MeetMeHaflway Wireframe Diagram - Alex Banning



Welcome page

MeetMeHalfway welcome and logo will present on the screen on top of a generic Map Background in a ZStack view.

If user has not allowed location permissions, then a popup will display on top.

Tap to continue button on the bottom.

Map Showing user's current location (if permission has been granted, generic map until input if not)

Main Page

User's current location is shown on map background that takes up roughly half the screen.

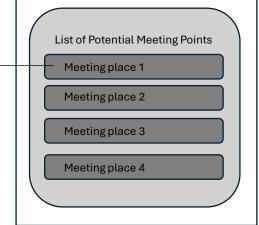
On the bottom half, there is a text field box for user location input and a button to search for results

Enter an address/ location

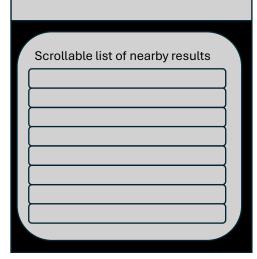
Enter an address/ location

Find Results

Map zoomed to fit user's starting location and entered address displaying markers on both points and a line between them



Map zoomed to meeting location



Meeting Point Results Page

Map displays user's location and the entered location if permissions were granted, or both of the entered locations if not.

- Both locations have a marker on the map
- A line connects the two points
- Zoomed to fit both markers comfortably plus some padding
- Potential meeting points are highlighted by markers on the map

Below the Map, results for potential meeting spots along the driving route between them will be displayed.

- Query begins at the nearest named location near the midpoint
 - If there are fewer than 10 total results nearby midpoint, then app will progressively search along the route for more results, leaving out results with less than this number of things nearby
- Meeting places are sorted by:
 - o How close they are to the true midpoint
 - Number of things to do nearby

Meeting Point Places Page

Displays a map zoomed in to display the meeting place selected.

Bottom half is a scrollable list of nearby results.

- On tap of each result,
 - o Highlight location on map with a marker
 - Scrollable list view displays a summary of the location
 - Type of venue
 - Average cost
 - Review Score
 - Link to venue/result website