STAFFS UNI EVENT GUIDER APPLICATION DESIGN DOCUMENT

Prototype Application Developed using Android Studio

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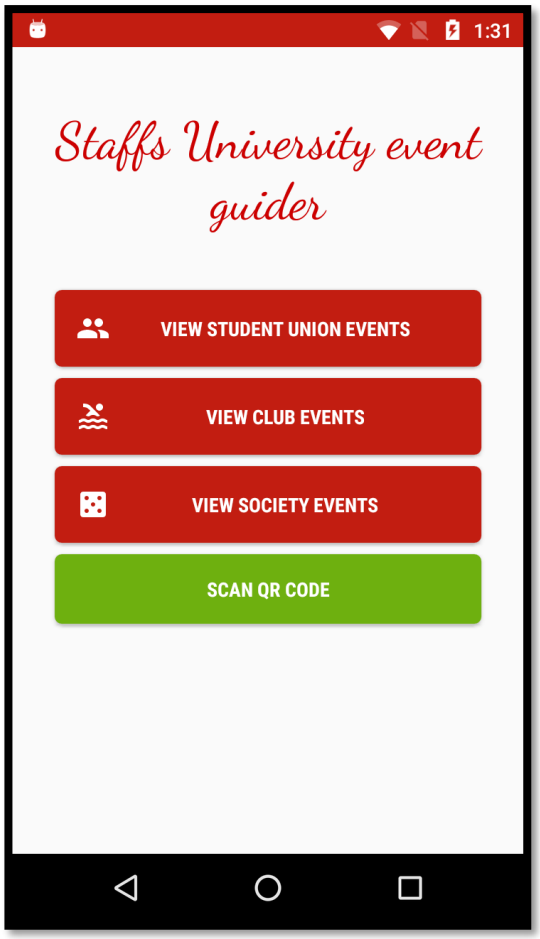
The initial design and development

The initial design for this application was inspired by the rule of providing a simple and easy to find information to the user. By using appropriate vector assets found within the Android Studio IDE I was able to quickly achieve this. I used material design to further improve the visual accepts of my application so that it will also run smoothly on average android smartphones. The application logic was built using **Java** and all the Layouts were designed using **XML**. This prototype application relies on googles firebase as the application backend.

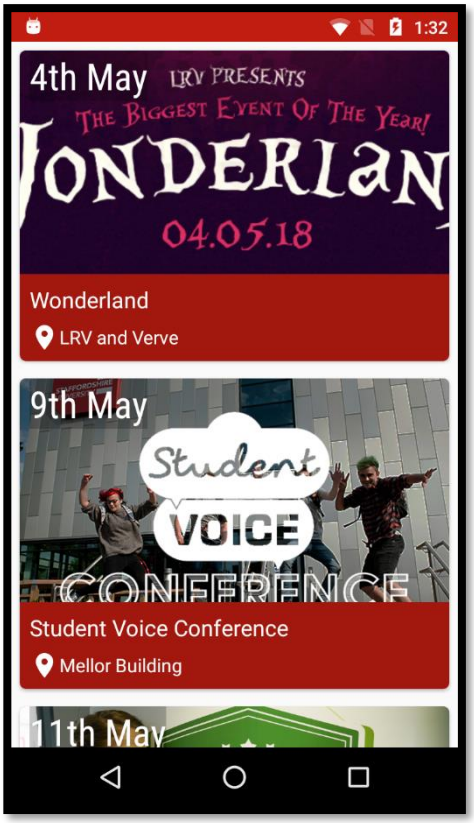
Home Activity

This activity contains all the buttons along with a mini vector icon on the left side of each button to aid ease of usage for the users. The main purpose of this activity is to redirect the user to certain social events hosted by the facilities of the university and access the QR code scanner to visit university information resources/events.

