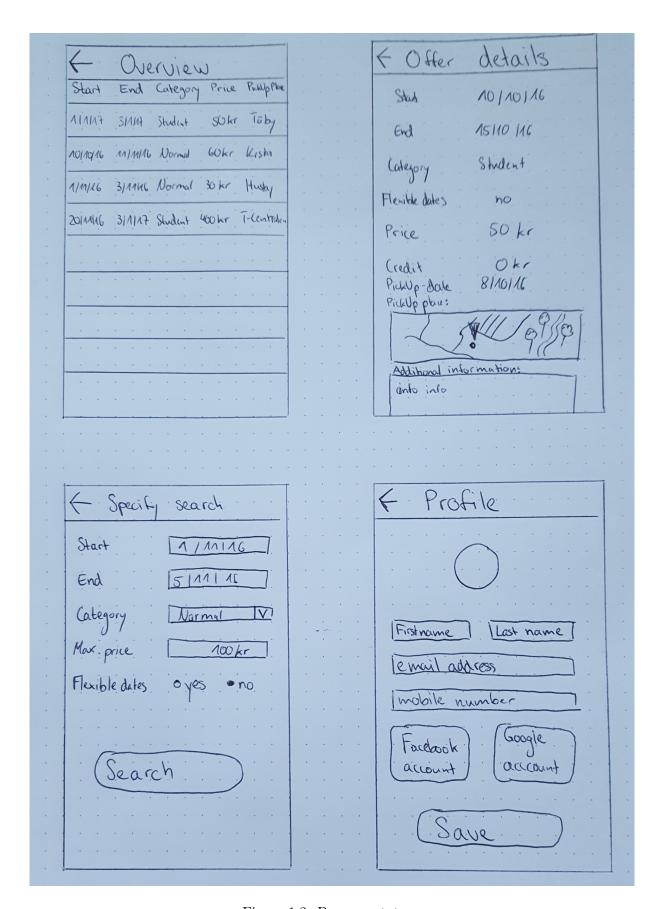


Figure 1.2: Paper prototype

1.2 Site-map

After finalizing the paper-based prototype, we showed it to friends and other potential users in order to gather their impression and feedback. All in all, they liked the first prototype quite much, since it was also very simple and good in their opinion. Nevertheless, some also showed us that we missed little things or could improve the prototype at certain points. Some of the major feedback points we discovered are listed below:

- It would be nice to have start screen with the logo of our app, before reaching the home screen.
- There should be a "Log out" button in the swipe menu on the left.
- It would be cool to have settings screen, where you can define the date/time format and the displayed currency.
- The offer details must definitely contain the user behind the offer and his contact details. Furthermore, it would be good to see how long he has been registered in the app.
- A support tab in the swipe menu would also be nice, in case there are any questions or feedback for us.
- As a matter of privacy, there should be an option if people searching for a SL card can see the mobile number of the seller or not. I think if someone sees the email address, this is fine, but the mobile number is quite sensitive.
- It would be cool to have, maybe in a later stage, also a integrated chat system to contact the seller of a card.
- It would nice to see a suggested price for the given validity period.
- Be sure to implement the insertion of the date with the popup calendar.
- Why so much data at login? Would it be enough with username and password to log in?
- It would be nice to change Free Text for Extra Information or Comment or something more understandable.
- Credit is not very clear and could be confuse with Price. What about Saldo?
- It would be good to change Pick Up Place for Pick Up Station, if that is restricted to stations, we ensure that the buyer has a chance to check the validity of the card. In addition, it feels safer to meet that way.