

Gesture List for Maps  
(Applicable to all screens  
with maps inside, this means  
**A, B, D, F, G**)

Gesture (Functionality)	Map
Initial:	
Expand (Zoom In)	
Pinch Closed (Zoom Out)	
Rotate clockwise & Anticlockwise	
Legend:	<ul style="list-style-type: none"> <li>UI</li> <li>Annotation</li> <li>Highlights (Key Points)</li> </ul>

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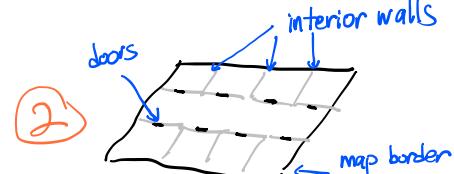
# (A) Main Page (Example Location: NTU North Spine L1)

⑨

: Lift, : Stairs, : Ramp, : Escalator

## ① Hamburger Button

A elevated button that can trigger the drawer. (Refer to C)



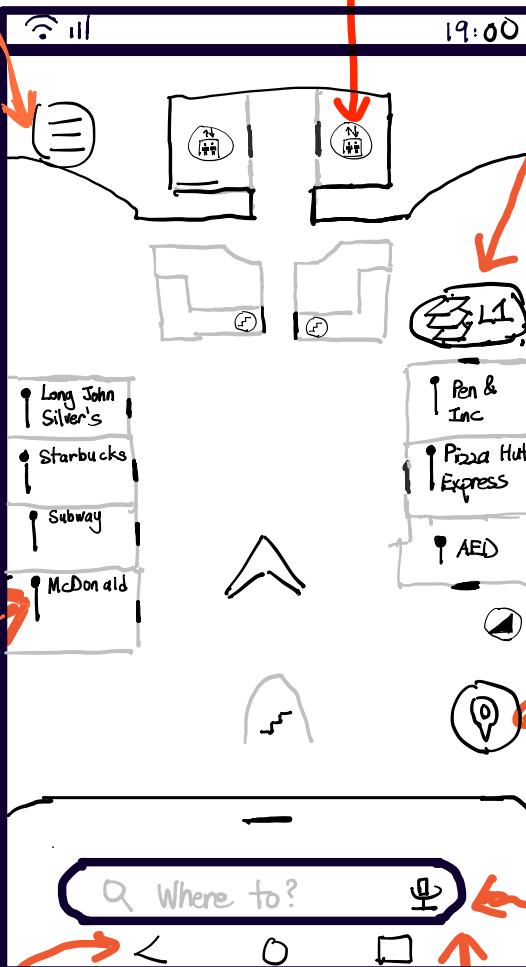
- The external map borders are highlighted in black\*
- Interior walls are highlighted in grey\*
- Doors are highlighted in black\*
- \*The actual color may change in Hi-Fi, this is just to demonstrate the difference in this mockup)

## ③ [Place Name Here]

Markers. These markers show the name of the places. Tapping these markers will expand the bottom sheet ④ and display more information.

(Refer to D)

- ④ If the user try to exit from this state, a dialog will pop-up to ask the user whether they truly want to exit.



## ⑤ Persistent bottom sheet

A persistent bottom sheet, Sliding this up



will lead the user to the search screen (Refer to E)

⑧

## L1 Floor Plan

① Show current floor level.

Click it will redirect user to multi-level map (Refer to B) and button will change to

Swipe the button down will redirect the user to the level map above this current level →

Swipe the button up will do the opposite. →

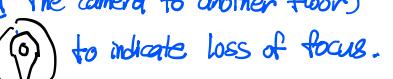
If the user hits the limit (e.g. swipe down when the user is at the top floor), the button will light up, and a toast message will show up to alert the user.

