Our High-fidelity design links back to the topics design in the course. in the apps home page, we have four Icons:

Practice Phone Call

Draw Escape Plan

Fire Survival Info

Fire Safety Info

each icon affords to be tapped depends on what the user is trying to accomplish. For example, once the user taps the practice phone call, it allows the user to practice phone call.

The language picker icon signify that the user chooses which language to set in the app.

We have also added option icon in the practice phone call screen which allows the users with disabilities to select help mode. This allows the user to turn on/off help mode.

The Home Icon in the app signifies that whenever the user can tap to go back to the home page in the app.

In the Escape plan screen , there are hamburger menu , once the user taps , it will display , list of object that the user can interact with such pencil icon which signify to draw something , the object icon , allows the user to pick objects and place it on the grid. The draft icon allows the user to edit, delete and saved their draft drawing. The saved the draft icon, allows the user to view list of their draft drawings as well as the date the draft is saved. the Add text affords the user to enter text to label their drawings. The Location icons signifies that the user can view their current home address as well as the safe meeting place.

One of the constraints is that only three number can be input to the 911 call simulation. It would guide the users to do correct call, and let users know action need to do in next step.

Also, there are some feedback for the press correct or incorrect 911. For the correctly press 911, the positive feedback show up and a arrow to guide user to click and go to next. For the incorrect 911, there is feedback to indicate the wrong number input, and hit for valid input numbers.