



User Interface Design

Based on our design meeting last week, Team INVOLution was able to do the first draft of User Interface (UI) art for the mobile app. We researched various mobile app UI and their features in order help us determine what kind of UI design could work best with our app based on its features. At this point in time we have created the UI for the main features of the app, which are: Creating a Bubble, Finding a Bubble and Opening a Bubble. We have sent our first draft UI design to the client and we are now awaiting feedback to know if we can move forward with this UI design. In the meantime our team will work on theming for our app and how it can be applied to the UI.



Meeting with Arnold Blinn

On Friday, October 12, Arnold Blinn, from Microsoft, visited the ETC campus in Pittsburgh and Rebecca Lombardi organized for our team to have a meeting with him on Skype. We discussed our project idea and design with him, and he gave us some very valuable feedback that will undoubtedly help to push things forward in implementing our project. Team INVOLution is very grateful to Mr. Blinn for taking the time to meet with us and give us feedback on our project.



Next Week

Our team will follow a suggestion from Mr. Blinn and try to utilize Microsoft's Azure service to host the services for our project. This is an alternative to asking the ETC to setup a remote server for our project. We also requested some Windows Mobile phones which are estimated to reach us by the middle of next week. The team is doing their best to push forward and have a first iteration working prototype of our app which can be used to playtest next week.

