2. Lab: User Research & Flutter Basics

In this lab you will understand your users, sharpen your project idea and get started with Flutter.

- Everything which should be done individually is labeled with 📌.

- Tasks divided in the team are labeled 🧰.

- Remember, everyone needs to do some 🧰 tasks for each lab.

- You will get feedback for everything with 🧰 three days after this lab, and we will discuss it at the start of lab 3, i.e. another chance for feedback ;)

2.1 Preparation

Everything if this chapter should be available in an alpha feature complete version.[1]

2.1.1 Flutter: Setup, Dart, Architecture, First Contact

1. install -- if you have flutter installed already, make sure to run `flutter upgrade`

2. Codelab -- just read through it, code as you like, to get an idea, what is different to the way of programming you know.

3. 📌 Read and understand the flutter basics up to Events and Event-Handling (13.4.2).

4. 📌 Clone your team repository, create a folder learning\yourLastName\lab2 and create a little app with 2 screens (we will do it together in the lecture)

   - the first screen contains a greeting message, an image and a button

   - when you click on the button you will be navigated to the second screen

   - on the second screen there is an input text and a button

   - if you click on the button something should happen based on your input

   - your app should run in your browser

2.1.2 Prepare User Research and Interview

📌 Read and understand the chapters User Research and Requirement Engineering.

Plan, document and start with your user research. Use the provided file docs/2-UserResearch.md.

For the lab we need

- 🧰 description of the problem you want to address

- 🧰 criteria/assumptions of your users

- 🧰 hypotheses

- 🧰 questions for the interview

2.2 During the lab

- We discuss your questions.

- We will all look at your first apps.

- You will run a pilot interview.

- Based on the pilot interview

    - You will review your interview guide.

    - You will write a first version of your vision.

    - You will write a first version of your persona.

    - You will write a first version of a scenario.

- You assign the to-dos.

2.3 After the lab

Document the following parts in your portfolio (use the file docs/2-UserResearch.md)

- 🧰 final interview guide

- 🧰 2 real interviews

- 🧰 2 personas

- 🧰 1 scenario

- 🧰 vision in the readme of your repository

- 🧰 reflect shortly, what went well, what was a waste of time and what was surprising

Within gitlab

- 🧰 create issues (use the template provided) for your MVP

Do not focus on tedious work, but ensure at least one **delighter** and your unique selling point is addressed properly. Try to formulate your issues from the perspective of your persona. The issues should be small -- realized within a day at most.

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1. Software release life cycle. 2024. URL: https://en.wikipedia.org/w/index.php?title=Software_release_life_cycle&oldid=1204460796 (visited on 15.02.2024). ↩