

3/Assignment Name: Sketches  
Group Name: CSCE 190 Group Ur Mom

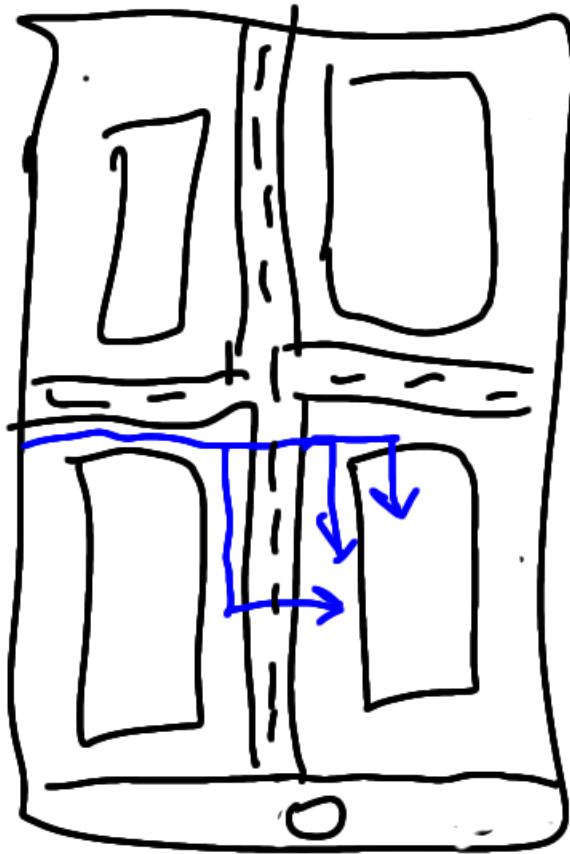
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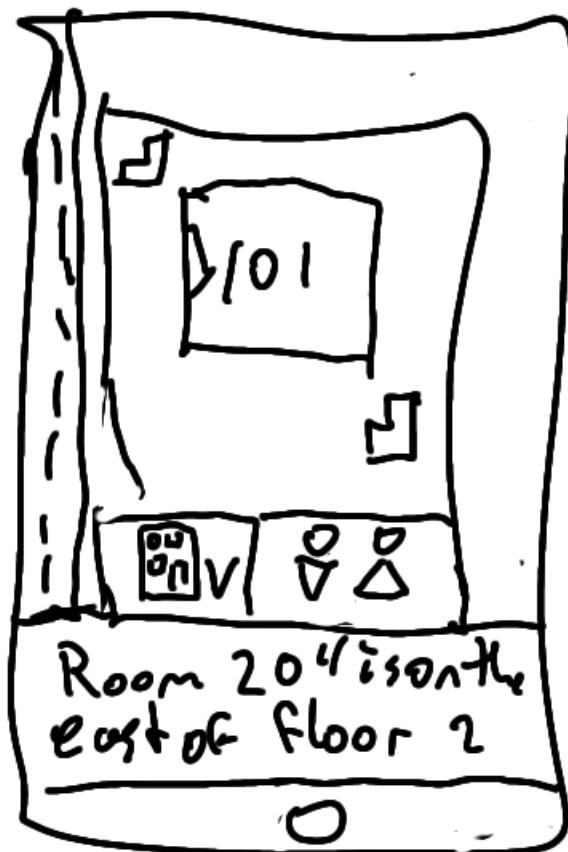
## Raymond Konarski Sketch 1



