

ID2216 Developing Mobile Applications

Assignment 3 Report

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WebApp prototype

2.1 WebApp prototype feedback

After finalizing the WebApp prototype, we showed it to friends in order to gather their feedback. Some of the major feedback points we discovered are listed below:

- In search-overview menu, if I like an offer, should not I be able to click it?
- Put the calendar widget at the choice for the dates in offer
- Offer in home and new offer in top menu point to different outcomes, is it what we want?
- Why overview search returns the query and specify search requires the login?
- In specify search the top menu is not present, in the other choices it is.
- If you log out, you should return to home.
- Is not the top menu too much wide for a smartphone? Should not it be better a couple of big buttons to go home or back?

We will tackle this feedback in Assignment ??.

Assignment 3

Android prototype

3.1 Android prototype overview

Based on our Webapp prototype and its feedback we started to develop an Android prototype using Android studio. The structure remained basically the same as in the Webapp prototype and we tried to use Googles Material Design language in order to let the user work with our app from the very beginning comfortably. To keep an overview of all the changes we used GitHub, as already done for the Webapp prototype, but this time with Android integrated functionality "VCS". To increase the development efficiency, we assigned each team member a certain page of the prototype that he had to develop and later we cared about the transition and connection between them.

3.2 Developing tools

We chose to use Android studio for a few different reasons. It is built purposely for Android, while for example Eclipse was built to all-purpose IDE that can be used with any language and platform. Android Studio has a really nice interface design perspective where you can view the interface you are working on and its related components. Compared to Eclipse it is a much smaller IDE therefore uses less RAM space and lower cpu speed, we get a very stable performance with no crashing and unresponsiveness.

3.3 Screenshots

3.4 Feedback

After finalizing the mobile prototype, we showed it to some users in order to gather their feedback. Some of the major feedback points that were observed and recieved are listed below:

- Could the text on the buttons be larger, maybe with bold font.

Settings

Home

Search

New offer

Edit profile

Support

Settings

Log out

Email

Password

Sign in

Date format

Select date format

Display phone number

☐ yes ☐ no

Save

Figure 3.1: Settings page

Settings

Home

Search

New offer

Edit profile

Support

Settings

Log out

Email

Password

Sign in

Date format

Select date format

Display phone number

☐ yes ☐ no

Save

Figure 3.2: Settings page

Settings

Home

Search

New offer

Edit profile

Support

Settings

Log out

Email

Password

Sign in

Date format

Select date format

Display phone number

☐ yes ☐ no

Save

Figure 3.3: Settings page

Settings

Home

Search

New offer

Edit profile

Support

Settings

Log out

Email

Password

Sign in

Date format

Select date format

Display phone number

☐ yes ☐ no

Save

Figure 3.4: Settings page

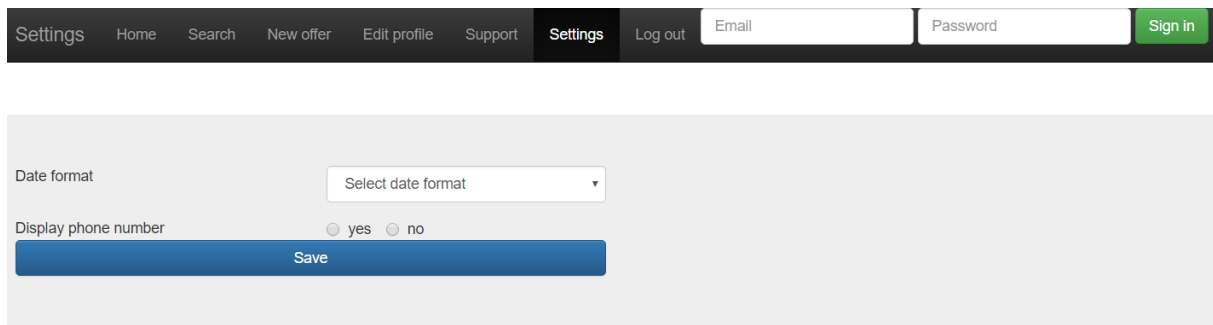


Figure 3.5: Settings page

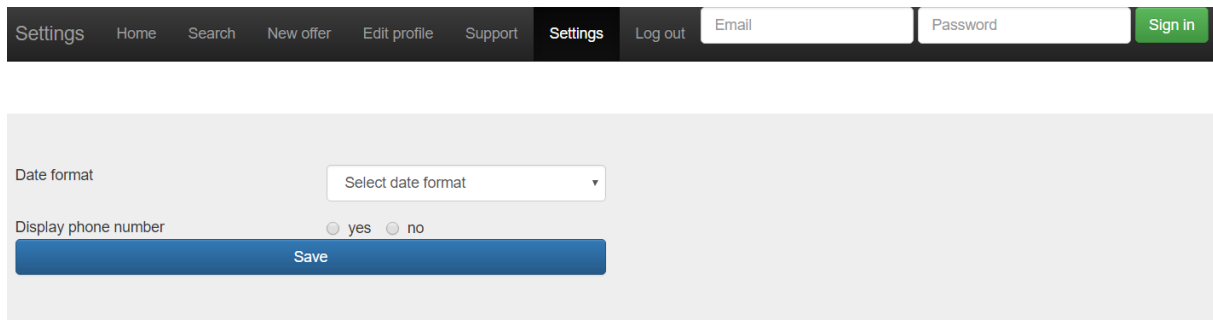


Figure 3.6: Settings page

- The buttons almost dissapear in bright light, mark them with a sharper colour.
- Search/offer buttons look similar to overview/specify search buttons and this is a bit confusing.
- Good with the calander so one doesnt have to type in the dates.
- A home button on all screens would be convinient.

endFeedback

3.5 Outlook

We plan to improve and implement the map information, so it is easier for users to find a card close to their prefered location. The logo for the app should be seen on all screens. Home or back button on the top menu. Also we need to decied on backend tools for the database.