Lightning demos (Group)

<u>Look at software applications (Links to an external site.)</u> in the same domain that does something similar to the goal of your app.

1. Notes (Group)

Look at all of the artifacts and documents that have been created so far. What is the goal of the app? What are the features of the app?

2. Ideas (Group)

Identify top non-intuitive features from the feature list and assign each to at least two members. An intuitive interface would be a login interface. An example of a non-intuitive interface would be an interface that uses visualization to achieve a feature. For E.g. in a car-sharing app how would you visualize the available vehicles to users.

3. Crazy Eights (Individually)

Design the interface for 3 of the features you were assigned using the <u>crazy Eights approach</u> (<u>Links to an external site.</u>). Ensure that at least two members sketch the same feature interface.

4. Solution sketch (Individually)

Create a 3-panel storyboard for your idea. The first panel should have a brief description of the feature. The second and largest panel should be a sketch of the interface that achieves the goal of the feature. The final panel should have notes about the sketch. When you are finished, have a team member create a "Design Sprint day 2" folder in your Github project. Upload your work from this submission so that it can be shared with the team.

Individually submit the following:

The goal of the app.

The team generated feature list

Your 3 solution sketches.

Visualize wealth distribution and poverty

Group

1. Goal & Features of App

To spread awareness of poverty rates within North Carolina and showcase various Charities that help support these groups.

- a. Statistics of the whole state & individual counties
- b. Interactive map of North Carolina that lets you select counties
- c. Search Bar for Charities/Counties
- d. Visual of statistics & applicable charities
- e. Links to charity sites

f.

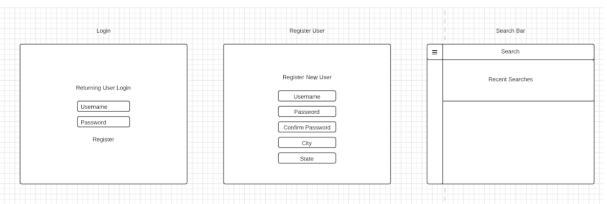
2. Ideas

- a. Login Page
- b. Register
- c. Search Bar
- d. Map
- e. Information

Individual

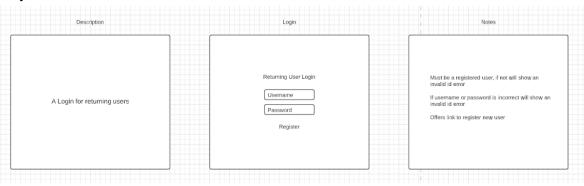
Chris Fong

3. Design Interface of 3 different features

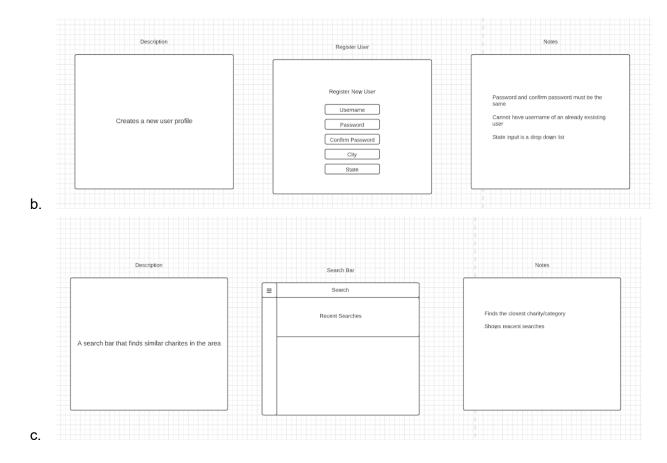


a.

4. 3-panel storyboard of a feature

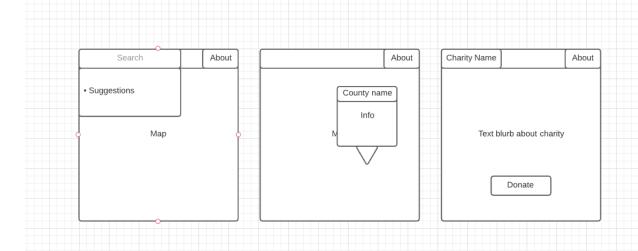


a.