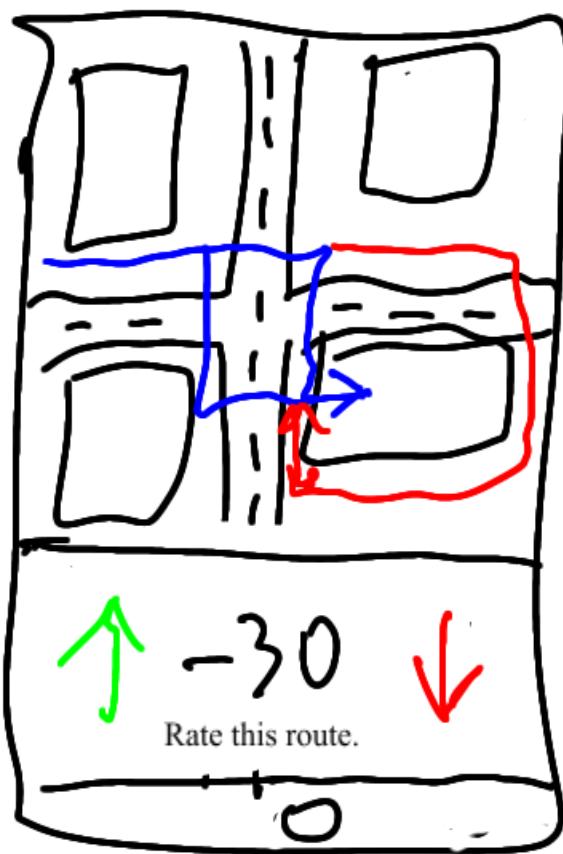
On first opening the app, the user is prompted to enter their destination by typing it into the search bar or selecting a building.



The user is then shown multiple user-created routes which lead to their chosen destination.



Upon reaching the building, the user is shown a floor plan, and given the general location of their selected room in the building, as well as vending machines, bathrooms, and stairs.



Afterwards, users can vote on the route to help others decide which one to take.



To contribute to their campus' map, users can add features such as entrances and crosswalks, improving routes and opening up new possibilities.



Students can also mark routes temporarily inaccessible, due to causes such as construction, accidents, or crowding.

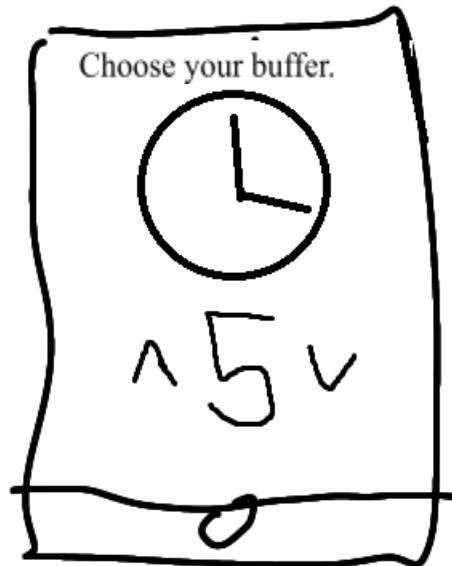
## Raymond Konarski Sketch 2



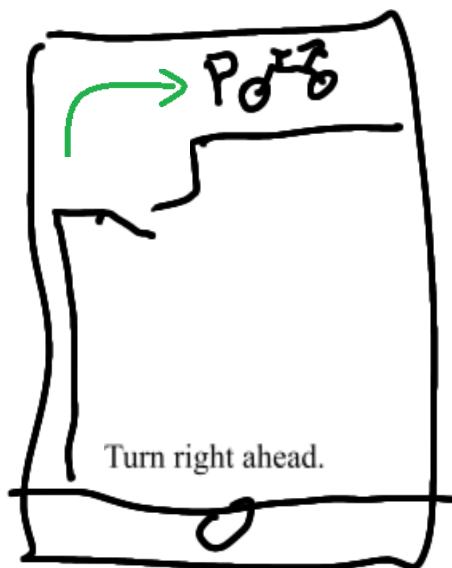
Users will receive an alarm or notification when they should leave for class to arrive within their user defined buffer period.



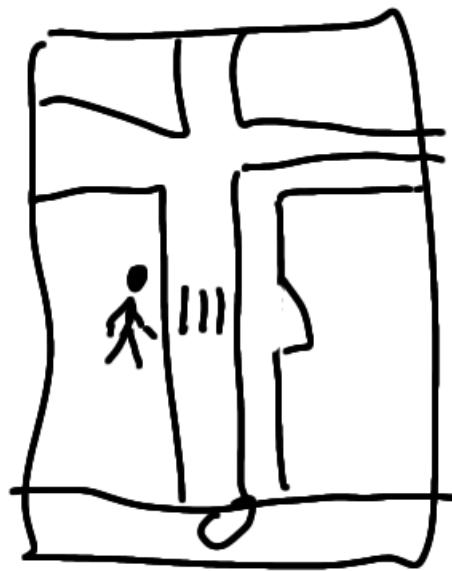
The user can select their mode of transport. It will default to the one they usually use for this location.