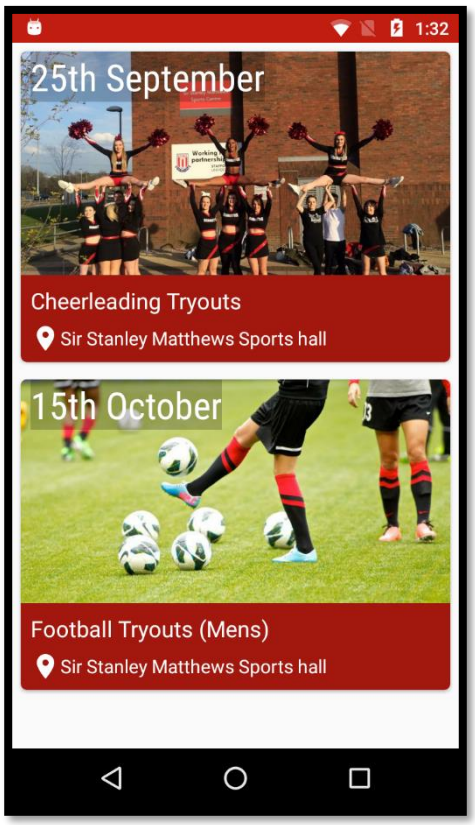


All the View events activities

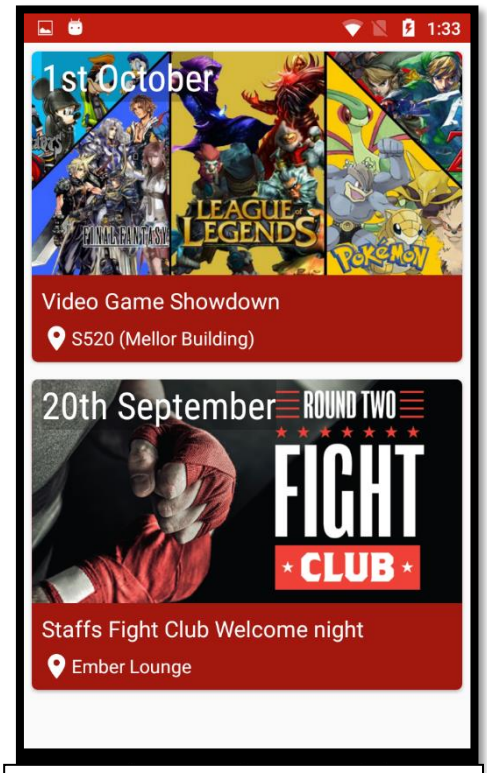
These activities contain all the events hosted by the various facilities and services of Staffordshire university, the events are displayed on a card view along with the most essential information. The card view also contains an image of the event related.



