# VDR2 - Senior Design Team 305

# MOUTHPIECE

Social Media Application- Athletic/Sport





#### **Team**



Ian Tyrell Computer Engineer (B.S)

Front-End Engineer



Christian Robinson Computer Engineer (B.S)

Front-End Engineer



Julien Denis Computer Engineer (B.S)

Back-End Engineer



Peyton Smith Computer Engineer (B.S)

Back-End Engineer



## **Sponsor and Advisor**

# MOUTHPIECE

#### Advisor

- · Petru Andrei
  - Electrical and Computer
  - Professor
  - Bi-weekly meetings





#### Outline



- Project Summary
- Concept Generation
- Concept Selection
- Bill of Materials
- Risk Assessment
- UI/UX Flow





## **Project Summary**



 Mouthpiece is a social media motivated application whose sole purpose is seamlessly share posts, pictures, and videos for a community of athletes. This community will connect athletes, sport fans, team member etc ...

Free iOS Application





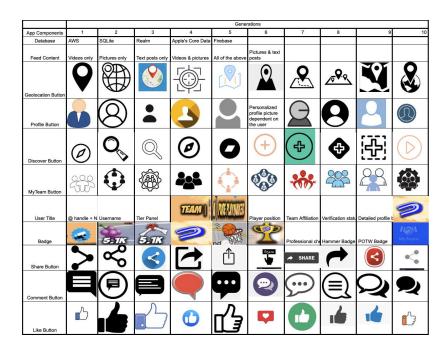
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#### **Concept Generation**



- Follow known app icon guidelines
  - Color palette
  - Simplicity
  - Keep icon sizes standard
  - Communication function without text
  - Prefer graphical images instead of photos





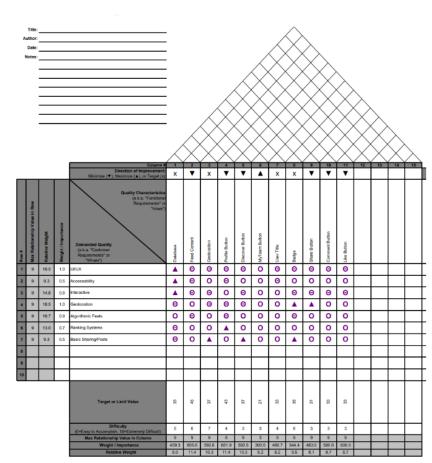
Chris



## **Concept Selection**

#### Different Features:

- Database
- Feed Content
- Geolocation
- Profile Button
- Discover Button
- MyTeam Button
- User Title
- Badge
- Share Button
- Comment Button
- Like Button



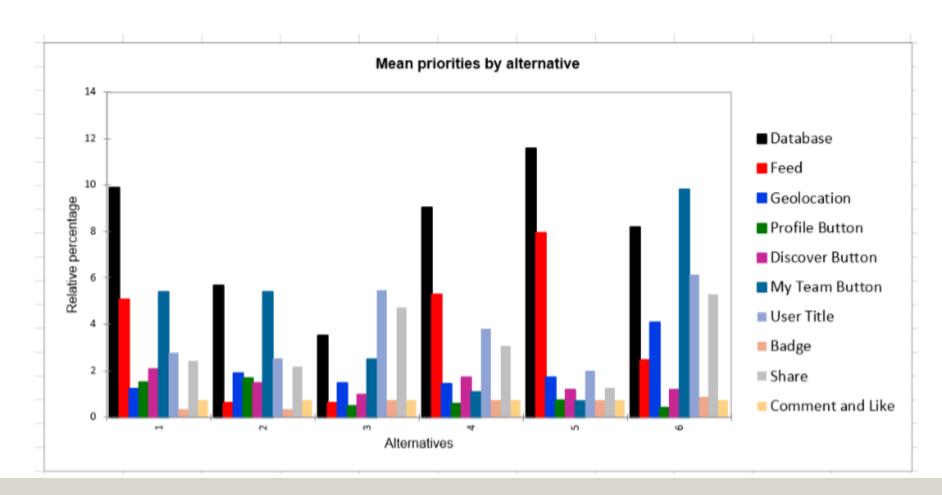


Julien



# **Concept Selection**





Julien



#### **Bill of Materials**

Free! For the short term...