The user can then choose how early they want to arrive at class, and the app will save that and notify the user when they should leave.

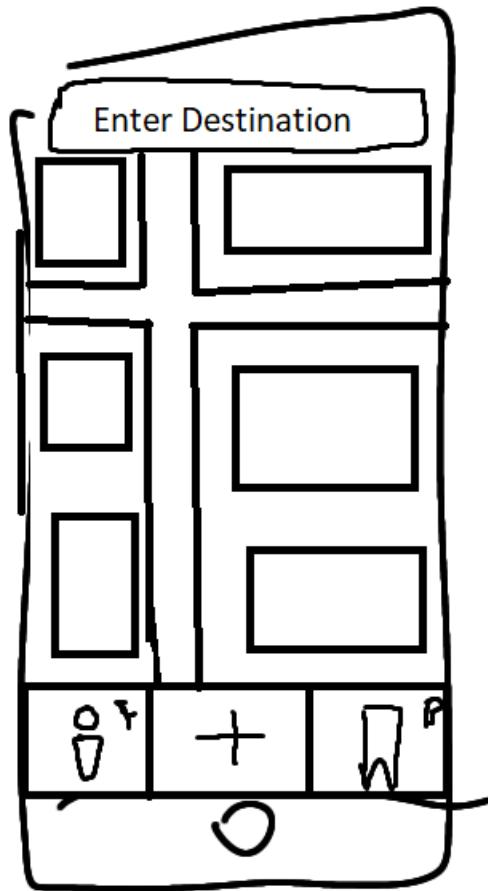


When the time comes, the app will lead the user to the most convenient crosswalks, bus stops, or bike racks for reaching the entrance given their choice of transport.

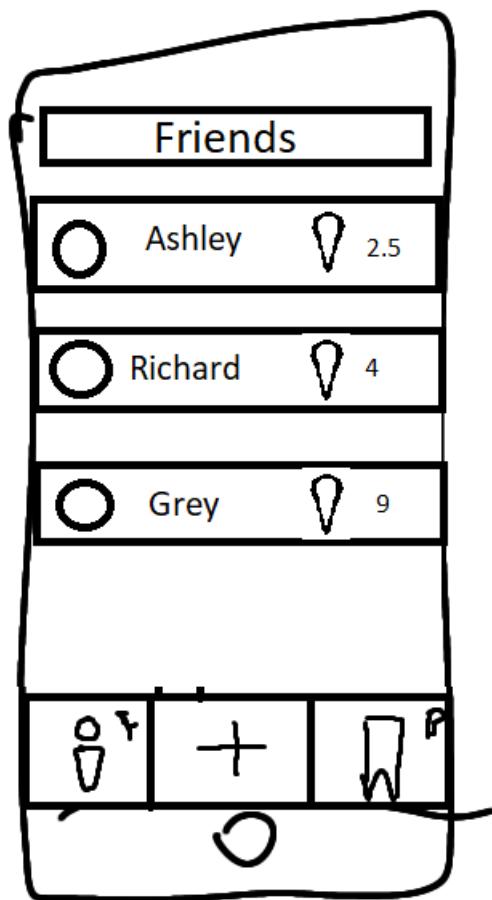


Finally, the users will get a complete floor plan, giving them the most convenient path to reach their class.

