

ID2216 Developing Mobile Applications

Assignment 3 Report

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Assignment 2

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:

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- 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 the next assignment.

We will tackle this feedback in Assignment 3.

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".

3.2 Screenshots

3.3 Feedback

3.4 Outlook

We plan to improve and implement the following features: