

CZ2004 HCI Assignment 1

LOW YU BENEDICT, S55

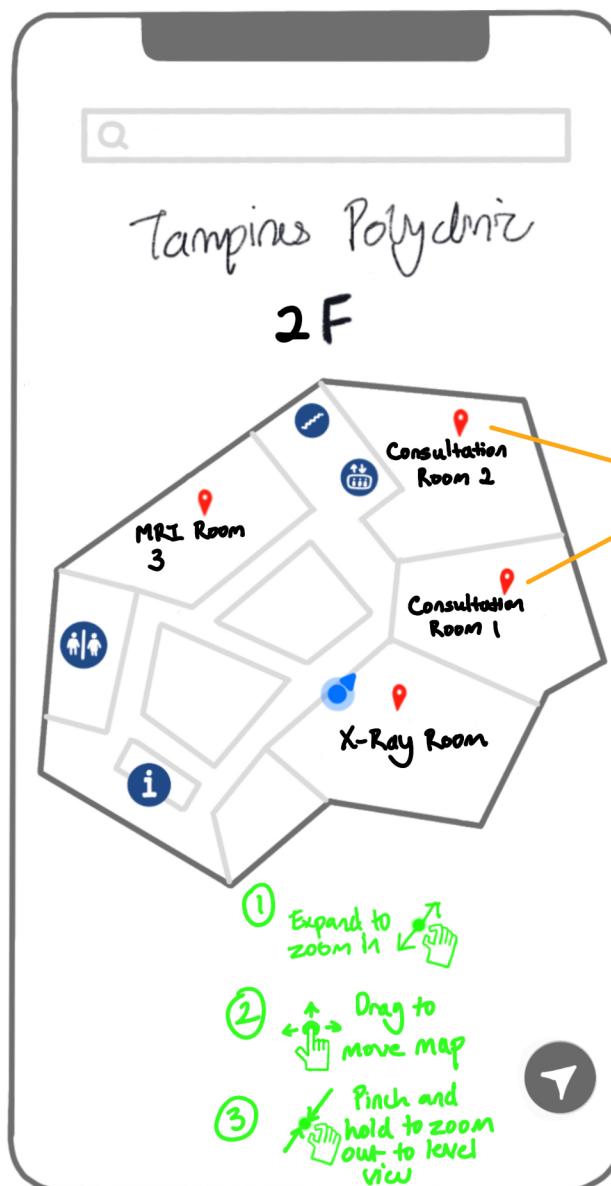
① Landing Page

①

The search bar allows users to search for a place/building.

②

This is the landing page. The user is the blue circle, while the arrow indicates user's position.



③

The building currently viewed will be displayed, along with the floor plan's current level

④

Red markers like those shows for places viewable to the user. Tapping these markers creates a drawer with more information of the place. Refer to screen ③

⑤

Centers the map on the user

Legend:

[Orange] Denotes the flow of the UI

[Yellow] [Blue] Used for annotations

[Green] Denotes Tutorials. These are prompts for new users or users who have not used the app for >2 months

1 Tap on search bar at the top

2 Searching

① Back button returns to **(1)**

③ Previous searches are recorded, with dates, place and building.

② Microphone icon encourages voice to text for users with disabilities

④ Tap a recent search result/type and enter

⑤ Swipe up on the drawer

3 Results of search

① Back button return to **(2)**

② Orange mark indicates searched place.

③ Drawer with options and at-a-glance information.

⑥ Press on 'Directions'

4 Exploring the drawer

① Back button returns to **(2)**

② More information when drawer is expanded

① Back button goes to **(3)**

④ Press on 'Directions'

5 Directions (multi-Storey)

② Travel options to choose from

③ By default the path with least walking is shown. Users can toggle other options and the screen dynamically loads.

