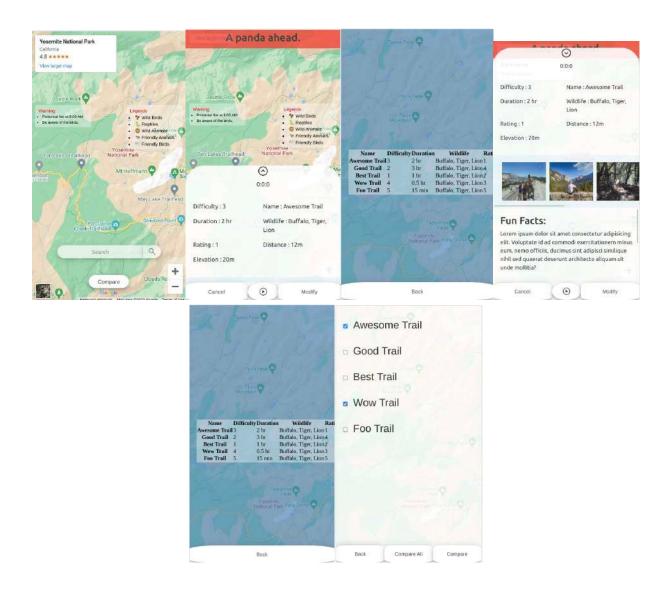
# **DESIGN REPORT**



Saifullah Jailani - This website helps you plan, navigate, photograph, and enjoy the beautiful trails of TERRA INCOGNITA NATIONAL PARK.

### **Project Description**

The project is to design an app that gives the user the ability to plan their ways on a Trail of a park ahead of time. The app should be able to search, fork, alert the user, and let the user know features of interest. This project is focused towards wildlife-photography enthusiasts who like to capture pictures of nature and wild-life.