## ⑦ Locate the user

Locate the user, then focus camera onto the user current location.

a) If the camera is focusing on user's location, show

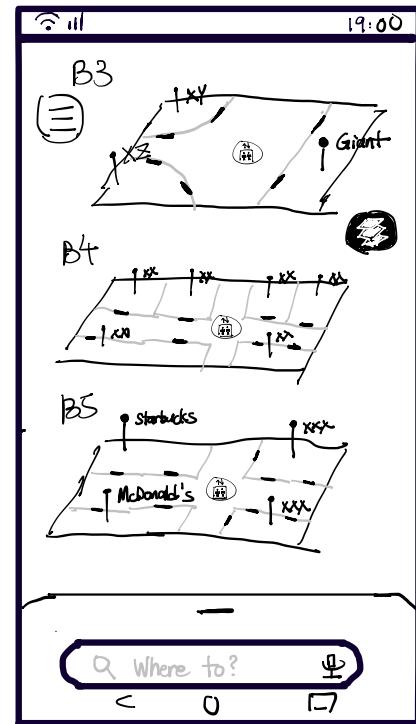
b) otherwise if the camera no longer focus on user's location by any means, (e.g. moved the camera to another floor)



## Search Bar

After the user click on it, the user will be redirected to the search screen. (Refer to E)

## B) Multi-level Map Screen



- ① Click the floor  
→ redirect user to that floor (Back to A)
- ② Click the button  
→ redirect user to the floor that they last viewed (Back to A)
- ③ Swipe the map up or down to scroll around different floors

After clicking button in other screens, the drawer menu will be called and render over that current screen.

## C) Drawer

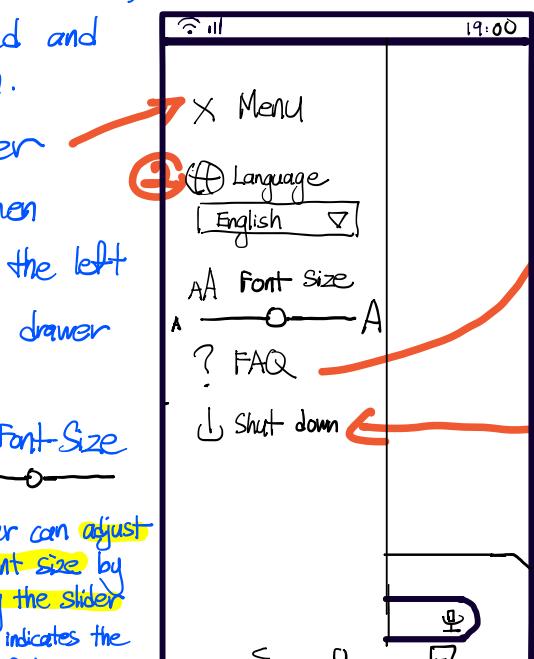
### ① Ways to close the drawer

- (a) Click X to close the men
- (b) swipe the drawer to the left
- (c) touch outside of the drawer

### ② Language

The user can click the language, and a dropdown menu with a list of available language will appear.

The user can then click whichever language they want to use.

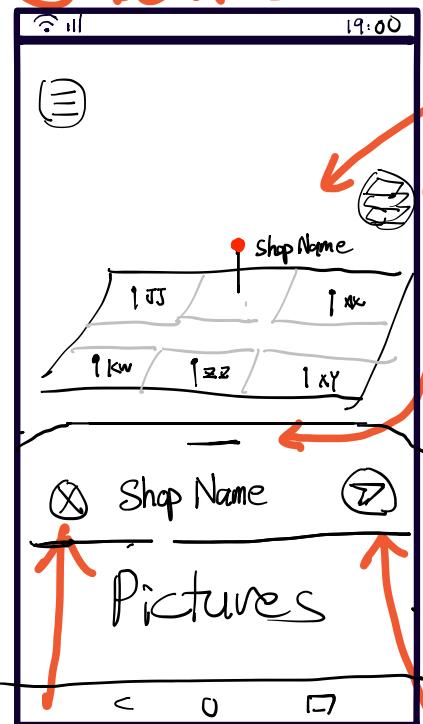


### ③ AA Font-Size

The user can adjust the font size by sliding the slider. The 0 indicates the current font size.

