

Mobile Loyalty Cards

Description:

My first and only multi – platform project. Made from scratch. This project was built to store user's loyalty cards data such as card name, card number, photos of front and rear side of the card and when necessary retrieve this data and generate a barcode from a card number, provided by user while creating a card. Project consists of three screens:

- Card list screen (cards are arranged by frequency of usage and name)
- Card add screen (where user provides card data)
- Barcode screen (where card data is shown + barcode generated)

Main purpose of the project is to provide functionality that useful for people who don't want to carry all their loyalty cards with them (for example in a wallet) all the time. In general, user has a possibility to show card's barcode, generated in the app instead of showing the card itself.

Features:

ZXing library, both Android and iOS

Time spent:

- iOS – 3 weeks (almost ready, minor UI problems)
- Android – 4 weeks (full ready)

Status:

Due to existence of many analog apps and their popularity, management decided not to deliver the app into AppStore and PlayMarket.