‘Outfit of the Day’ Mobile Application Debriefing

LIS4930 Final Report

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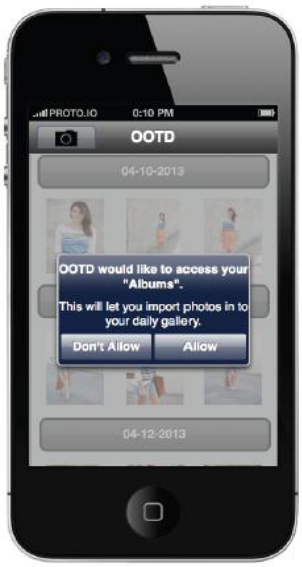
First and foremost, one thing is certain, that through the course of this semester the mobile application I set out to create has gone through a great process of evolution. Originally I started out to design and create an application that could serve as a virtual closet that could be stored in a convenient location and could be shared through various social media networking sites. As I set out to develop and program the vision I had for my application, I altered ideas to simplify the level of programming that I would have to complete. And as I began to wrap up my application, it had developed into a library where you could sort the photos of your clothing by date, sort of to emulate an ‘outfit of the day’ type feed. With that *Outfit of the Day*, otherwise known as *OOTD*, was born.

Upon opening the application, the user is brought to the **Home Page**. It is viewed as a veritcally scrollable gallery of photos seperated by the date in desending chronological order. Under each date the application’s user can import as many portrait style pictures under that date in particular. From that screen, the user could click on a date button, which would render an **Individual Date Page**. This page shows a close up view of all the images stored under that date in particular, with one image on the screen at the time. The user can scroll horizontally to view the remainder of the images, one image on the screen at a time. From this screen the user could click the *Home* button that would render the **Home Page**. Or the user could click the *Camera* button that would render an **Import Alert** on the screen.

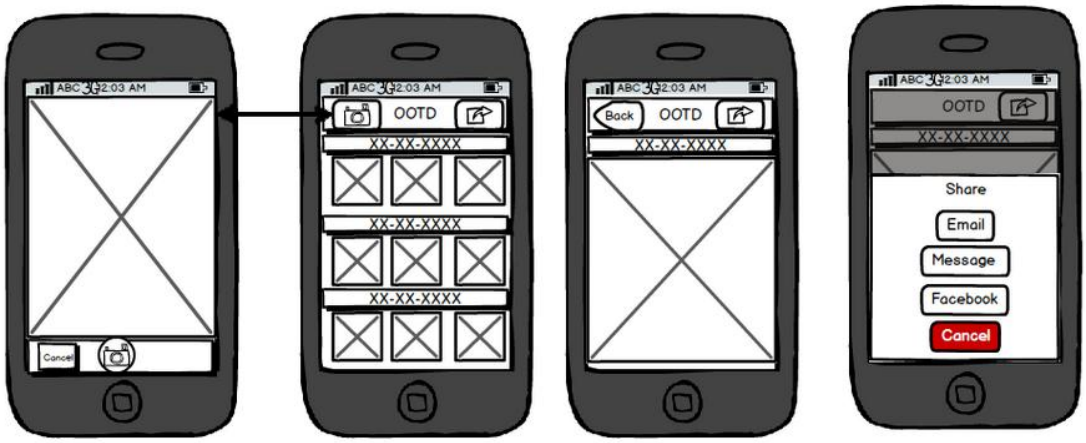


This **Import Alert** would state: “*OOTD would like to access your “Albums”. This will let you import photos into your daily gallery.”* From this view the user could either click the *Allow* button or the *Don’t Allow* button. If the user clicked the *Don’t Allow* button, the **Home Page** would be rendered. However if the user clicked the *Allow* button, it would render the **Album List**. From this the user could import photos from any of their photo albums stored on their phone into their

outfit of the day gallery.

This overall is the jist of the mobile application that I created through the time spent in this course, Advanced Mobile Application Design. However this is not to say that I didn’t encounter various problems along the way of *OOTD* mobile application’s development. The first, and probably the greatest, problem I encountered was one that our instructor, Farhood Basiri, had warned the entire class from the beginning of the assignment, the scope of mobile application. We were warned to keep it simple so that we would be able to finish. But when I created my first mock-up, I came up with an ellaborate plan to create an application, entitled *ClotheMe.*, that would serve as a virtual closet, that you could separate your clothing items by categories (Day, Night, Work, etc.) and share those pieces through a variety of social media networking sites of your choosing.

Needless to say the scope of my original plan was way out of reach given the time alotted and my level of programing skills. So like recommended from the very being I went back to the drawing board and created a more simplistic verison of what I orginally set out to do. Plan B is depicted in the mock-up below.



As you can see as from the comparison of this mock-up to the finish product, I again revised and simplified the plan for the *OOTD* mobile application. So one really simple way that I could have made this project more manageable was starting as simple as possible and then given time, I could have added on special features and what have you, as Farhood suggested from the beginning. Overall the revision process took up a great deal of my time, due to the overwelming amount of features I orginally included in the scope of my initial mobile application plan.

Once I started the programming portion of my mobile application, I knew that I would have to rely on some sort of open source coding to get me started, largely due in part to the fact that I am not a programmer. So I found an open source application on GitHub, called *REPhotoCollectionController*, that provided me with the basic code that would allow my application to be used as a “simple photo thumbnail viewer for iOS that groups photos by date.” With this I had the bones of my application, adding other features sure as the ability to access your phone’s albums and the ability to view a close up version of the thumbnails.

Xcode, also served to be a valuable resource during the coding and programming portion of the development of my mobile application. However it did provide a great unexpected challenge and set back. During an update that I needed to run a specific portion of Xcode on my computer, my harddrive crashed leaving my computer completely dead and me without the most up to date version of my mobile application. Fortunately I had all of the files of older version in my email, so I wasn’t left to start completely from strach. Also I was forced to borrow a computer that did not have the same programs I was using to code/program, and the operating system of the borrowed computer was also incapiable of running these programs, even if I tried to download them. Correspondingly I couldn’t run the risk of crashing another computer so close to the deadlines. Leaving me uncertain where to pick back up from.

Fortunately I found an online emulator that I could upload my mobile application files to and simulate the functions of the application there. So with minor modifications to the older version of the application, I settled for a simpiler and less pretty version of my application. From that experience alone if I were to do the whole project over, I would have probably started this application with the intention of running it on a different opporating system just due to the sheer amount of requirements needed to develop a function iOS mobile application.

What this project taught me overall about the lifecyle of mobile application development is that it is ever changing. The requirements and standards of mobile applications could be one thing one day and then the next day a whole new standard can be implemented, leaving your efforts completely useless. A simple update on your computer could derail your project timeline by weeks without the proper backups and/or operating system requirements. The world of mobile application development is extremely volitale, changing one day from the next so it is incredibly important to always stay up to date.