

<School of Computing & Information Sciences>

Summer 2024 Capstone II Project

<Blog Post>

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PROBLEM

The intention regarding the creation of the application is to allow users to communicate across multiple platforms in a straightforward manner. To communicate effectively to other users, the interface to do so must be accessible, navigable, and pleasing to utilize. A poor user experience can make it difficult for users to navigate the application properly and gives users little incentive to use the application. This provides the goal of designing UX that is manageable for users to utilize and maintainable throughout development.

Users should be able to navigate around the platform in a concise manner, as excess elements can potentially hinder user understanding of events occurring within the application. Users should be able to have visual indications of when events happened so they can respond to the changes they have implemented, facilitating the goal of having a functional navigational bar to depict that users moved from one section to another.

SYSTEM DESIGN

React Native was utilized to implement the front end of the application interface and deploy user experience elements.

Supabase was utilized as the backend for user management.

Stream was utilized as a layer to implement the chat-based system. User interface was implemented atop it.



ACKNOWLEDGEMENT

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APP DESIGN

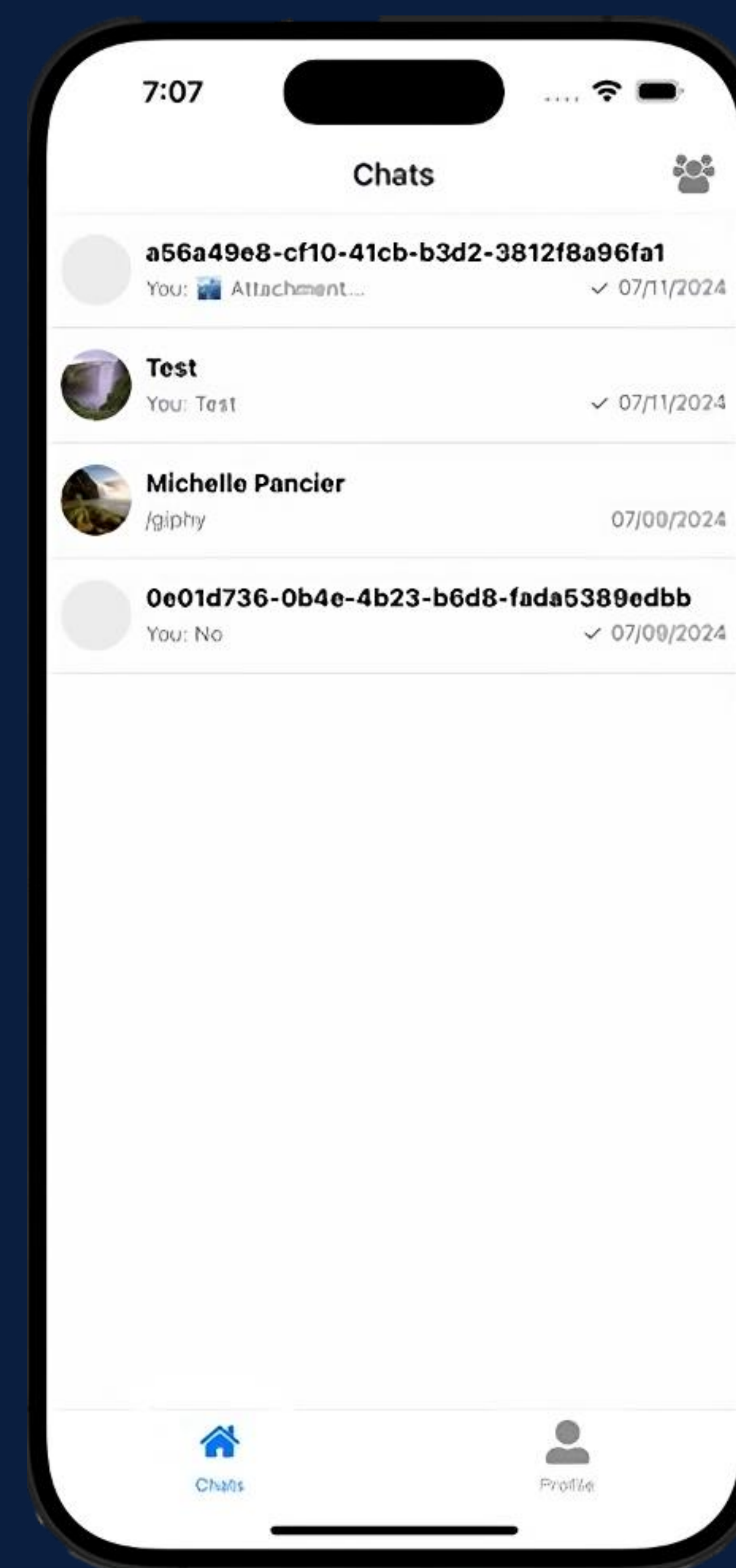


Figure 1: Navigational bar pointing towards list of chat channels.

