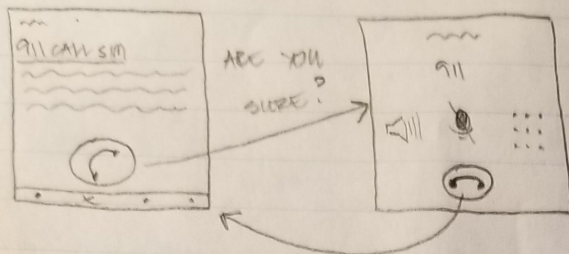
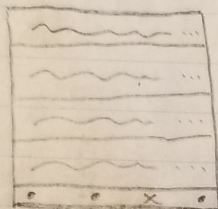


911 CALL SIMULATION

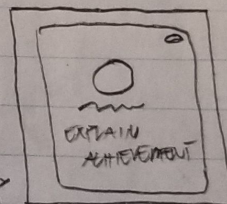
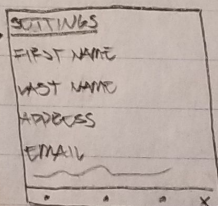
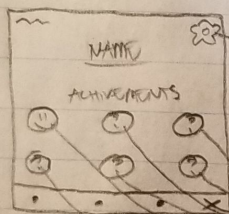


NOTIFICATIONS



- ACHIEVEMENTS
- UPDATES
- DAILY TIPS?
- ADDRESS REMINDER?

PROFILE



\* THIS DESIGN REQUIRES THE USER TO BE LOGGED IN TO DO ANYTHING

PEOPLE  
CENTERED  
DESIGN

IMPLIED DESIGNS (KNOWLEDGE IN THE HEAP)

- BOTTOM NAVIGATION TABS
- LEFT TO RIGHT SEQUENCE
- TOP RIGHT FOR EXITING A PAGE
- 911 SIM CALL IS SIMILAR TO MOST ANDROID UI
- USE OF COMMON SYMBOLS <sup>(HEAP)</sup> [SETTINGS, NOTIFICATION (BELL), POP OUT MENU (3 DOTS)]

CULTURAL CONSTRAINTS

PRIVACY CONCERNS - ASKS FOR USER ADDRESS

SEMANTIC CONSTRAINTS

- USERS MAY FOCUS ONLY ON THE ACHIEVEMENTS & NOT REALLY UNDERSTAND LEARN THINGS

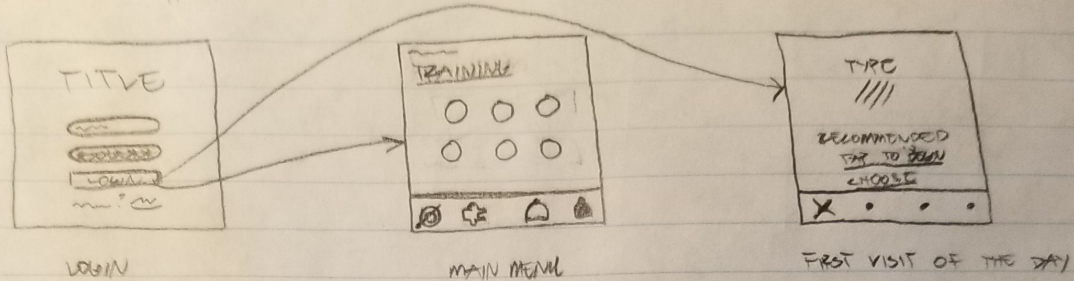
GESTALT PRINCIPLES

- SIMILARITY - VISUALLY THE SAME COMPARED TO OTHER APPS
- CONTINUITY - UI IS CONSISTENT THROUGHOUT THE PAGES
- CONNECTEDNESS - ALL FUNCTIONS ARE INTERCONNECTED

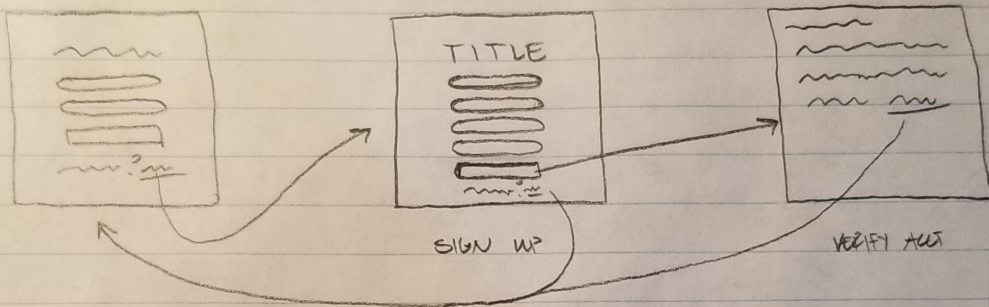


LOFI PROTO # 1

LOG IN

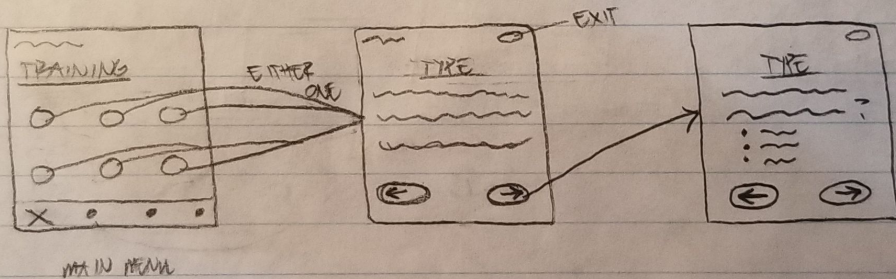


SIGN UP

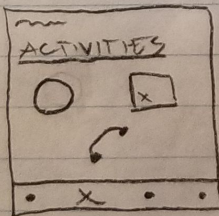


\*CONSIDER ASKING FOR THE PERSONS ADDRESS IN THE SIGN UP PAGE

"TRAINING"  
/LEARNING

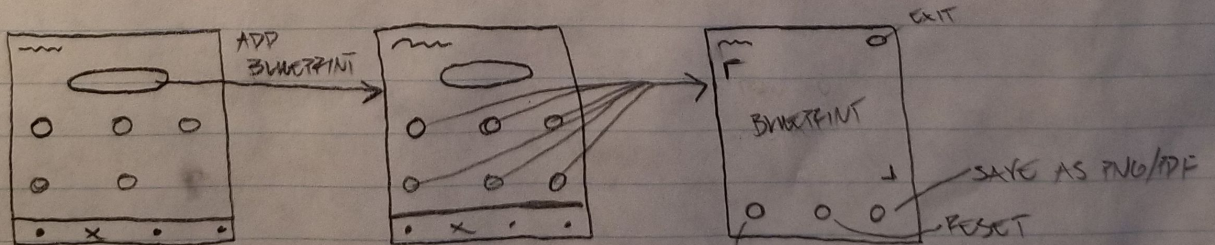


ACTIVITIES



- - "TESTS" IN GENERAL
- ☒ - FIRE ESCAPE PLAN TRAINING
- ↪ - 911 SIM (MUST BE LOGGED IN)

FIRE ESCAPE  
PLAN TRAINING



TESTS

