

Wireframe

Animal rescue

Animal
Rescue

Loading: 10%

△ ○ □

This wireframe represents the starting screen of the application. It features a header with a small circular icon and the text 'Animal rescue'. Below this is a large title 'Animal Rescue'. A progress indicator shows 'Loading: 10%' with a bar. At the bottom, there are three small icons: a triangle, a circle, and a square.

Starting screen

Login or
Signin

This wireframe represents the login or signin screen. It has a header with a small circular icon. The main content area contains two large buttons labeled 'Login' and 'Signin' separated by the word 'or'.

Animal rescue
Sign in

Email: _____

Password: _____

This wireframe represents the sign in screen. It has a header with a small circular icon and the text 'Animal rescue Sign in'. Below the header are two input fields for 'Email' and 'Password'.

Sign in screen

Profile

None: _____

Email: _____

Do have a Pet
Yes or no

No of donation made:

Profile

This wireframe represents the profile screen. It has a header with a small circular icon and the text 'Profile'. Below the header are four input fields for 'None', 'Email', 'Do have a Pet', and 'No of donation made'. The word 'Profile' is also written at the bottom.

Post of Animal

Who's
Caption: _____

Like Comment

This wireframe represents the post screen. It has a header with a small circular icon and the text 'Post of Animal'. Below the header are two input fields for 'Who's' and 'Caption'. At the bottom, there are two buttons labeled 'Like' and 'Comment'.

Post screen

Donation
Adopt

This wireframe represents the donation and adopt screen. It has a header with a small circular icon and the text 'Donation Adopt'. The main content area is divided into two vertical sections.

Donation:
Schemes:
Money given
then for donation:
Donation - 15

Adopt a Pet
Name of the Pet
Amount
things required.
Adopt - 15

Log out
confirm.
Log out - 15