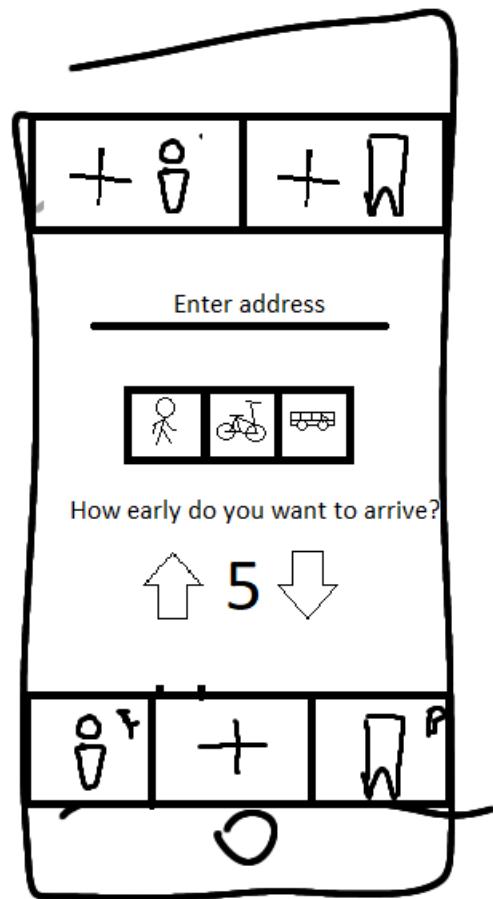
### Raymond Konarski Sketch 3



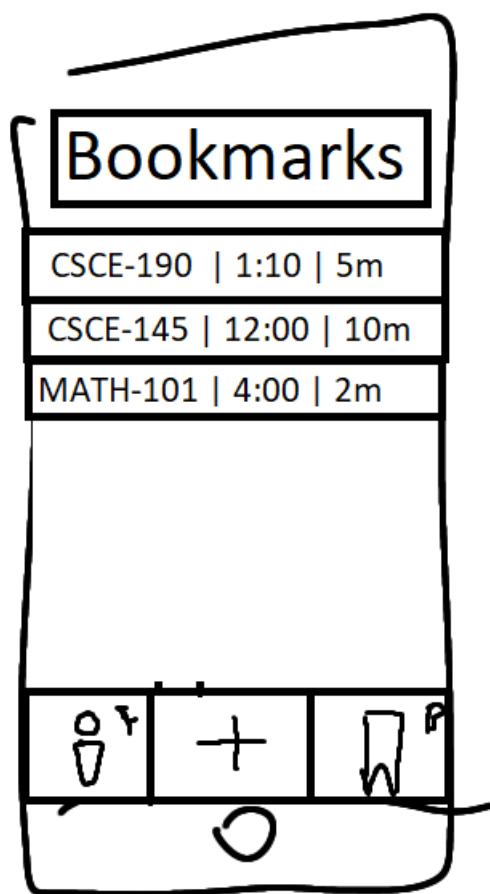
User is first met with a map of the campus, menu buttons, and a destination selection.



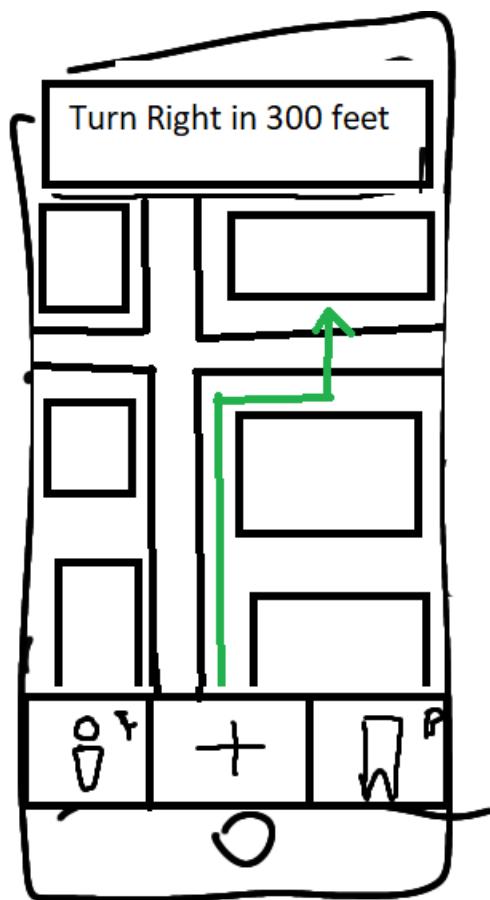
The friends menu shows your fellows, their distance from you, and if they're in class or not.



