

Didit

Arthur Nácar, Petr Vrtal, Lukáš Hejcman, František Pomkla*

Abstract

Living in a fast-paced world, it is common to be forgetful. A common solution is to take quick pictures of anything we would like to remember, such as the parking spot of our car, the numbers on the electricity meter, quick notes, or anything else. However, we often forget to delete these pictures from our gallery, which becomes cluttered and the images become hard to find. We, therefore, create a solution to this problem with our application Didit. Didit is a cross-platform application that allows users to create quick pictures, which are automatically deleted from their device after a set amount of time. This allows quick notes to be "shoot-and-forget".

*xnacar00@vutbr.cz, Faculty of Information Technology, Brno University of Technology

1. Introduction

Our project idea came from a joint problem of forgetfulness. It was common for us to take temporary pictures of things we wanted to remember (parking space, gasometer state, quick note, ...), but we would not delete these images from the gallery. Therefore, we wanted to create an application that would delete these pictures for us. We wanted to create an app that would act as a temporary photo gallery, where the photos would only stay for a limited amount of time - a day, a week, or a month. One of the big motivations to create the app was that we would be able to use the app ourselves.

2. Used Technologies

The first step of developing our application was to assemble a clear idea of what the application will be and how the users will use it. The second big thing for us was to declare how the application will look and be controlled, as UI and UX considerations were a big thing for our team since the beginning of the project. The prototyping and graphics tools we used were Adobe Illustrator, and Figma[1]. We wanted our app to be multiplatform, hence we decided to build it using the Flutter[2] framework. With this framework, you can build mobile applications for both iOS and Android platforms using one codebase. This resulted in shorter development time and much more fluent experience to a certain degree. There were of course some challenges to using this approach. To

sum up, choosing Flutter framework brought technical challenges in implementing connection with the camera, but overall the ability to reach a wide audience on both platforms was advantageous. Our app uses HiveDB[3] local database to store and encrypt our user-captured data (photographs). HiveDB is directly integrated into the Flutter framework as a package.

3. Conclusions

Didit is currently available on Google Play and App Store. During the testing phase, we found that people have developed a strong habit of using the default camera app for taking temporary pictures, even though it would stay in their gallery for long time or forever and despite the fact they could use our temporary photo capture app. We are currently working on a To-Do list module which will be available in the next release.

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References

- [1] Figma. <https://www.figma.com/>.
- [2] Flutter. <https://flutter.dev/>.
- [3] Hive docs. <https://docs.hivedb.dev/>.