

Application Summary, Concept + Justification

CS - Team 10

Authors: Alex Hoffer, Andy Doan, Cam Nhi
T Nguyen, Jessica Calnan

I. Application Summary

Our application aims to connect potential animal adopters to the institutional representatives who are housing the animals. Many animals go unadopted at places like rescue organizations and animal shelters because the process of adopting an animal can be arduous and there doesn't currently exist a way in which somebody can quickly discover the different options of animals available at different organizations. This application's goal is to make the process of adopting an animal easier by allowing for a single, universal application the user must complete and submit upon creation of a profile. All participating organizations must accept this universal application. Another goal of the application is to increase the transparency of needy animals and the speed by which potential adopters can navigate through these animals. The application will be mobile based in order to encourage efficiency. The targeted users of our app fall into two categories: one, people who are interested in adopting an animal, and two, institutions that have animals they wish to give away.

II. Concepts

#1 Form the user must complete in order to load photos. Form serves as universal application.

#2 Form consisting of a checklist of animal categories the user may be interested in and a slider that determines how far away the animal can be.

#3 Home screen that loads photos of adoptable animals that the user swipes left on if disinterested and right if interested.

#4 Profile of animal that is revealed if you click on the picture of the animal.

III. Sketches for #1

REGISTRATION

Name _____

Date of Birth _____ / ____ / ____

Address _____

Occupation _____

Daytime Phone _____

Evening Phone _____

Best Time to Contact _____

Email _____

•

• Other Info

•

•

CREATE PROFILE

Sketches for #2

SETTINGS

Animals Interested In

Dogs _____

Cats _____

Birds _____

•

• Other Possible Animals

• Breeds Interested In, etc.

Maximum Distance _____

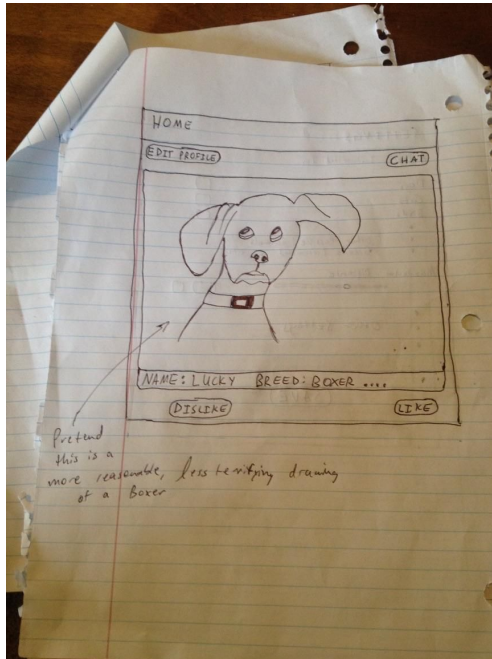
•

• Other Settings

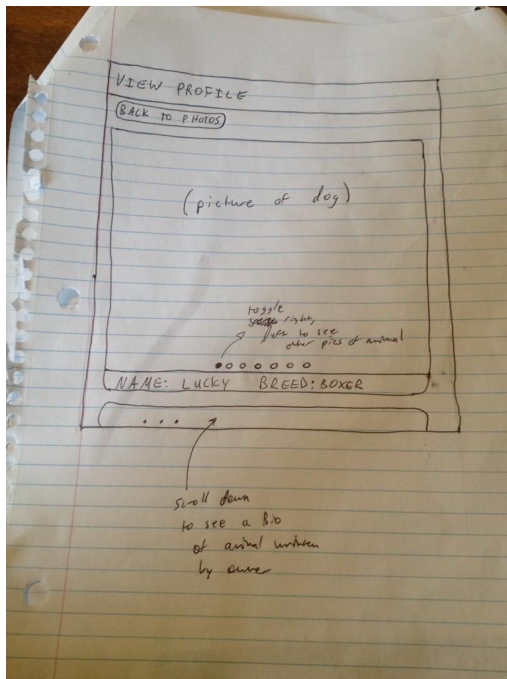
•

SAVE

Sketches for #3



Sketches for #4



IV. Justifications

Design #1: A Registration page consisting of a form that the user must complete in order to load photos. This completed form serves as the universal application that all organizations must agree to participate.

