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:

- 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 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 Google's 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/she 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 several 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.

- It has a really nice interface design perspective where one can view the interface one is are working on and its related components.

- Compared to Eclipse it is a much smaller IDE, therefore it uses less RAM space and lower CPU speed, so we get a very stable performance with no crashing and unresponsiveness.

3.3   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 received are listed below:

- Could the text on the buttons be larger, maybe in bold?

- The buttons almost dissapear in bright light, mark them with a sharper colour.

- Search/offer buttons look similar to overview/specify search buttons which is a bit confusing.

- Good with the calendar so one does not have to type any date in.

- A home button on all screens would be convenient.

3.4   Outlook

After developing the prototype and analyzing the feedback we obtained, we came up with the following outlook:

- We plan to improve and implement the map information, so it is easier for users to find a card close to their preferred location.

- The logo for the app should be seen on all screens.

- Home or back button on the top menu should be implemented.

- We also need to decide on back-end tools for the database.

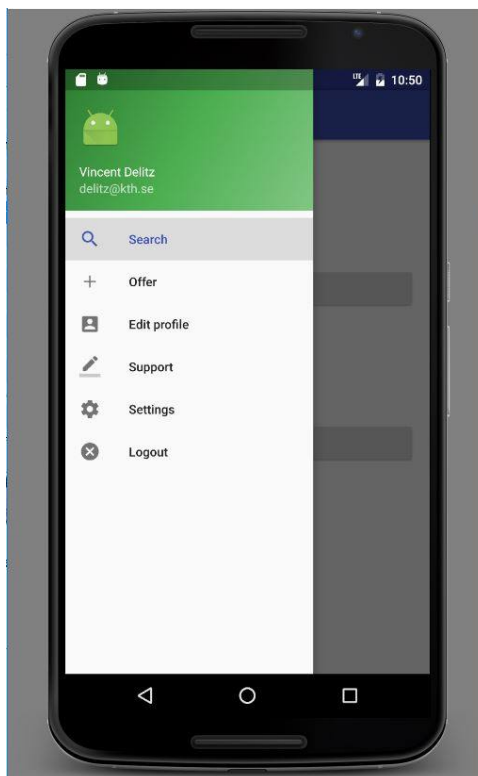# Appendix A

Figures

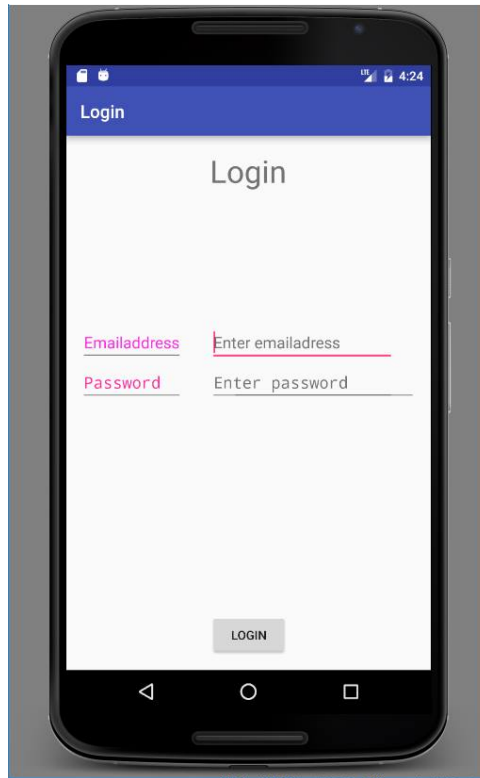Figure A.1: Start view

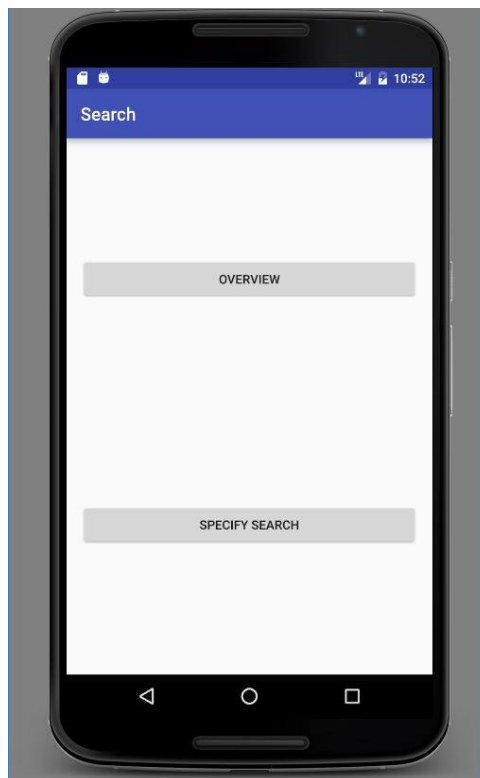Figure A.2: Navigation drawer in start view

Figure A.3: Login view

Figure A.4: Search view
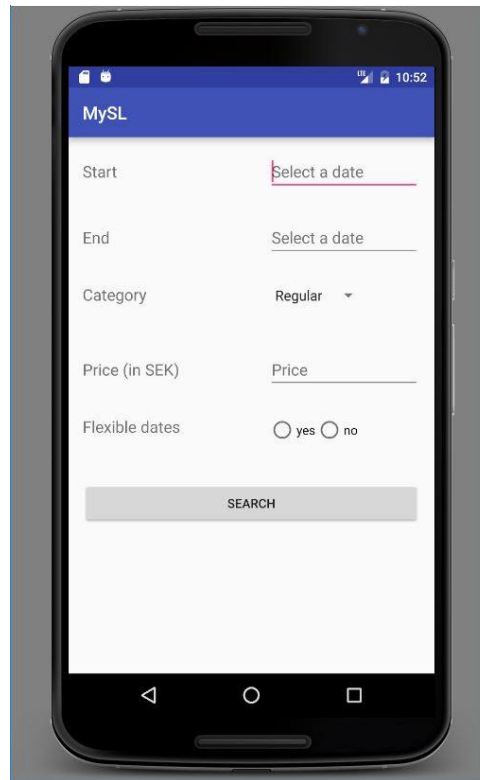
Figure A.5: Specify search view

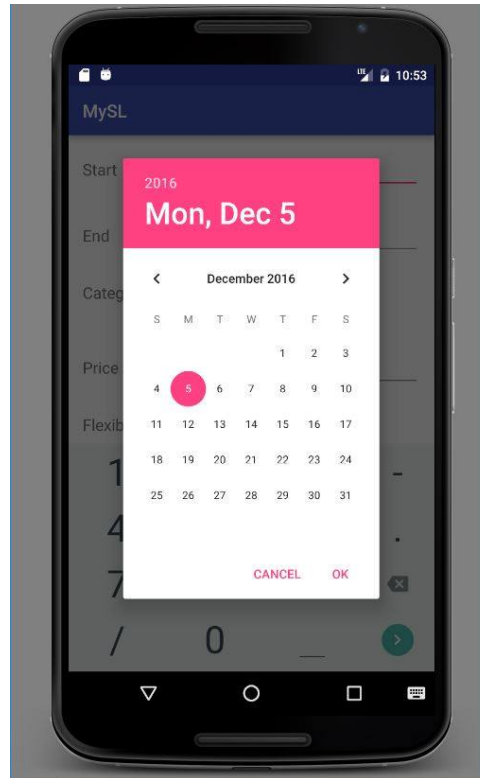Figure A.6: Overview

Figure A.7: Calendar view

Figure A.8: Offer view