VIEW STUDENT UNION EVENTS ACTIVITY



VIEW CLUB EVENTS ACTIVITY

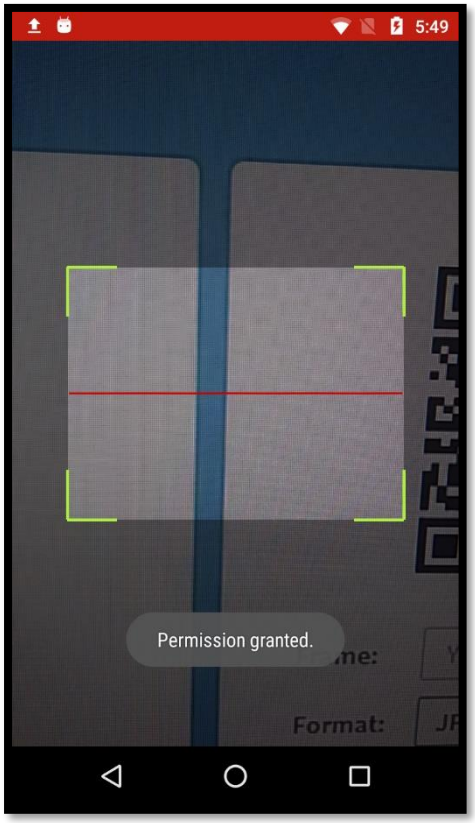


VIEW SOCIETY EVENTS ACTIVITY

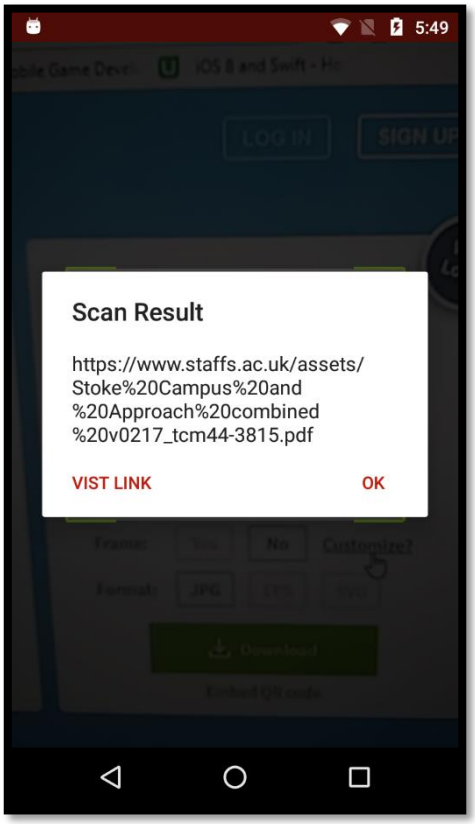
Note: All the information seen here on the activities are all retrieved from the Googles firebase backend database.

Scan QR code Activity

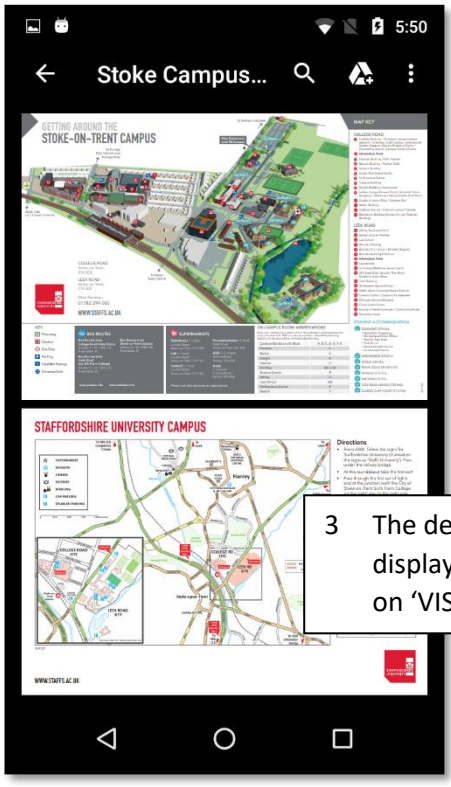
The application has a QR code scanner which allows the users to quickly attain information about certain events and social gatherings. QR codes are an easy and cheap way to spread information to the users.