Justification #1: The user has to register in order to use the application. This is so when they are a candidate to

adopt a certain animal, the adopting agency can look at their information to determine whether or not they would be a good fit to own the animal. What kinds of information would be useful for helping an adoption agency determine who is right for an animal? Well, this is a debate that would be best suited to a different team besides the UI designers. Of course, a name, date of birth, and address would be absolutely required for any such application, so we have put these in the sketch. However, the vertical ellipses indicate that other information will most certainly be required for registration, but this information is not necessary when considering design choices. Once the information is imputed, the user hits the Create Profile button to submit their profile for approval.

Design #2: A Settings page consisting of a form with a checklist of animal categories the user selects from to indicate which animals they may be interested in adopting and a slider that determines how far away the animal can be in order for the user to still be interested.

Justification #2: The user has the option to modify how they experience the application. They can choose which categories of animals show up in their feed. This is because a person may be interested in adopting a dog, but no other kind of animal, for example. They can select any number of animal categories, so for instance, dogs and cats could show up in their feed if they so desire. Another example of a setting they can choose is the distance to the institution where the animal is hosted. The user uses a slider to determine the maximum distance which an animal is allowed to be in order to show up in their feed. They can do this because a person may not want to drive over 50 miles to go buy an animal, for example. Other settings are also possible from this menu, but other settings should be decided by a team other than the UI team. Once the settings are chosen, the user can save these settings to their account.

Design #3: A home screen that loads photos of adoptable animals that the user swipes left on if disinterested and right if interested.

Justification #3: The user has a stack of animal photographs that correspond to the types of animals they chose as possible candidates. They move the photo left if they don't want the animal, they move the photo right if they do. This should be a simple enough design choice for users to learn and remember. There will be a quick tutorial for when the user first boots up the app after registration and they can choose to view this tutorial at another time if they so please from another menu. This home page has a button on the top left that navigates to "Edit Profile" (see Design #2), a button on the top right that navigates to "Chat" (where they can talk to adopting agencies that have selected them as candidates), and on the bottom there exists a quick blurb of the animal's information (including name, breed, etc.). There are other apps that employ this kind of functionality and we hope to be inspired by their ideas and adapt them to an animal adoption context since these apps have proven to be quite successful.

Design #4: The profile of an animal that is revealed if you

click on the picture of the animal, includes a bio of the animal and basic information.

Justification #4: Like Design #3, this design decision is inspired by apps that employ the swiping format. This “View Profile” page offers a picture of the animal, small

buttons on the bottom they can toggle through to see other photos of the animal (so they can conveniently and quickly navigate through these), the name and description of the animal, and a biography of the animal written by the animal’s fosterer that includes additional information the animal’s fosterer thinks is important.

Storyboard

1. User takes phone/tablet out and opens the animal finder app

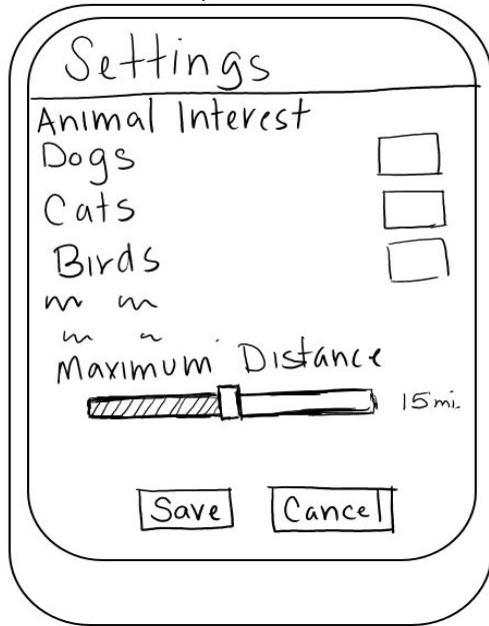


2. A screen appears to prompt user to create a profile. Input information such as name, address, phone number, email, etc..