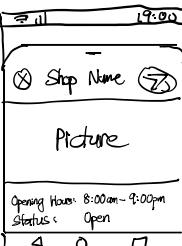
## D) Details Screen

When the user long press a marker, this details screen will show up.



- ① The selected place will be highlighted, with the marker showing in Red.
- ② The bottom sheet will be expanded to take half of the screen (as shown on the left)

The user can swipe up to expand the bottom sheet to get more info of the shop /area.



The user can swipe down to minimize the bottom sheet



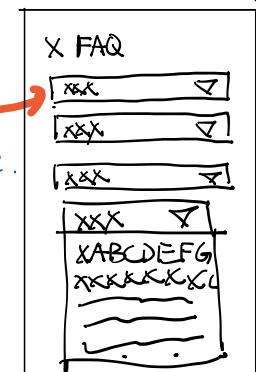
- ③ The user can click

to start navigation to this place from their current location. Redirect user to direction page (F)

### ④ FAQ

Redirect user to the FAQ page.

Each section correspond to a guide to a feature.



### ⑤ Shut Down

A shut down button which will shut the entire application down with just a click, without the need to exit from other screen first

**E) Search Screen**

① Return button  
Return to the last page that the user was in.  
**F → E → < → F**  
**A → E → < → A**

② User can input into the text field to find the location, or they can click the microphone icon to use microphone to input the location.

③ User can click Current Location to use current location as input.

④ A list of recent places that the user previously visit will display here, in a descending manner with respect to visit time.

After user click one of them, user will be redirected to direction page (refer to F)

⑤ As soon as the user key in the text, display a list of location that contains the user input (autocomplete).

**F) Direction Page**

① Search Area  
The first reflects start location. The second reflects destination. Whenever the user comes to this page (direction page F), the start location will always be pre-filled with user current location.

② Map Area  
If the start location and the destination is at the same floor, a normal map will display. If not, a multi level view will show instead (as shown left).

③ Close button  
Lead the user back to the main page (A).

④ Wheelchair Accessibility  
If the route is wheelchair friendly (no stairs), this icon will show up.

⑤ Shortest Trip  
The estimate time of arrival (ETA), distance and duration. The user can swipe left or right to toggle between different routes.

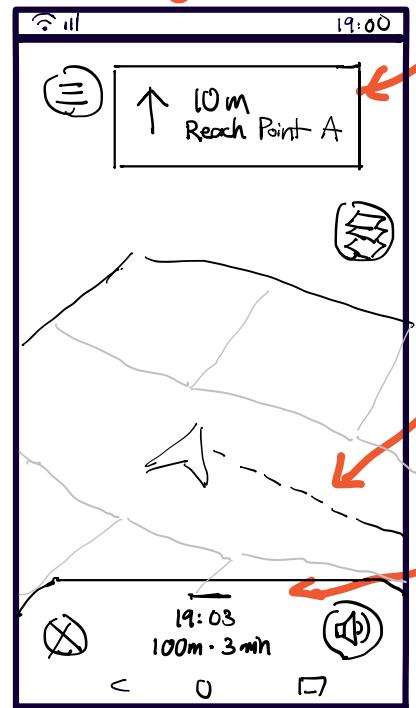
⑥ Route Choices  
This display the number of routes possible. The current route that is selected will be highlighted. The user can change to another route option by clicking other option as well.

⑦ Settings  
After clicking the settings icon, user will see this in the bottom sheet. User can toggle whether they want to allow stairs / ramp / lift in their route.

⑧ Start the navigation  
Lead the user to navigation page (G).