When adding a new destination, you can choose the method of transport and how early you want to arrive, so the app can notify you on time when you need to leave.



The bookmarks menu shows all your classes, their start times, and how long it will take to get there from your current location.



Navigation accounts for things on campus like crosswalks, shortcuts, and alternative entrances.

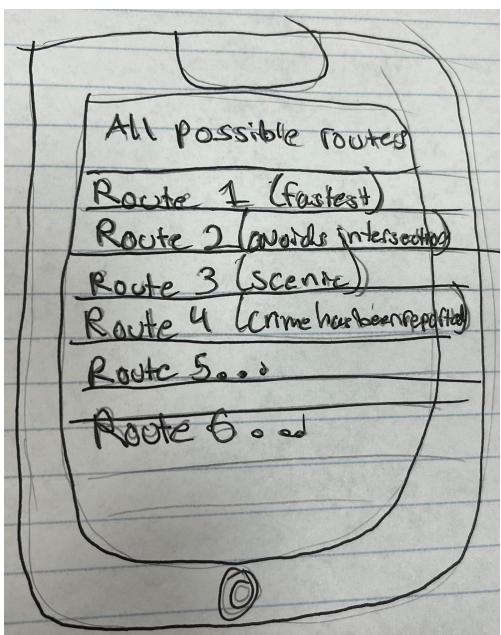


Receive rewards for walking a certain number of steps every day, or for going to classes.

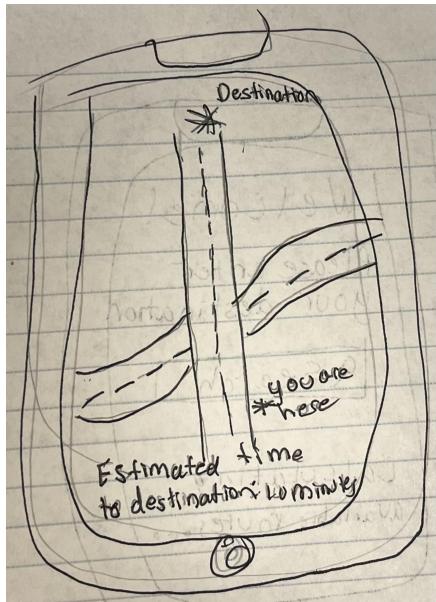
## Laura Nolan Sketches



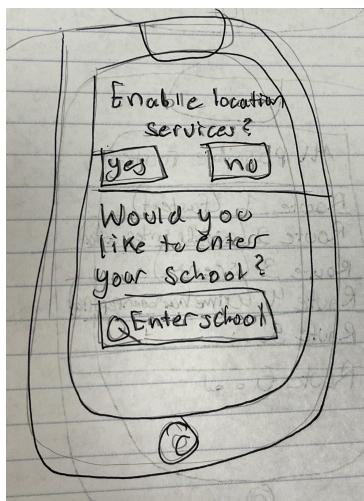
Home Screen. User is greeted and asks to enter their destination.



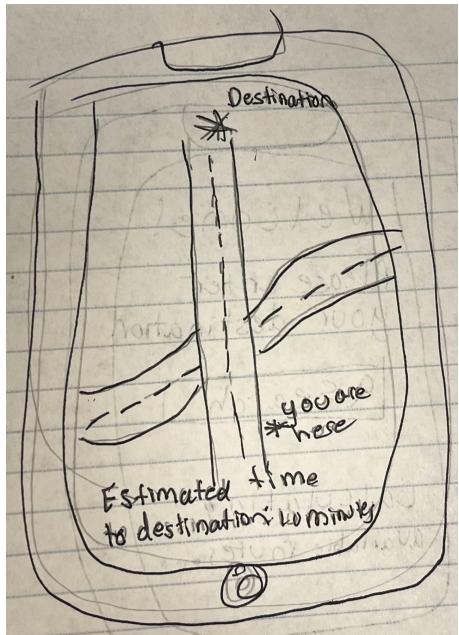
Once the user enters their destination, the app will generate all available routes that can be taken.