A hand-drawn sketch of a registration form. The title "Registration" is at the top. Below it are five input fields: "Name:", "DOB:" (with boxes for day, month, and year), "Address:", "Phone:" (with a box for area code and a longer box for the number), and "Email:". Below these fields are two wavy lines representing a signature or notes. At the bottom is a button labeled "Create Profile".

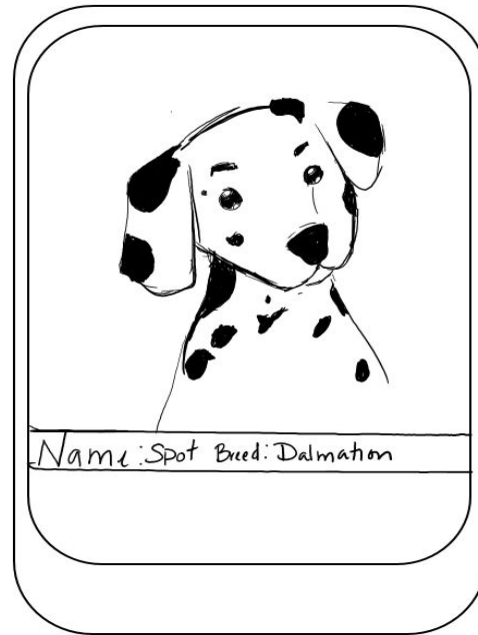
Save/Create Profile when complete.