1 The camera of the device is active once the user presses the Scan QR code button



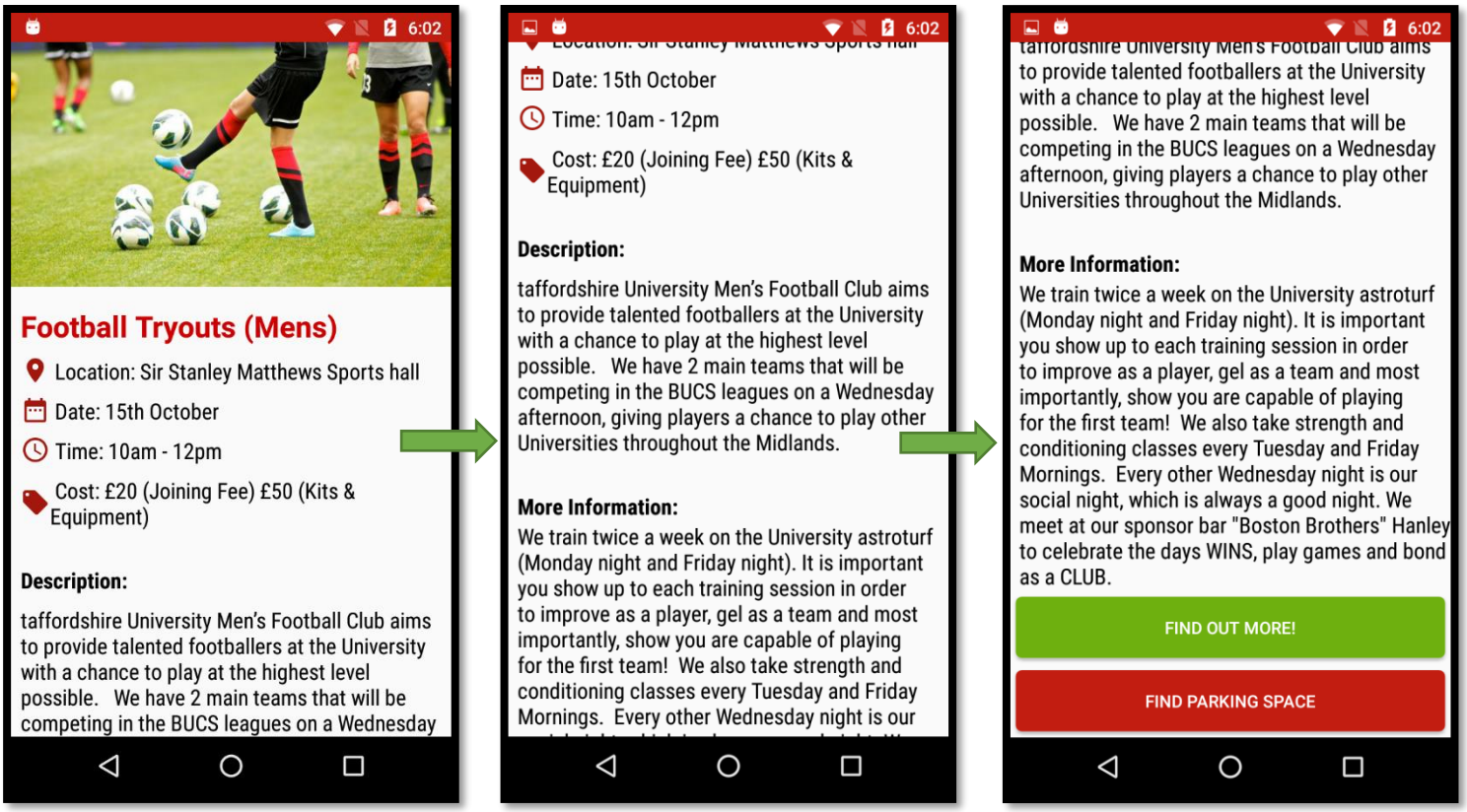
2 The scanned link is presented to the user.



3 The destination page is displayed to the user if they tap on 'VIST LINK'

More information activities

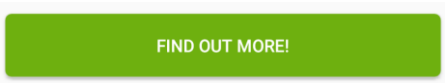
When the user is presented the card-view containing different events the user can tap on any of the card and the application will take them to another activity which contains a scroller view to showcase more in-depth information. The more information activities use vector icons and clean structured information for the user. At the bottom page there are links to university resources and car park guides.