Legend: **①** \leftrightarrow **②** \leftrightarrow **③** \rightarrow **⑤** \rightarrow **⑥** \leftarrow **④** \updownarrow **next page**

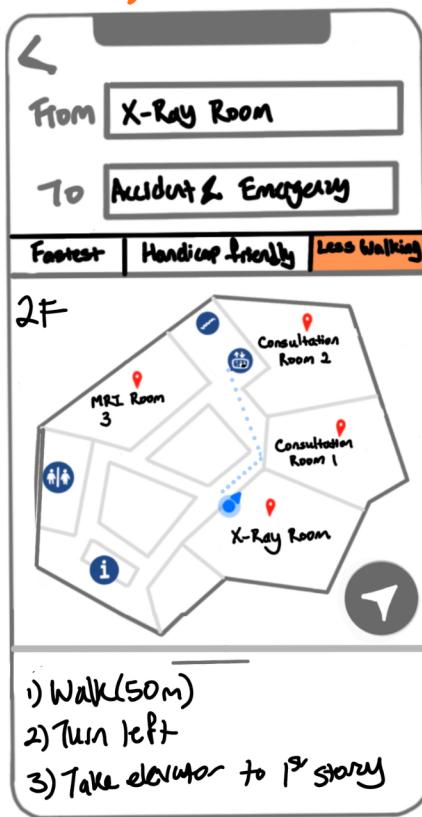
⑤ User press "Start"

⑥ Route from user

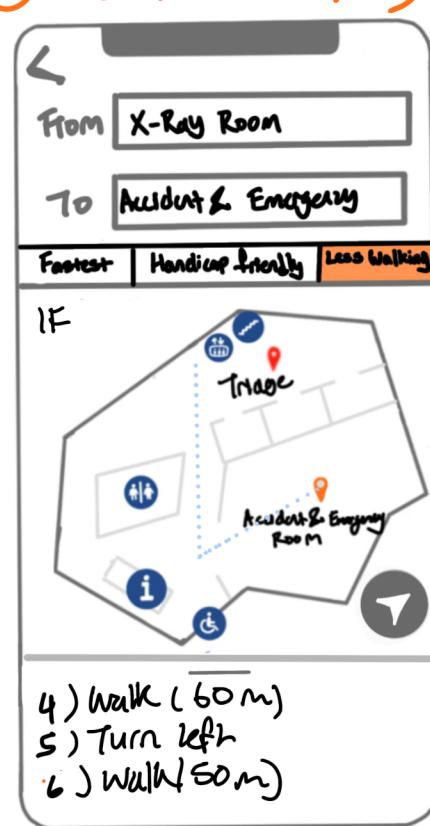
① You can toggle fastest, less walking etc.

② Floorplan's floor displayed

③ First 3 instructions displayed



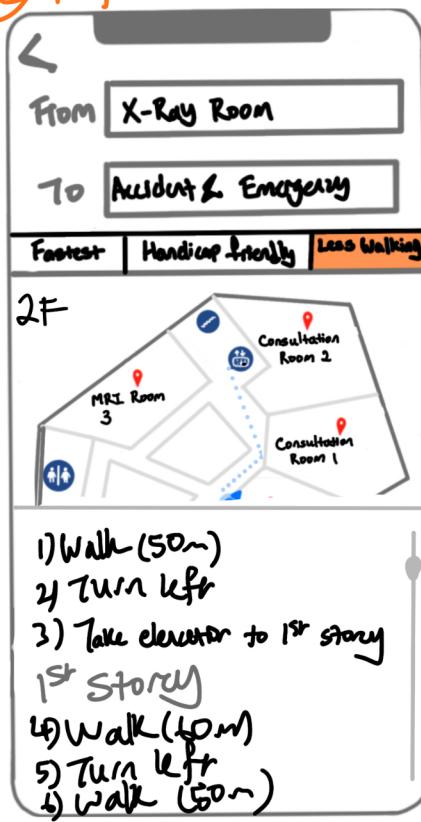
⑦ Route (cont'd)



④ Updated instructions displayed

Swipe drawer down
OR
click on step 1, 2 or 3.