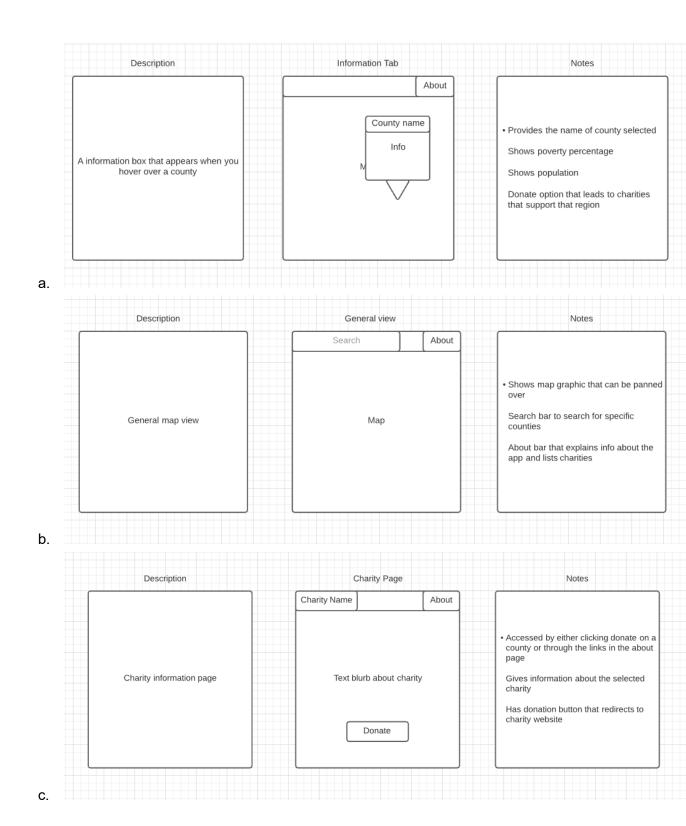
Christopher Dean

3. Design Interface of 3 different features



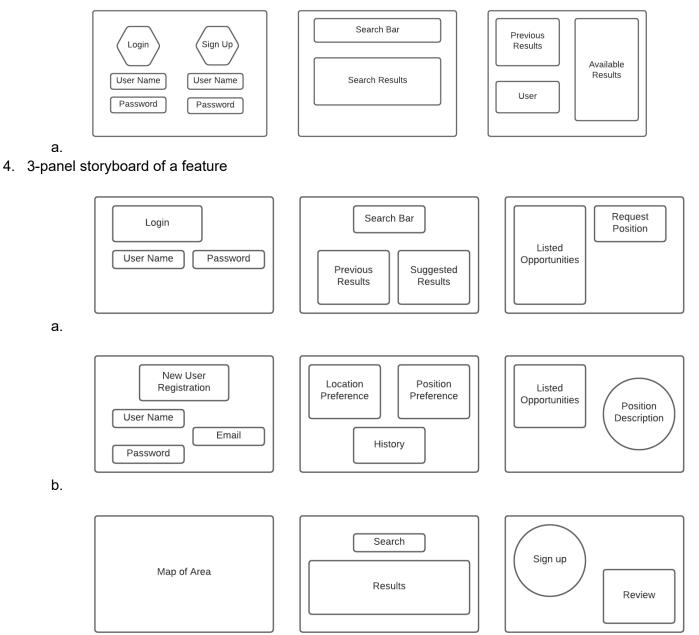
a.

4. 3-panel storyboard of a feature



Paul Craft

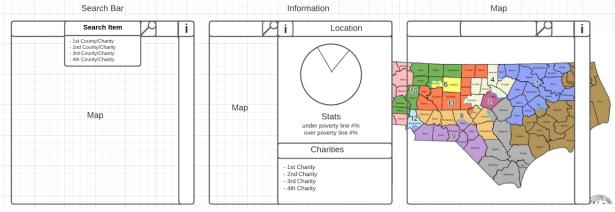
3. Design Interface of 3 different features



Spencer Jackson

C.

3. Design Interface of 3 different features



4. 3-panel storyboard of a feature

b.