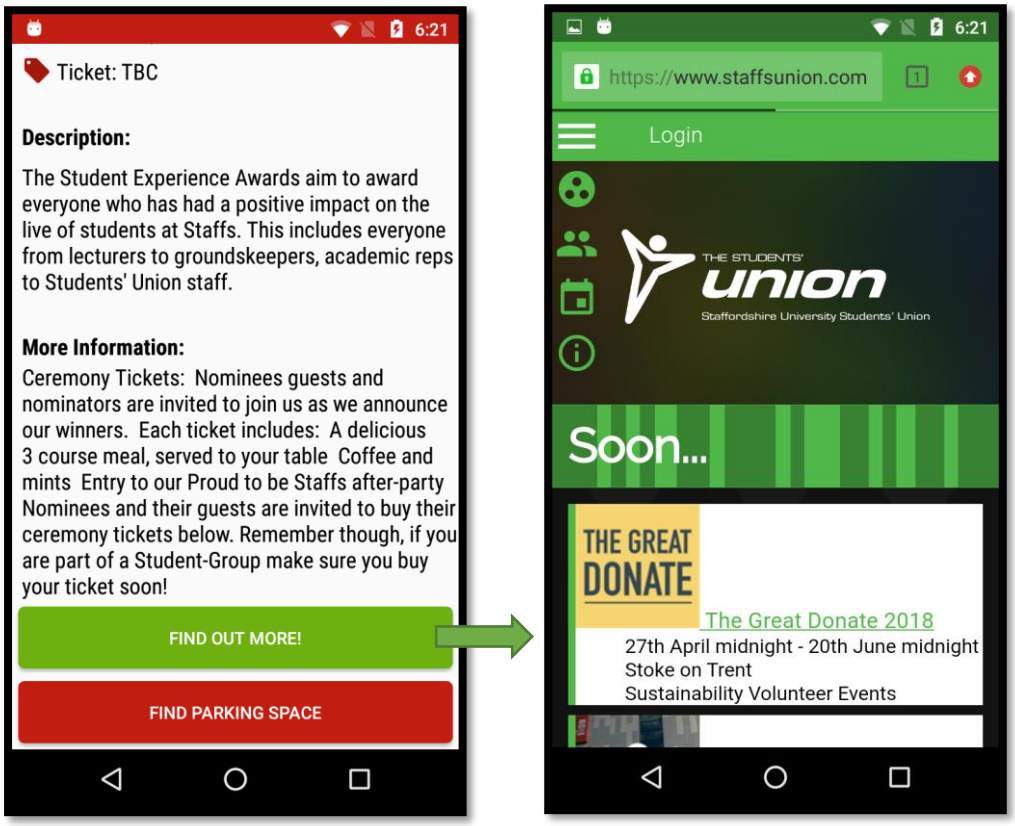


Note: All the information seen here on the activities are all retrieved from the Googles firebase backend database.

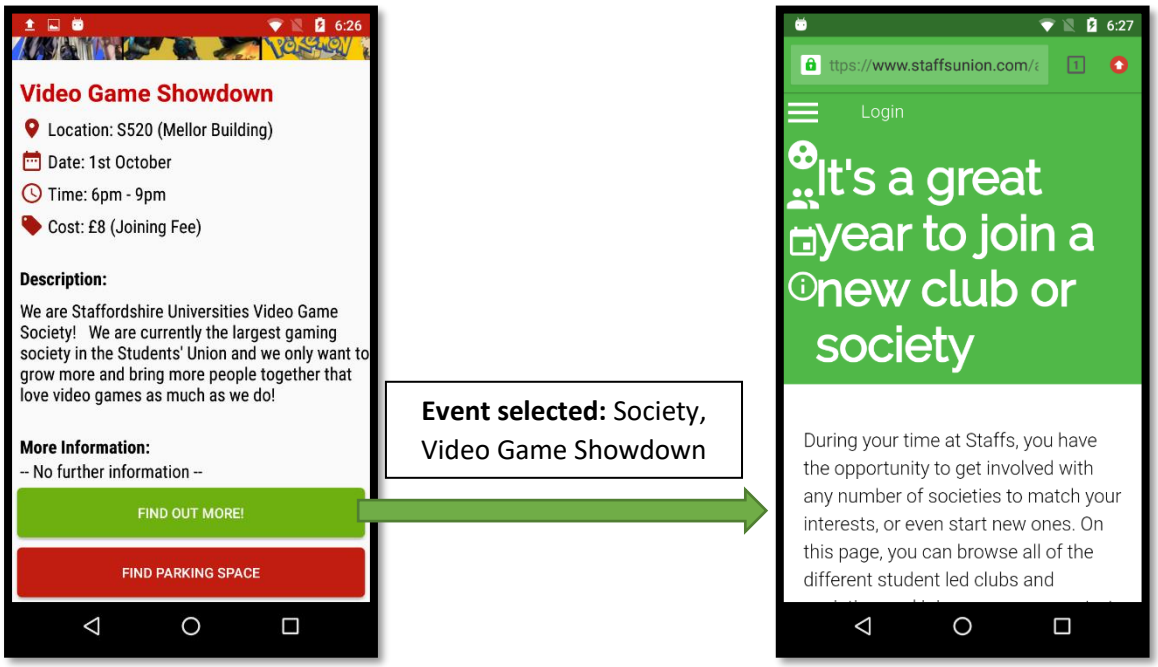
Find out more Button

In all the ‘more information’ activities there is one of these ‘Find out more’ buttons. The purpose of this button is to redirect the user to university information resources based on which facility hosted events are browsed by the user, for example if the user is browsing events hosted by the student’s union, clicking this button will redirect them towards the student’s union website.