⑧ Expand Drawer



① full instructions, clicking on instruction brings you to that level

Legend: ⑤ ← → ⑥ ↕ ⑦ ↗ ↘

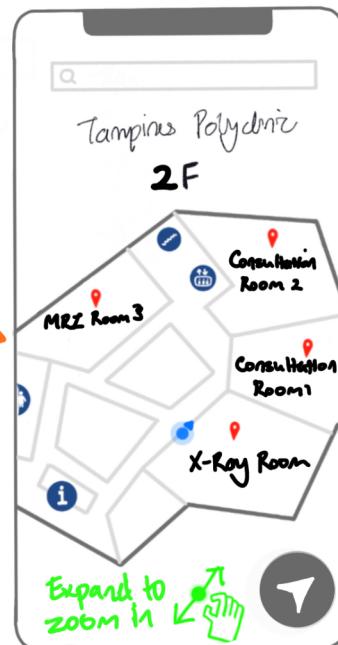
① Expand to zoom in from landing page

⑨ Zoom In View



Zoomed in view shows more information.

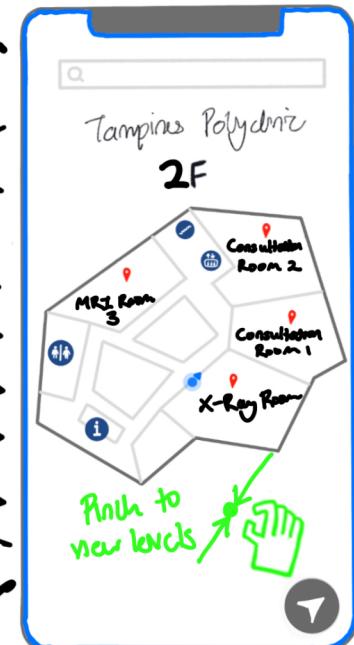
⑩ Zoom Out



Pinch to zoom out

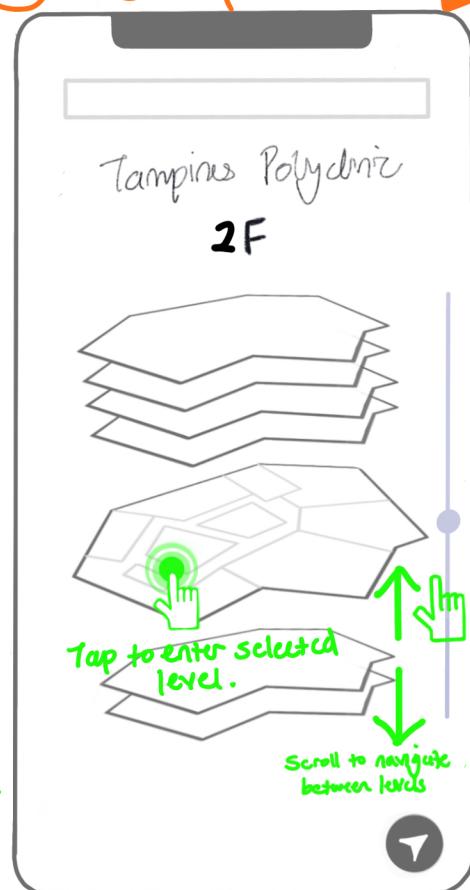
Zoomed out view shows less information to reduce screen clutter.

⑪ Max Zoomout



A blue border with haptic feedback when user zooms out to the max for the current floor. 2ms of not allowing further zoom out.

⑫ Level View



① Tutorial on navigating the page

①

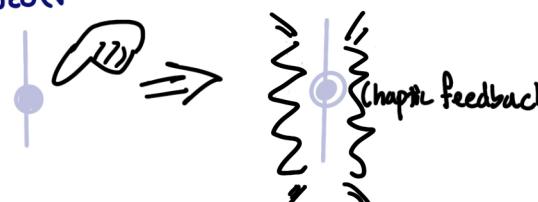
Search bar can be used to find places.

②

The current building is displayed, and the current floor selection

③

Scrollbar allows new users to infer that navigation is done via scrolling. Pressing the circle gives a visual and haptic feedback. Moving the circle up and down quickly scrolls around the various floors. Users can also navigate with better speed control by using their fingers to scroll on the main screen.



Legend: ① → ⑨ ← ⑩ ← ⑪ ← ⑫