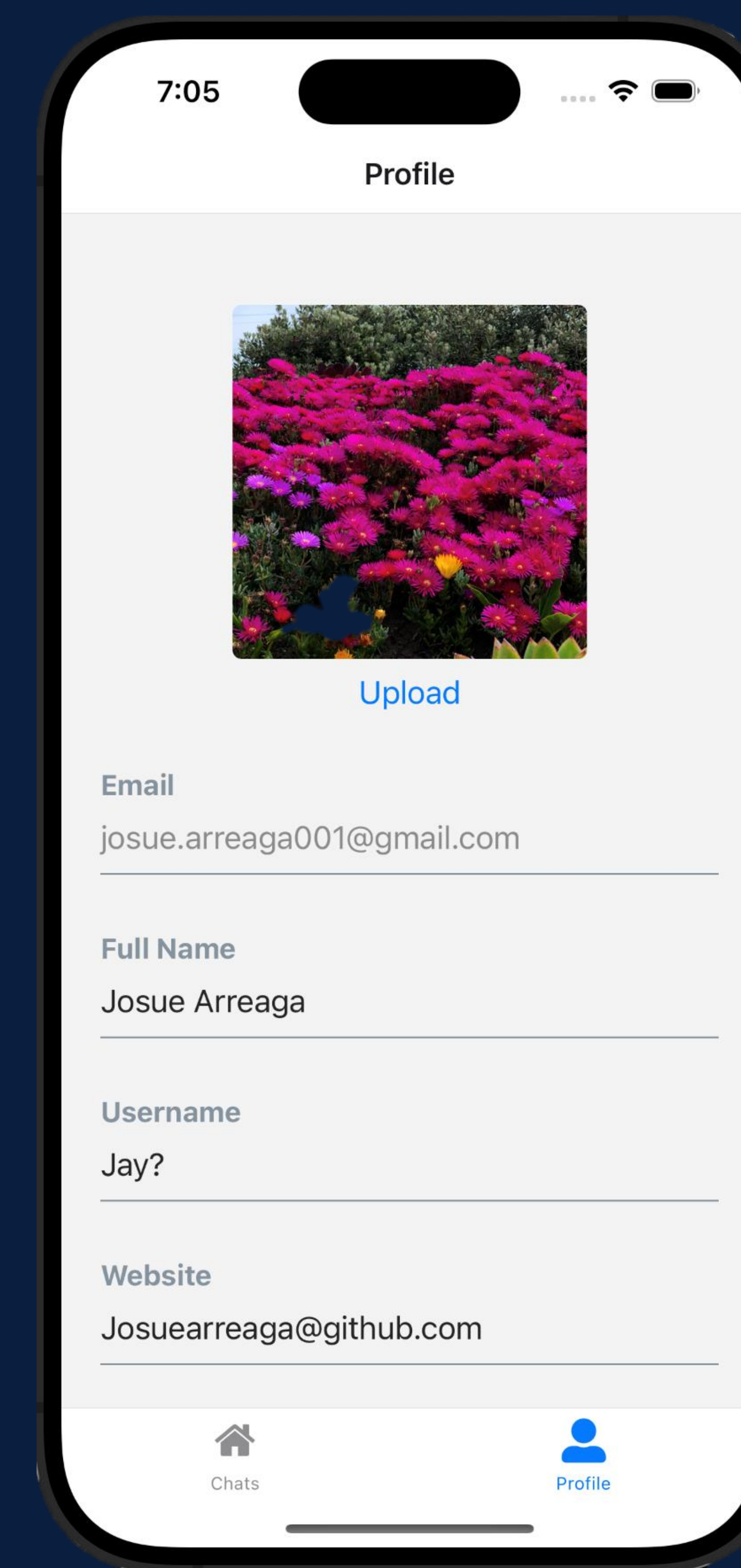


Figure 2: Navigational bar pointing towards profile page.

REQUIREMENTS

For the application to function properly, ensure the following are installed:

VS Code

Node.js

React Native with Expo Go

Android or iOS emulators

iOS/Android device with latest updates

Brew & Watchman

IMPLEMENTATION

Responsible for UX design atop the Stream platform and assisted in the creation of the UX across other sections of the application. Ensured the responsiveness of the interface across multiple user interactive elements. Verified and refined the UX across multiple platforms to ensure it is both useable and consistent across multiple platforms. Facilitated the communication of user interface elements to their corresponding back-end elements in Supabase.

Designed navigational bars for users to easily switch between chats, profile information, and known users.

SUMMARY

In conclusion, the rationale regarding the development of this application is creating a seamless method for users to communicate with one another. The creation of multiple UX elements facilitates greater interactivity within the application. Navigational bar functionality for instance extends to the necessity of having a Supplementary development could involve the extension of accessibility within the user experience with the addition of warnings for sensitive content and greater support for other accessibility options such as screen reading.