Services used for our project:

**Storage** - Amazon Web Services

**Geolocation Functionality** - Google Maps API

- Free options for non-commercial/business use
- Limited storage, # of requests made per unit time (Fine for our case as a project)







Peyton



#### **Bill of Materials**

#### Long term investments:

- iOS Developer Program App deployment cost
  - Cost: \$99 Vendor: Apple
- Storage Amazon Web Services
  - Pay-as-you-go-system Dependent on use case
  - S3 Standard First 50 TB / Month \$0.023 per GB price scales as you need more storage
- Geolocation Functionality Google Maps API

First 100k requests costs \$32 per 1000 requests

\$200 credit per month - 6.25k free requests







Peyton



## UI/UX Mobile App



Sketch (Conceptual level) → Wireframe (Component level) →

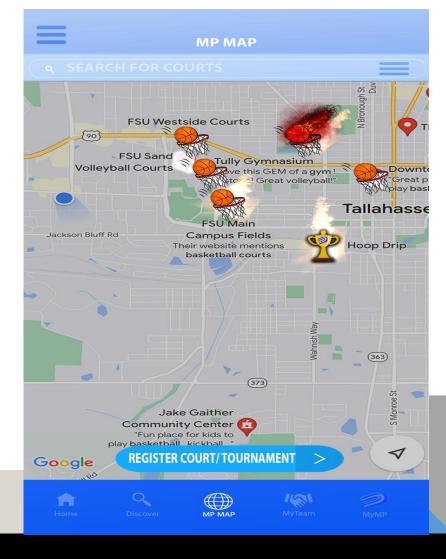
Mock/Prototype (Styles level/Interactions level) → Code.



# Sketch (Conceptual)







## UI/UX Mobile App



Sketch (Conceptual level) → Wireframe (Component level) →

Mock/Prototype (Styles level/Interactions level) → Code.



## UI/UX Mobile App



#### Steps for wireframing a mobile app

- 1. Start by mapping out a target user flow
- 2. Sketch out the core part of the user flow
- 3. Start wireframing by setting a Mobile Frame
- 4. Determine layout using boxes
- 5. Use design patterns
- 6. Bring in actual copy
- 7. Ensure your content scales well
- 8. Connect the pages together to create a flow
- 9. Test your design decisions

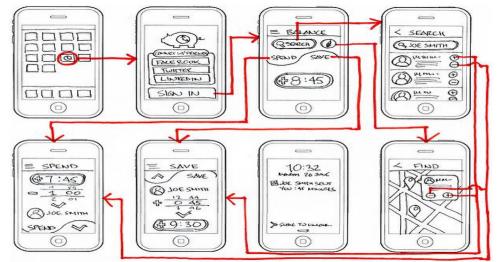
A user flow is a series of steps a user takes to achieve a specific goal. The user goal is a cornerstone element of user flow. To achieve a particular goal, a user might try a few different paths; that's why user flows may not be linear.

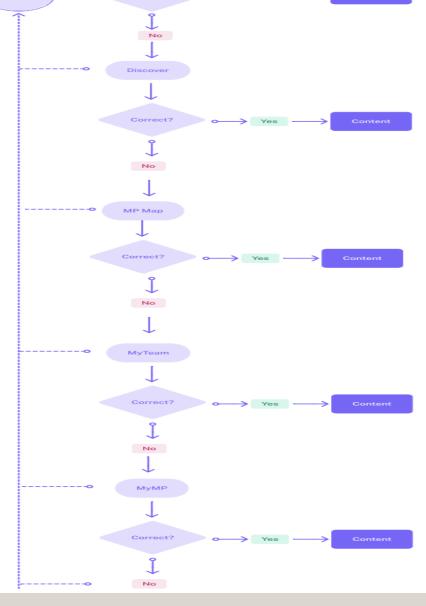


Task Flow: tend to be linear, showing the high-level steps that a person would take to get to a specific goal or end point.

Next step: Designing a "User Flow"

- Similar to task flow, however it details the path that a user would go through as they navigate through the app.









#### Questions?