3. Once profile created, another screen appears to choose animal preference, and maximum distance from zip code.

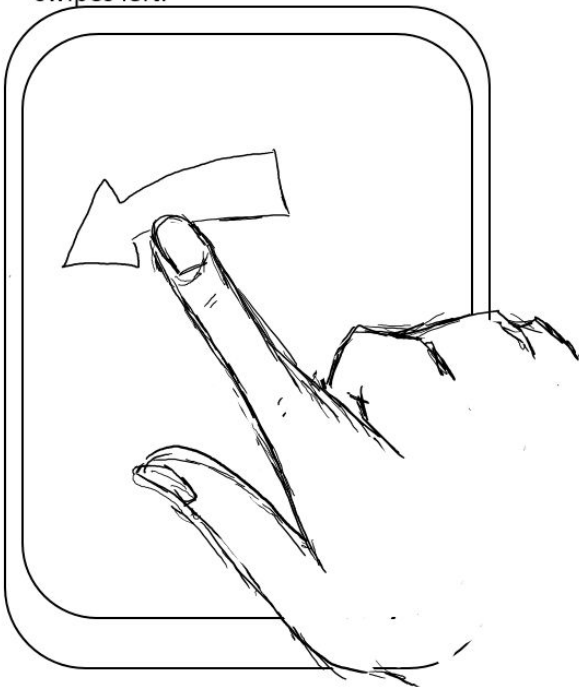


Press/click save when completed

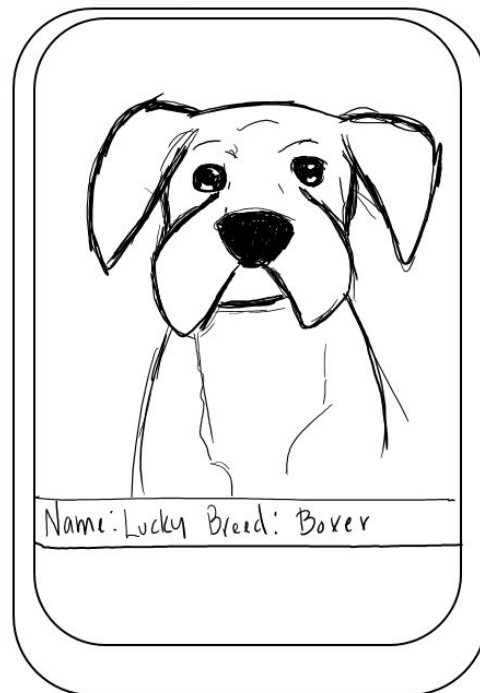
4. Images of animals appear on the screen according the user preference.



5. User is not interested in the first animal, swipes left.



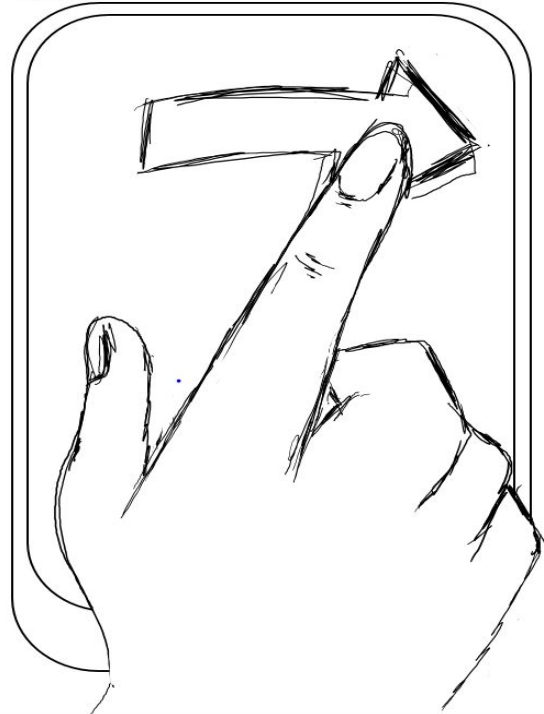
6. Another animals appears.



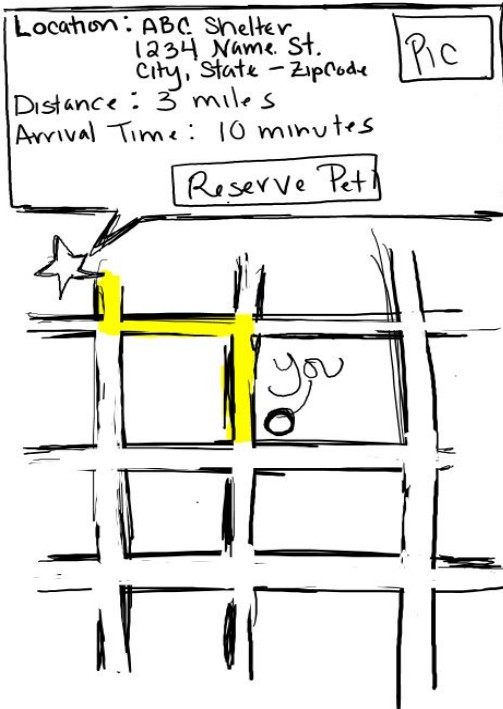
7. User scrolls up to see bio and full description of the animal.



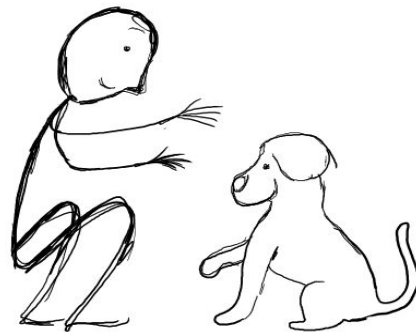
8. User swipes right to show interest in the animal.



9. Next screen shows GPS location and distance of the shelter from home or current location



10. Meet And Greet the future pet



Click/Reserve Pet to confirm

