Create a Navigation Mobile App Mockup

Objective

To design a high-fidelity mockup of a mobile application that mimics the user interface and functionalities of Google Maps. This assignment will help you understand the key components and features of a mapping application and how to design a user-friendly mobile interface.

Instructions

Apply feedback from homework one and homework two for design improvement. Do not just leave the icons and boxes for each requirement, instead try to show the snapshots of how they take part in the interaction.

Requirements

Header Section (2)

- **Logo and Branding:** Include a logo and any branding elements.
- **Search Bar:** A prominently placed search bar for entering addresses, places, or points of interest.
- **Navigation Menu:** Icon-based navigation for switching between different map views (e.g., Map, Satellite, Terrain).

Map View (5)

- **Map Canvas:** A large, interactive area for displaying the map.
- **Map:** Place a map on the canvas to show the view's appearance.
- **Zoom Controls:** Pinch-to-zoom functionality and optional buttons for zooming in and out.
- **Map Layers:** Toggle buttons for different layers (e.g., traffic, public transit, weather).
- **Markers and Pins:** Interactive markers for pinpointing locations and displaying information.

Bottom Navigation Bar (4)

- **Home:** Default map view with search functionality.
- **Saved Locations:** A section for favorite or frequently visited places.
- **Directions:** A step-by-step navigation feature for entering start and endpoints.
- **Settings:** Options to customize the map view and app preferences.

Buttons, Sidebar, Login, and Signup (16)

- **User Authentication:** Allow users to create accounts and log in.
- **Social Login:** Option to sign in with Google, Apple, or Facebook.
- **Password Recovery:** Provide a way for users to reset their passwords.

- **User Profile:** A section for account management and preferences.
- **Recent Searches:** A history of recent searches for quick access.
- **Help & Support:** Links to FAQs, contact support, and app tutorials.
- **Current Location:** A button to quickly center the map on the user's location.
- **Add Marker:** A button to place a custom marker or save a location.

Additional User Features (8)

- **Most Recently Visited Places:** Display a history of the most recently searched and visited locations.
- **Rate and Review Places:** Allow users to rate and leave reviews for locations.
- **Set Home and Work Address:** Enable users to save their home and work addresses for quick access.
- **Ride-Sharing Integration:** Provide a direct link to ride-sharing platforms like Uber and Lyft.

Grading Criteria (50)

- **Completeness of the UI Design (35) points:** All required elements are included and well-implemented.
- **Design Quality (3):** The design is visually appealing, intuitive, and user-friendly.
- **Interactivity(2):** Interactive elements are well-implemented, including gestures and transitions.
- **Creativity(5):** Creativity in design and additional features
- **Documentation (5):** Clear, well-structured documentation that contains a user guide and explains design choices, challenges, and functionalities.

Steps to Complete the Assignment

1. **Research and Inspiration**
   - Study the Google Maps mobile app and other navigation applications.
   - Note key features and design elements to include in your mockup.
2. **Wireframing**
   - Sketch a wireframe of the mobile app to outline the layout and structure.
   - Use tools like Sketch, Figma, or Adobe XD for wireframing.
3. **Designing the Mockup**
   - Create a high-fidelity design using your preferred tool. Free-hand sketches are not accepted.
   - Ensure the design is clean, intuitive, and mobile-friendly.
   - Use consistent colors, fonts, and UI components.

4. **Adding Interactivity**
   - Incorporate interactive elements such as gestures, transitions, and buttons.
   - Make the mockup feel like a functional mobile application.
5. **Documentation**
   - Write a brief description of your design choices, functionalities, and any challenges faced.
   - Include screenshots and annotations explaining key features and interactions.
6. **Final Submission**
   - Export the final mockup in a suitable format (e.g., PNG, PDF, or interactive prototype link).
   - Submit both the mockup and documentation.