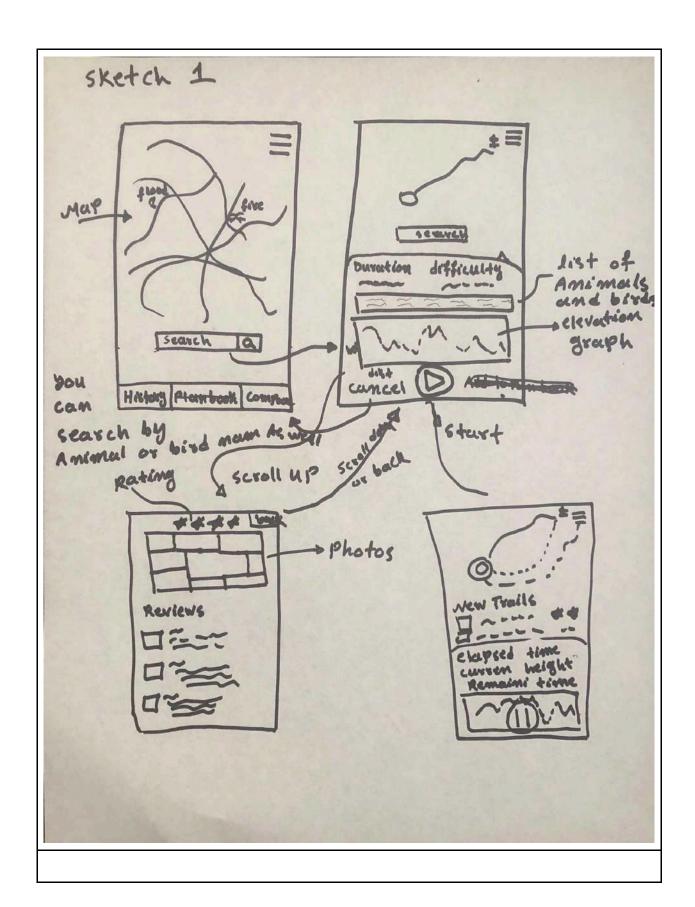
### **Interface and Interactions**

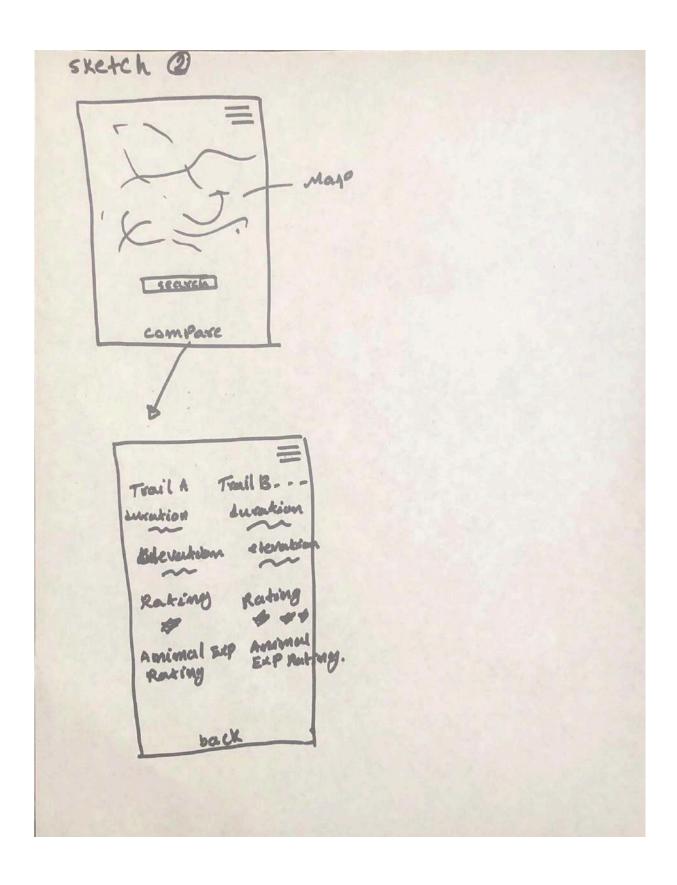
The website will prompt you to the homescreen when you open. The home screen has a search bar at the bottom where you could type a keyword of interest and press the search symbol next to it to go to detail page. Moreover, at the bottom there is Compare menu where you could be prompted to a page to select the trails you want to compare. The detail menu that could be reached by pressing the search bar gives a brief description of the trail. You can fork to other trails by pressing the Modify button and choose where you want to fork. In addition the Compare all button will prompt the user to choose if they want to compare all the trails or they can choose the one they like and press the compare button.

