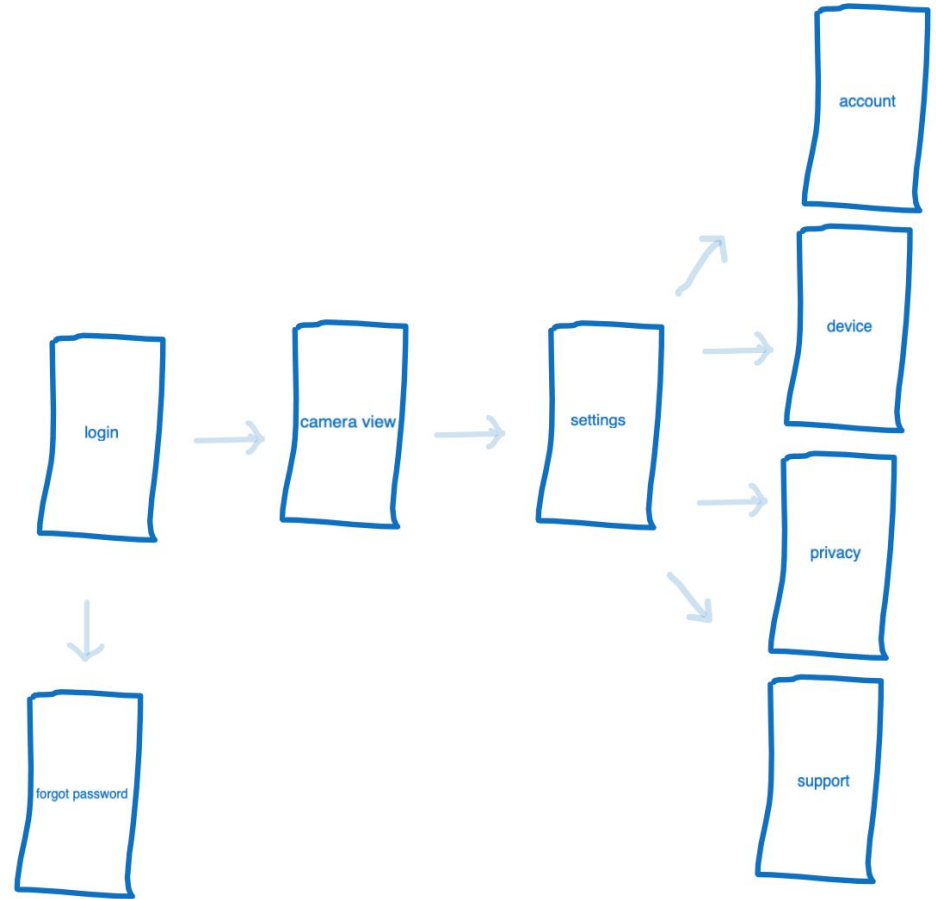


# Pet.me Mobile Workflow

I began with this simple outline of the different screens in the app. Creating this workflow helped to flesh out the flow of possible interactions taken by users navigating the interface.

Once I identified the different interfaces I would need to account for and how they were connected, I began on the designs.

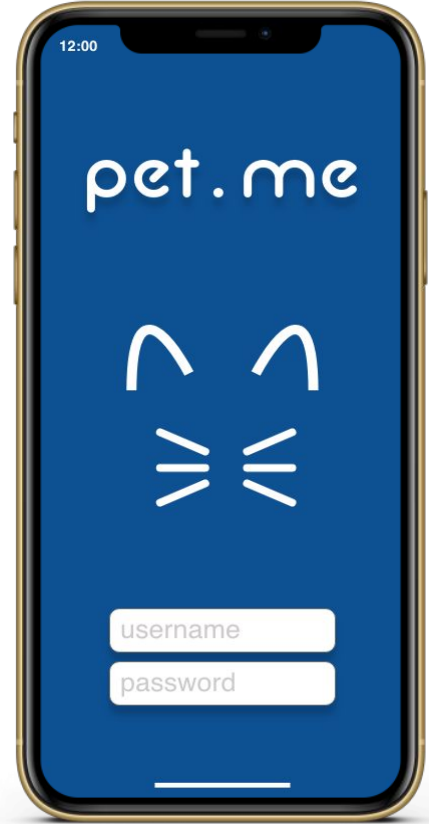


# Pet.me Mobile Design, login view

I designed a mobile app that connects to your pet camera.

I began with research; I studied what applications were popular, what their UIs and workflows looked like, and what features I felt were lacking.

Next, I created a logo, color scheme, and login page for users to visit once they have connected their camera to their accounts.

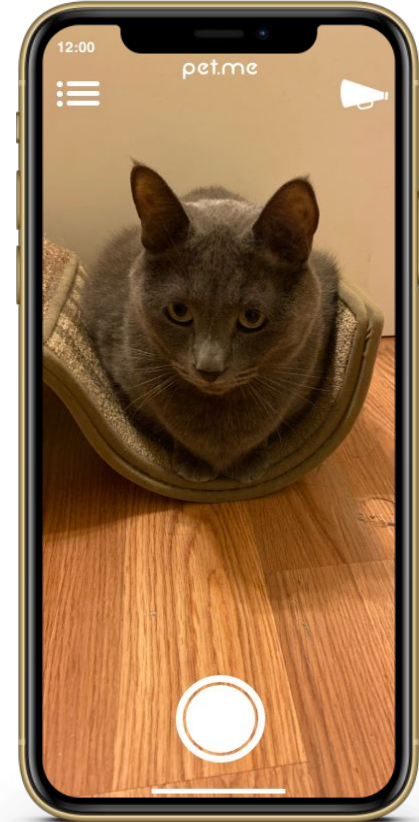


# Pet.me Mobile Design, camera view

I decided to have a full page camera display since the main purpose of this screen is to see your pet.

With the circle icon at the bottom of the screen for users to either tap or hold to capture pictures or videos. I found this feature necessary since people love to document their animals.

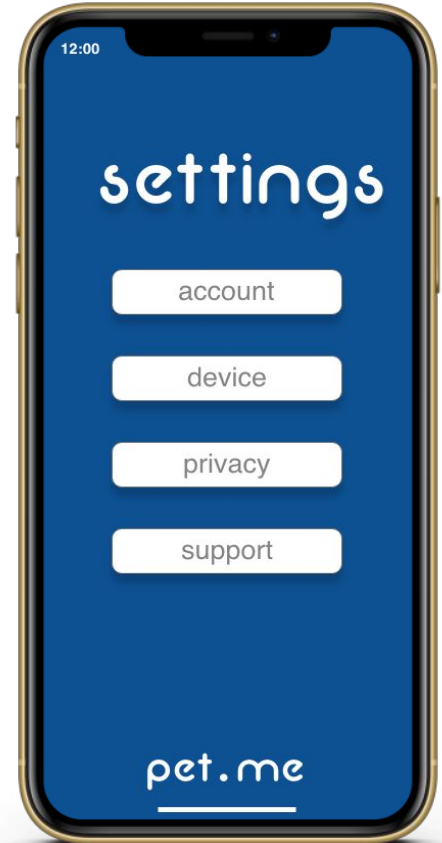
Additionally, I included the hamburger settings icon on the top left and a megaphone on the top right. Tapping the megaphone will make a sound to attract your pet's attention.



# Pet.me Mobile Design, settings view

The settings page can be reached when tapping the hamburger icon within the main camera view.

The options listed are standard setting options with buttons that link to the user's account, camera device info, privacy terms, or support contact.



# Pet.me Mobile Design