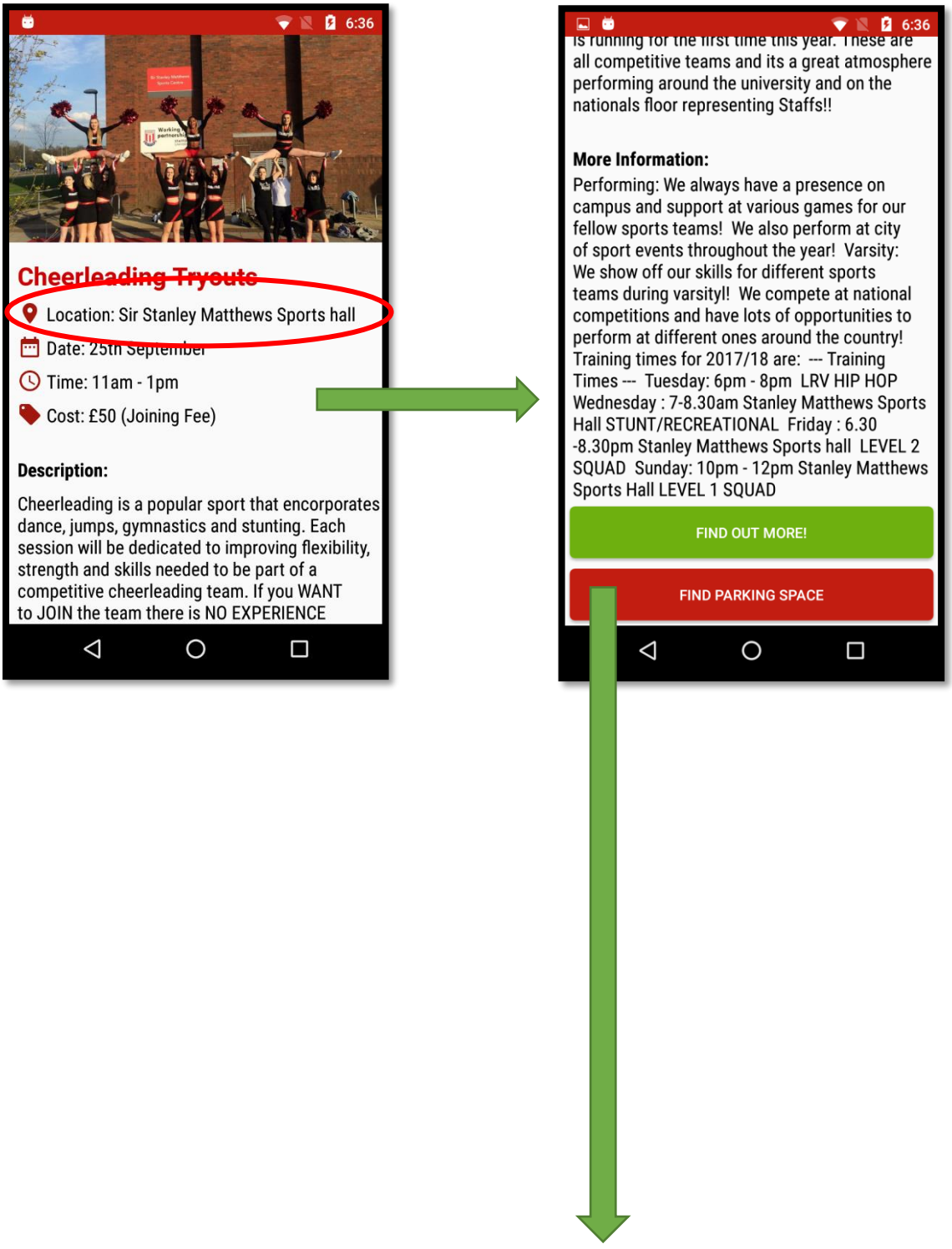
Event selected: Students Union, Proud to be Staffs Award 2018



Event selected: Society, Video Game Showdown

Find Parking Space button

Like the find out more button this button is also found on the bottom of all the 'More information' pages. The job of this button is to help the user find car parking spaces closest to the location of the event selected. The application uses Google maps API to retrieve the map and to place markers. Based on the event selected, the map shows the user two potential parking areas closest to the venue where they can park their vehicle. The green marker is set as the event venue selected and the red markers are set as the potential car parks.



6:36
Sir Stanley Matthews Sports hall
Google

6:36
Sir Stanley Matthews Sports hall Car park A
Google

6:36
Sir Stanley Matthews Sports hall Car park B
Google