**G) Navigation Page**

# Navigation Screen



A elevated banner that provide turn-by-turn navigation.  
The user can click this, and the bottom sheet will expand to provide user more information of the route (Refer to ④)

  ----- Route Hint on Map

Provide visual instruction  
on the map to guide  
user

③ Persistent Bottom Sheet  
User can slide this up  →   
to view more information of the route.  
(Refer to ④)

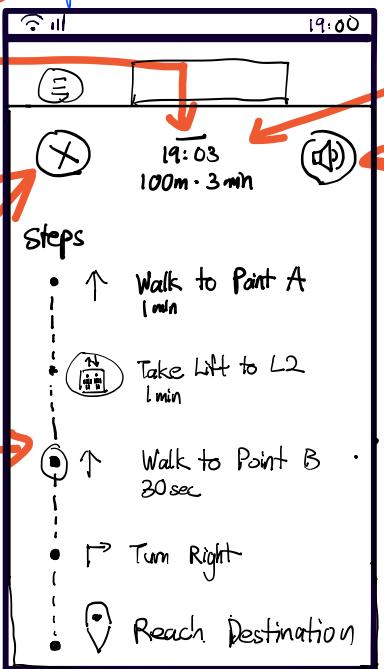
## ④ Expanded Bottom Sheet

**S** The user can slide this down  
  
to return to  
map view as in the graph  
above.

  Close Button  
Return user to 

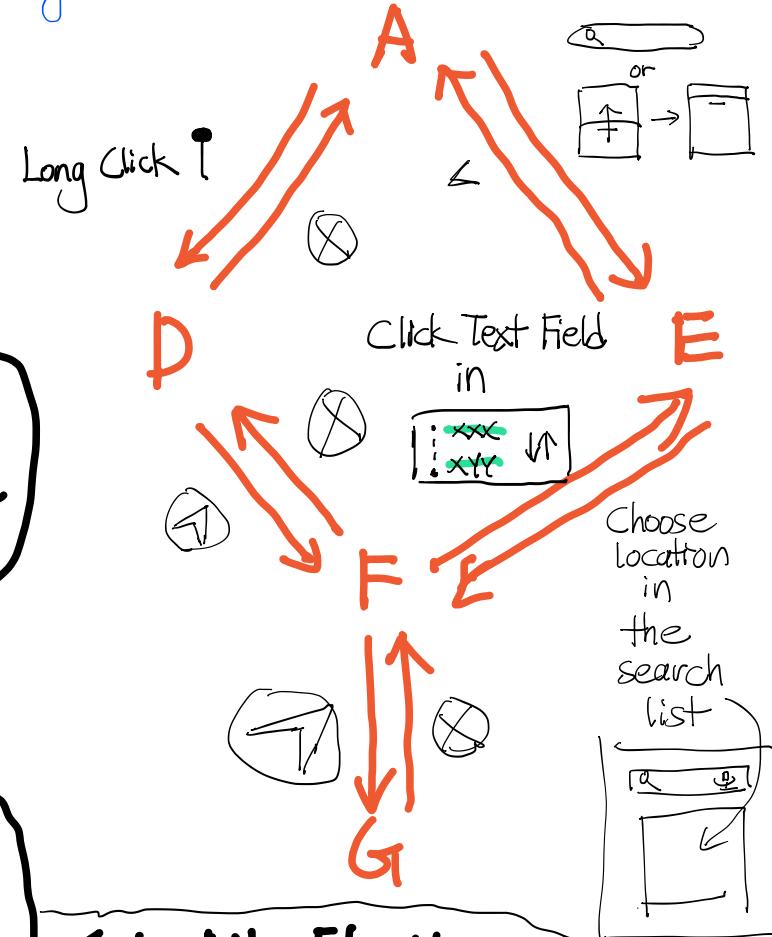
# ⑦ Step-by-step navigation

The current step will be highlighted by having the icon 



## State Transition Diagram

## Main Flow:



## 1st Alt Flow:

$A, D, F, G \longleftrightarrow B$

## 2nd Alt Flow:

Any state (A, B, D, E, F, G)  
Other than C