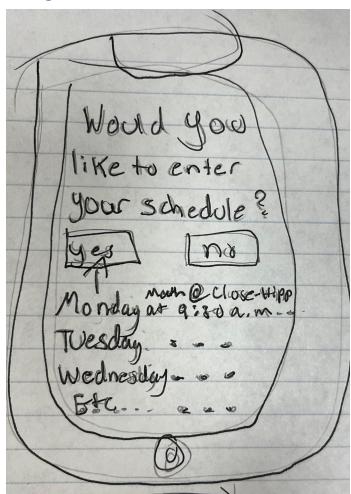
Once the user starts their route, the screen will have a map that shows the user's location as well as the destination they are trying to reach. The app will also give them an estimate for how long their route will take.



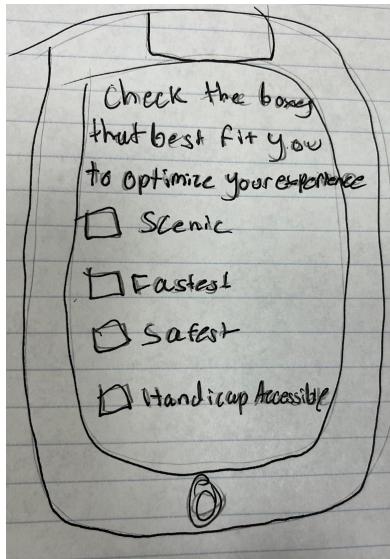
The user can enable location services and enter the school they attend. This will help the app become more user friendly.



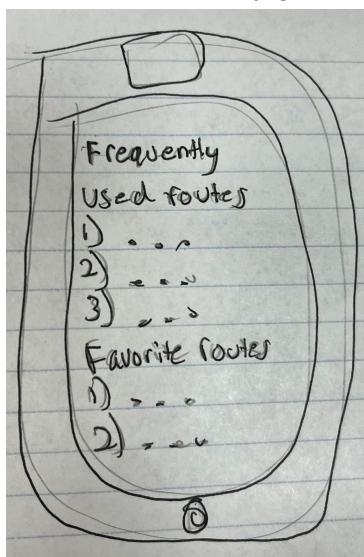
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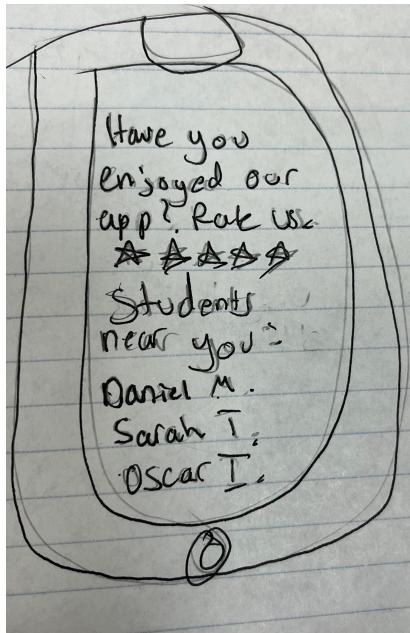
The user can also input their schedule for the week. They can enter the classes they have, where they are located, and the times they begin. The app will generate an ideal schedule for the student.



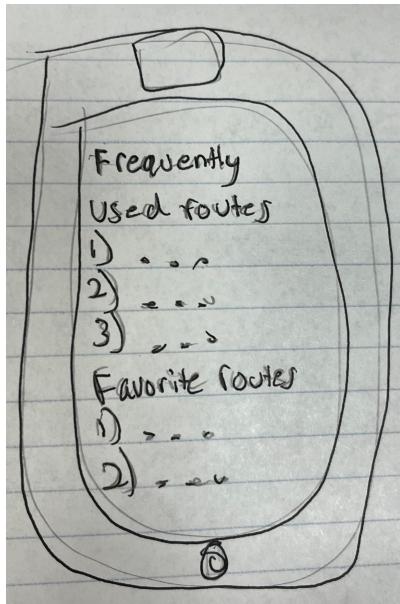
The user can also tell the app their preferences. For example, the user can check the scenic box if they would like to have a nicer walk (more nature focused). They can also check a box so that the app will only generate routes that are handicap accessible.



