

ID2216 Developing Mobile Applications

Assignment 2 Report

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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 to get 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 travels 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.

In the following you can see, how we moved step by step forward and how our results of each step looked like.

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 the following pictures for more the detailed outcome.

Home

Search

Offer

Log In

First name
Last name

email address

mobile number

Log In

Offer

Start
1/10/2016

End
9/10/2016

Category
Student

Price
100kr

Pick up place
Kista

Pick up date
22/03/2016

Credit
0kr

Flexible dates
yes no

Freetext

Offer card

Search

Overview

Specify search

Overview

Start	End	Category	Price	Pickup
1/10/16	31/10/16	Student	50kr	Toby
10/10/16	15/10/16	Normal	60kr	Kristin
1/10/16	31/10/16	Normal	50kr	Husby
31/10/16	31/10/16	Student	400kr	T-Comrade

Offer details

Start
10/10/16

End
15/10/16

Category
Student

Flexible dates
no

Price
50 kr

Credit
0kr

Pickup date
31/10/16

Pickup place

Additional information
date info

Specify search

Start
1/10/16

End
15/10/16

Category
Normal

Max. price
100kr

Flexible dates
yes no

Search

Profile

First name
Last name

email address

mobile number

Facebook account
Google account

Save

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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. The following lists some major feedback points that we discovered:

- 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.