**Mobile UX/UI Wireframes & Interactive Prototypes**

**Objective:**

Design mobile interfaces that are user-centered, highly usable in offline environments, and optimized for quick navigation by non-technical users, especially in humanitarian or administrative field operations.

**Deliverables:**

**A. Wireframe Sets (Tools: Figma, Adobe XD):**

* Employee Dashboard (leave status, attendance log, notifications).
* Forms: Leave Request, Travel Request, Timesheet submission.
* Biometric Check-In/Out screen.
* Chat with HR or Line Manager (internal comms).
* HR/Admin Dashboard (staff directory, performance reports, requests queue).

**B. Interactive Prototypes:**Fully clickable prototypes showing:

* + Tap and swipe gestures.
  + Offline warnings and data-sync animations.
  + Mobile onboarding flow (registration, OTP login).
  + Localization: Multi-language toggle (English, French, Swahili, Arabic, etc.).

**C. Accessibility & Inclusivity Features:**

* Compliant with **WCAG 2.1 AA**.
* Voice-to-text for form inputs.
* Adjustable font sizes for field workers.
* Offline caching indicators and alerts for unsynced data.
* Colorblind-friendly palette.

**D. User Testing:**

* Conducted with 3–5 personas:
  + Field Agent, HR Manager, Payroll Officer, Admin, Intern.
* Feedback incorporated into iterative UI refinement.
* Usability scores documented with suggestions and fixes.