I want to keep the map focused home screen with a search menu close to the bottom of the screen. I personally like the search-bar and navigation-bar close to the bottom of the screen for ease of interaction. I received a critique that the button should have a texture rather than a plain text which I will be accommodating that to my wireframe. I think my overall design from the sketch is fine, I just need to draw them neatly. Furthermore, there was a critique on making the map legends collapsible, but I think it would confuse the user and maybe not find it at all. Therefore, I will put the legends in a opaque container. Furthermore, I would create a modify screen using checkboxes and would not implement the initial GUI proposed design.