








JUSTICE CITY LTD — FIGMA-READY APP FLOW DESIGN

Document Type: Figma Flow Blueprint **Alignment:** PRD v3.0 · Consolidated PRD v4.0 · Dev Handoff v2.1

A. FIGMA FILE STRUCTURE (MANDATORY)

Page	Name	Purpose
Page 1	 System Overview	High-level flow reference, User Roles, and Global State Machine map.
Page 2	 ID Onboarding & Verification	Identity Gate flows (Smile ID integration screens).
Page 3	 Buyer / Renter Flows	Discovery → Property Details → Gated Chat → Closing.
Page 4	 Seller / Agent Flows	Listing lifecycle (Draft → Doc Upload → Published).
Page 5	 Professional Services	Survey & Valuation booking flow.
Page 6	 Admin Dashboard	Desktop-first Ops, Document Review, and Audit logs.
Page 7	 Shared Components	Atomic UI system (Buttons, Pills, Cards, Banners).

B. FRAME-BY-FRAME FLOW (FIGMA NAMES EXACT)

PAGE 2 — ONBOARDING & IDENTITY

- **Frames (Left → Right):**
 1. Auth/Welcome
 2. Signup/Form
 3. Login/Form
 4. Home/Unverified (Limited view)
 5. Modal/Verification_Required
 6. SmileID/Face_Capture
 7. SmileID/ID_Capture
 8. Status/Verifying_Loader
 9. Home/Verified (Full feature access)
- **Wiring Rule:** Any interaction on Home/Unverified (e.g., clicking "Chat") must trigger Modal/Verification_Required as an overlay.

PAGE 3 — BUYER / RENTER FLOW

- **Frames:**
 1. Search/Filters
 2. Search/Results_Grid
 3. Details/Public (Price, Location, Basic Specs)
 4. Details/Verified_Only (Owner Info, Detailed Docs, Map)
 5. Chat/Blocked_State (Upsell to verification)
 6. Chat/Active_Interface (Scoped to Property ID)
 7. Offer/Submit_Negotiation
 8. Deal/Summary_Report
- **Gate Logic:** Set a prototype variable is_verified. If false, navigation leads to Chat/Blocked_State.

PAGE 4 — SELLER / AGENT FLOW

- **Frames:**
 1. Dashboard/Main
 2. Listing/Step1_Details
 3. Listing/Step2_Media
 4. Listing/Step3_Legal_Docs (Upload Deeds/Auth Letters)
 5. Status/Pending_Approval (Waiting for Admin)
 6. Listing/Active_Published
 7. Listing/Flagged_Correction (Shows Admin comments)
 8. Deal/Close_Listing_Form (Final Sale Price input)

C. SHARED COMPONENT SYSTEM (PAGE 7)





Define these as **Variants** in Figma to match backend enumerations:

1. Verification Banner

- State: Unverified (Yellow/Warning - "Verify now to unlock features")
- State: Pending (Blue/Info - "Reviewing your ID")
- State: Verified (Hidden or Green/Success)

2. Property Card / Status Pills

Use these exact labels for consistency with the properties.status Enum:

-  **Published** (#10B981)
-  **Pending Review** (#F59E0B)
-  **Under Negotiation** (#3B82F6)
-  **Flagged** (#EF4444)
-  **Closed** (#78716C)

3. Chat Components

- Component: Message_Masked (Used when contact info is shared prematurely)
- Component: Message_System (Used for "Deal Interest Logged" or "Verification

Confirmed")

D. HANDOFF NOTES FOR DESIGNERS

1. **Mobile-First:** User app (Buyer/Seller) must be designed for 390px width.
2. **Desktop-First:** Admin Dashboard must be designed for 1440px width.
3. **Transparency:** Never design "Bypass" buttons. The logic is: **If not verified, button = disabled or leads to verification flow.**
4. **Admin UI:** Focus on efficiency. Use a split-screen layout for Document Review: Title Deed on left, Data Form on right.
5. **Audit Info:** Every Admin screen must have a footer or sidebar showing Last Action By and Timestamp.

E. PROTOTYPE BRANCHING

- **Trigger:** Tap "Message Agent"
- **Condition:** if (user.is_verified == true) → Navigate to Chat/Active_Interface
- **Condition:** else → Open Overlay Modal/Verification_Required