

MODS Quick Reference

Group 5

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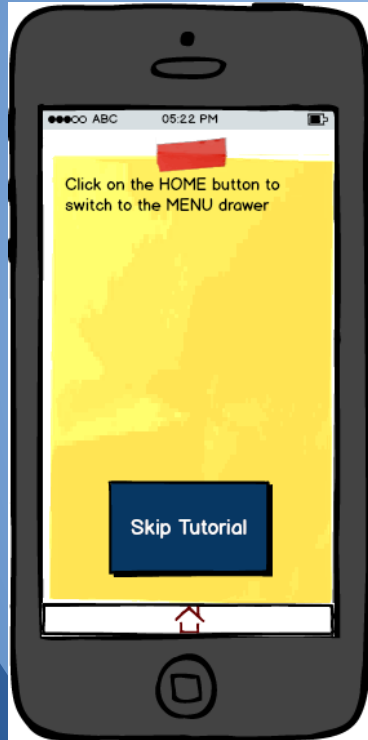
Goal

- Provide the users with a museum app that is informative and entertaining.
- Simple UI.
- Accessible and usable to all age groups and professions.
- Get more people to visit MODS.

Users

- App is aimed at users who would like information about MODS and its exhibits before visiting.
- When the user opens the app, we want to show them the address of the museum, its current opening hours, and any special events. Information the user needs to arrive at the museum.
- We prefer that these users download the app at the comfort of their own time and home or any place in which the internet is accessible.

Tutorial Screen



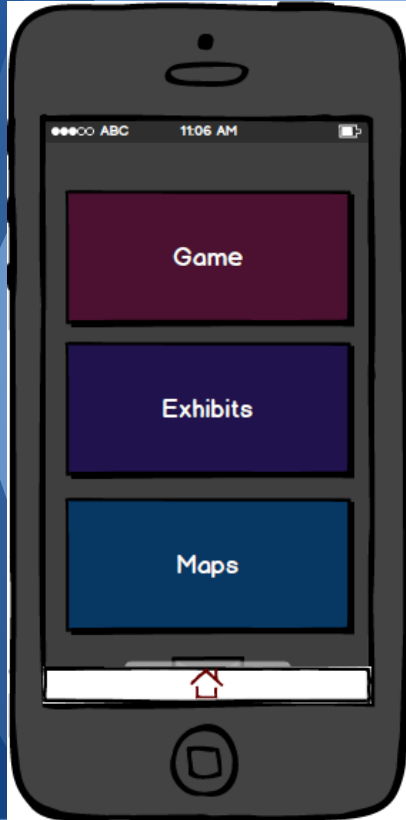
- Simple tutorial screen with the button to skip.
- Aimed mainly for the youngest and oldest age group who are not very inform about Android Apps.
- It will take the user through all of the functions of the app.

HOME Screen



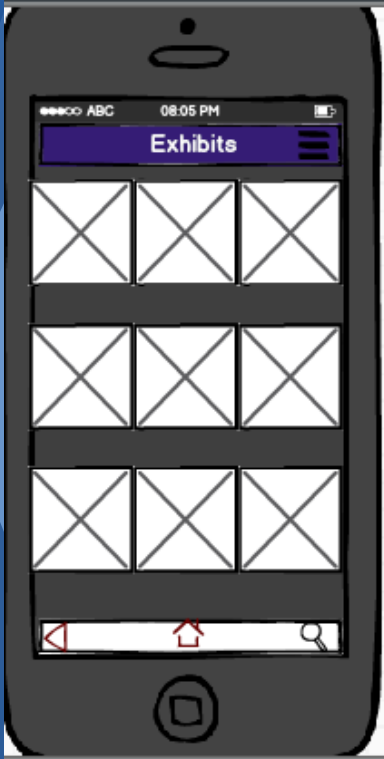
- Press on “MODS” for the address.
- Press on “Today’s Hours” to bring up a list of hours for all 7 days of the week and hours during holidays.
- Press on “Special Events” to bring up a calendar displaying the day and time of special exhibits.
- Press on the “HOME” button to switch to the app drawer.
- Basic information a user needs to get to MODS.

MENU Drawer



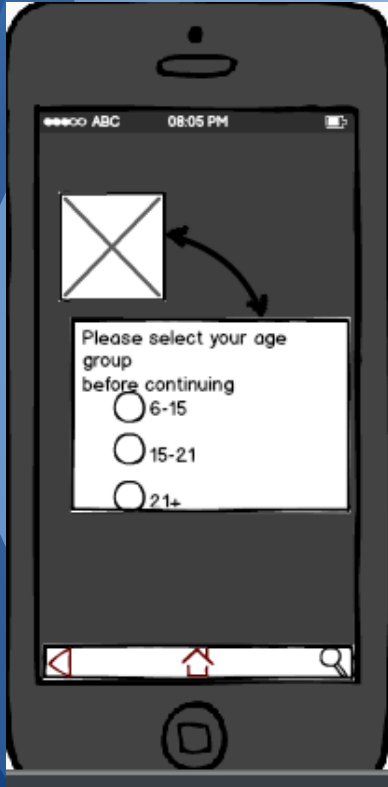
- Basic Menu draw with 3 buttons.
- Tapping the HOME button will take the user back to the HOME screen with the basic information about MODS.
- In the actual app, we aim for the buttons to be more round to match our exhibit area; Turtle.
- To enhance aesthetic aspects of the buttons, we will add pictures to half of the buttons and a background.

