

ID2216 Developing Mobile Applications

Assignment 3 Report

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

December 4, 2016

Contents

2	WebApp prototype	1
2.1	WebApp prototype feedback	1
3	Android prototype	2

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-overviewm, 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