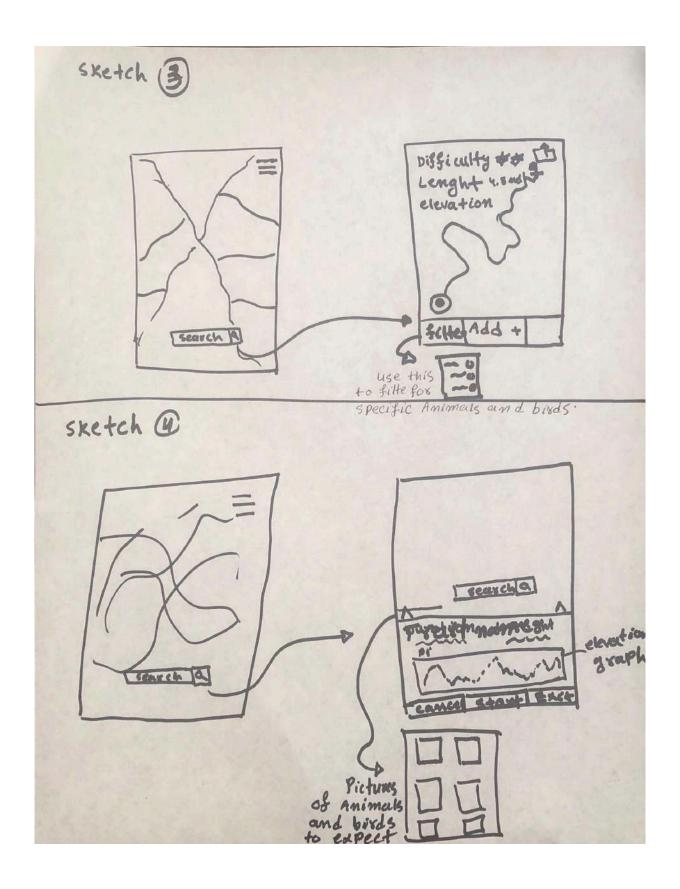
#### MOOD BOARD

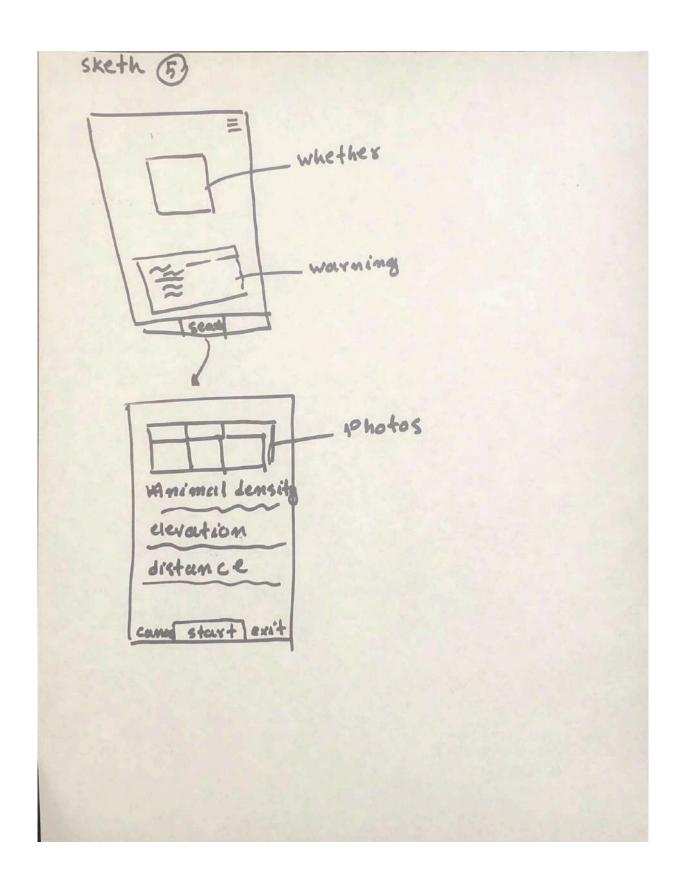


Moodboard keyword - Wildlife Photography

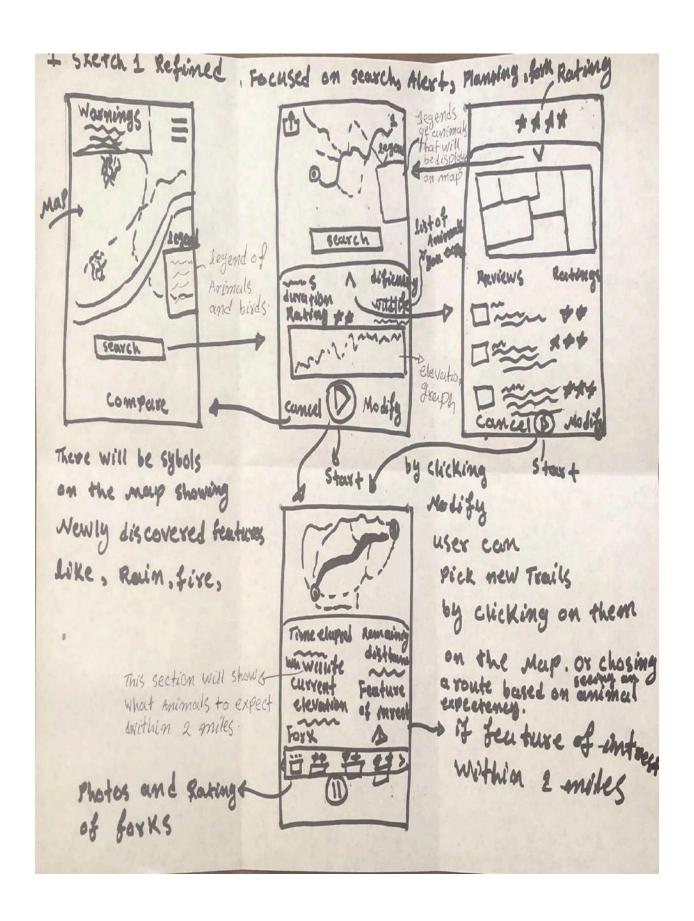


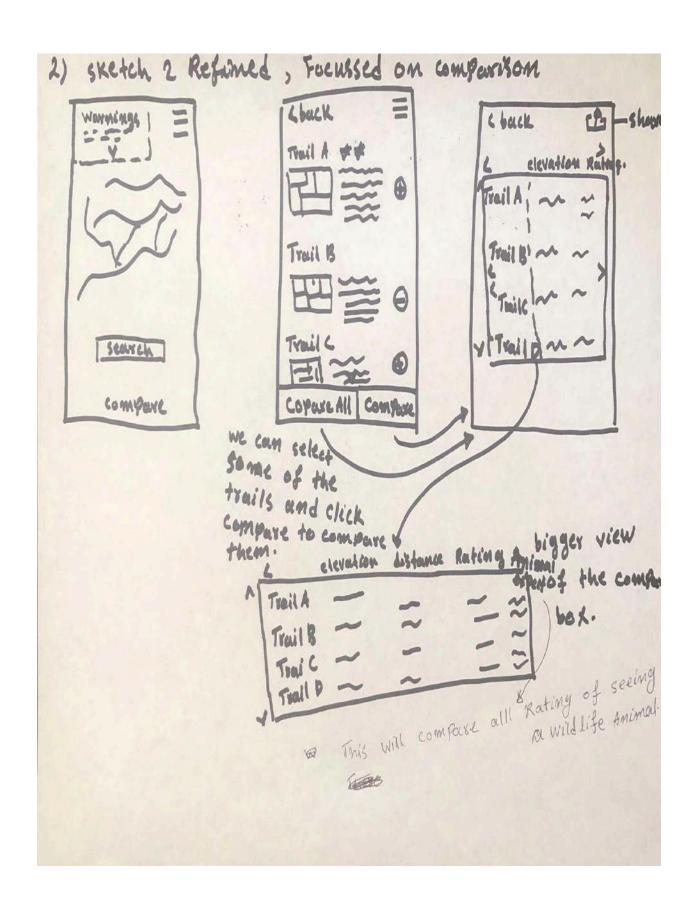




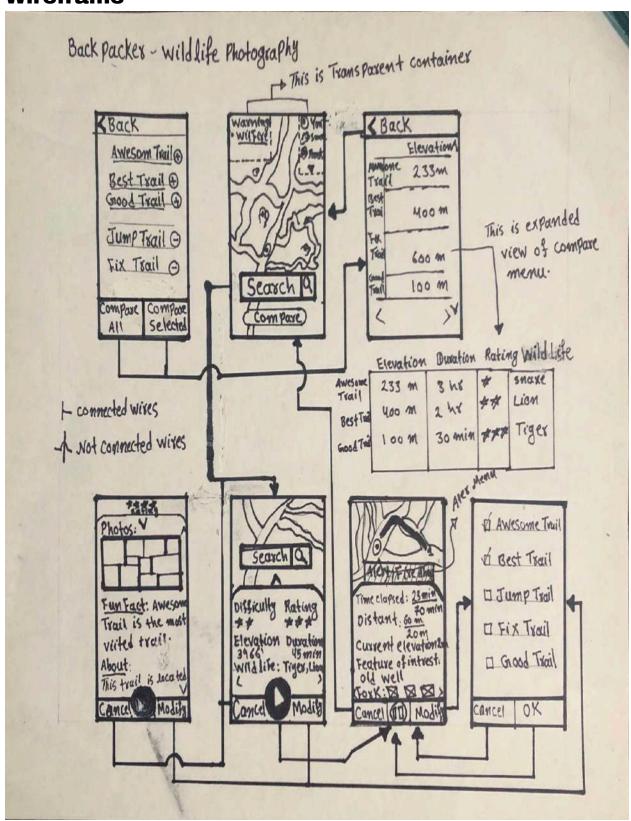


## **Revised Sketches**





### **Wireframe**



## Feedbacks given:

1. Hi, I liked that users could search by the trail name or keyword. However, I am not a big fan of having the search bar at the top of the screen because it is very uncomfortable to reach that high in big smartphones. Moreover, I think you should put the "start" button on the Amazing Landscape and search result menu, so the user does not have to scroll to the conclusion to click the "start" button. Nothing is confusing to me, and I suggest you keep the search by keyword in the final design as well.

2. Hi,
I liked the collapsible menus showing details of the trails in the compare menu. Also,
I think the position of the zoom out button may cause the users to think it as
minimize button. Moreover, the magnification buttons could be avoided by simply
replacing its functionality with pinching gesture. I suggest you keep the compare
menu as it is.

3. Hi, I liked the "Newly Discovered Features" alert menu is. It is very visual and requires the user to take an action. I think it is really good idea to enforce this on a user. Moreover, I liked the wildlife safety screen a lot. My design is concentrated on wildlife as well, but I did not think of this feature. I think that the zoom in and out icons are unnecessary and the same action could be achieved by pinching gesture in almost all smart phones. The sketch is very clear and nothing seems to be confusing. I suggest you keep the wildlife safety screen on the final design.

### Reflection

4.

I give very thought to the alignment of this page. The search screen and the compare button are aligned in the bottom center. It looks aesthetically very nice and is easier to reach by a phone user. Moreover, two components of the Map are located on the right and left of the screen, but they are both aligned towards the upper center part of the screen. They both are located at the same height which makes them visually appealing. The screen is mostly center aligned. Furthermore, the color scheme of the page is whished white with lower opacity on the google map frame. The colors used in the map are also green and different shades of yellow. The green color is saturated and attracts users at first glance. The map is rich in symbolism. It uses green for the green areas, shades of yellow for soil and parts of the trail, and blue for water. Overall, the color scheme gives it a warm view.

## Links

Github repository	https://github.com/CS160-Summer2022/project-1- Saifullahjailani
Final video	https://drive.google.com/file/d/1nakdJ5ac7BrE2RaCjmL8XD1 m6EqSPW2u/view?usp=sharing