Exhibits



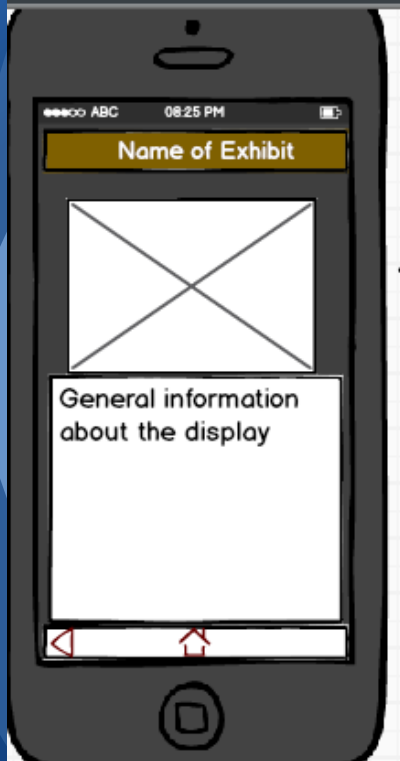
- 3x3 pictures of the displays.
- User can go back to app drawer with “BACK” button or go back to HOME screen with “HOME” button. Search button allows the user to type in keywords to search for a specific display.
- The “MENU” button at the top right allows the user to view the pictures in a list.
- The user can scroll down if more pictures exist.

Exhibit Selected



- Pop up asking for age selection.
- For now it is a mock age selection, we will consider it furthermore next week.

Info On Selected Exhibit



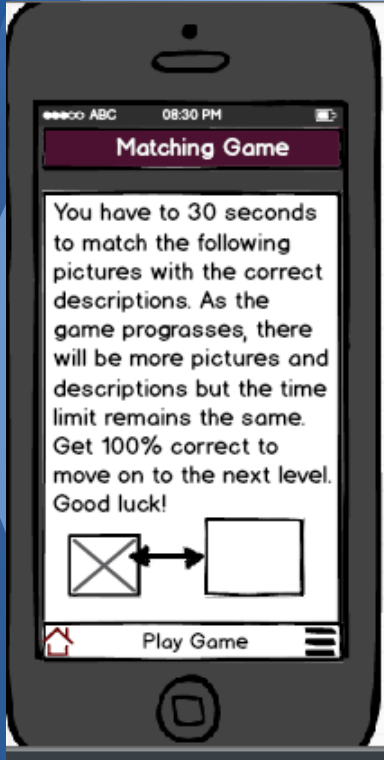
- There will be a picture of the exhibit and general information underneath it. Tapping on the exhibit picture will prompt up a “Did You Know?” screen.
- The “Did You Know?” screen is where the age selection earlier will matters.
- We plan to include external links in that screen depending on the age selection.

“Did You Know?”



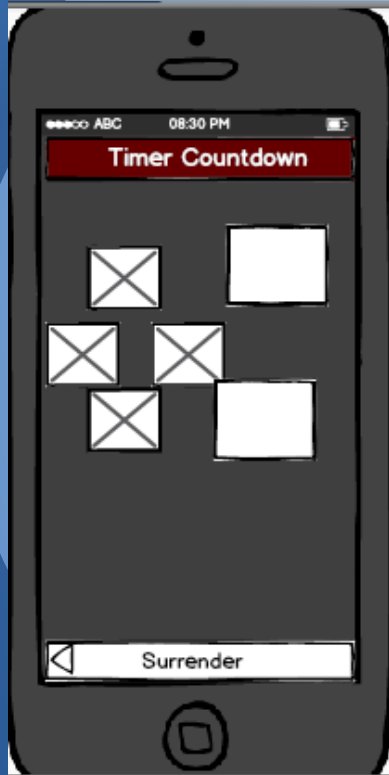
- This section features fun facts made specifically to entertain all age groups
- The arrow down at the bottom right will prompt up external links.
- These links will vary depending on the user's choice of age group.

Game



- The “Game” button features a matching game.
- We are trying to write the instruction in such a simple way that there will be no need for a “SKIP THIS” button.
- The goal is to match pictures with their correct descriptions in 30 seconds.
- The MENU button down at the bottom right allows the player to browse through the levels but he or she can only play those that has been unlocked.
- To unlock a level, the player must beat the all of the previous ones.

Start Game



- We will put an actual timer at the top where “Timer Countdown” is.
- The pictures and descriptions will be randomized to maximize the difficulty of the game.
- 2 simple buttons are located at the bottom. The “Surrender” button will take the player back to the Game screen with a message that we will decide on.
- The back button also takes the player back to the Game screen but it does not show a message.