The user can also see the routes they and other students use frequently. The app will also have the options for users to favorite specific routes to have easy access to them.

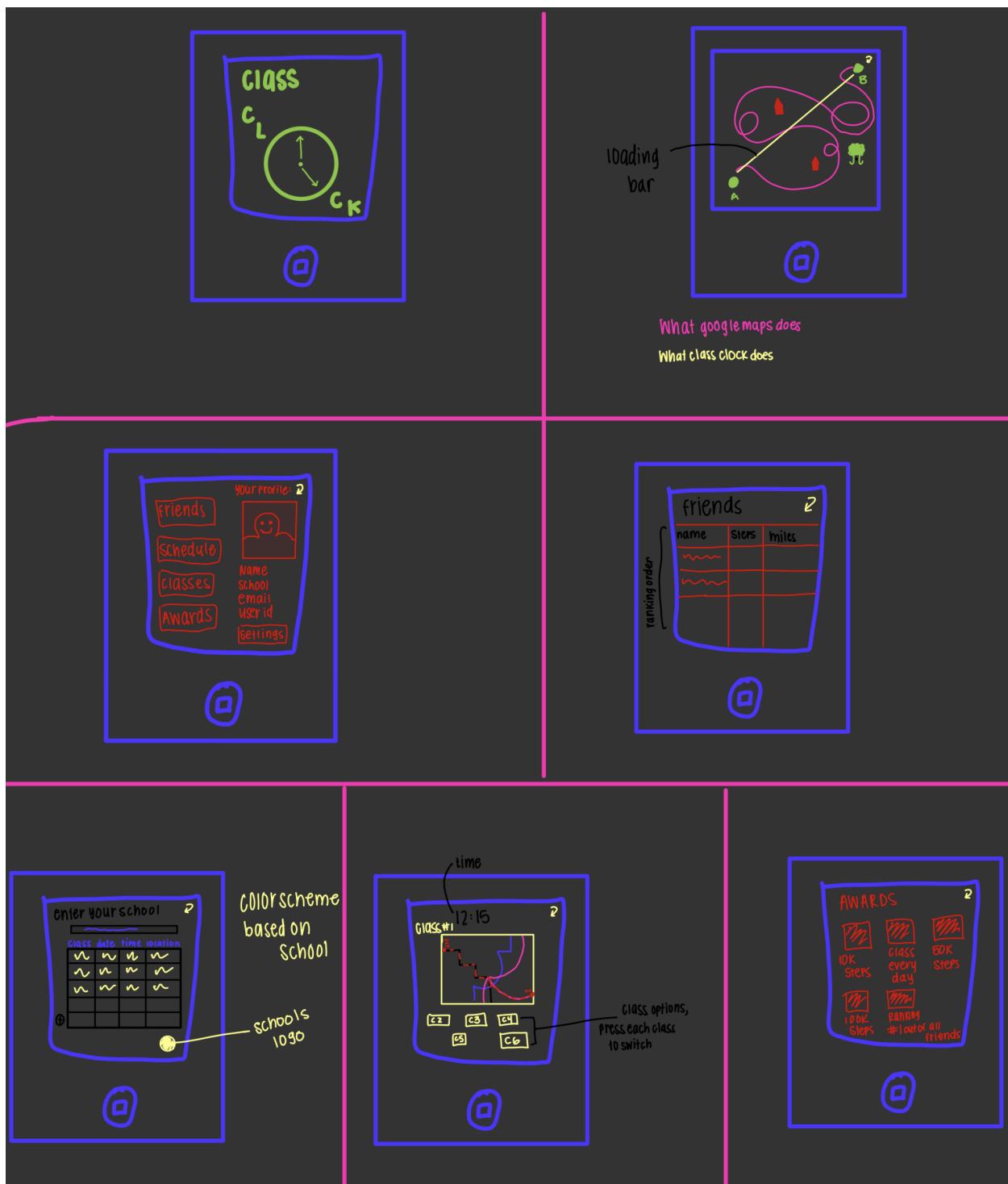


The app also gives users the options to connect with students near them or students that have similar schedules.

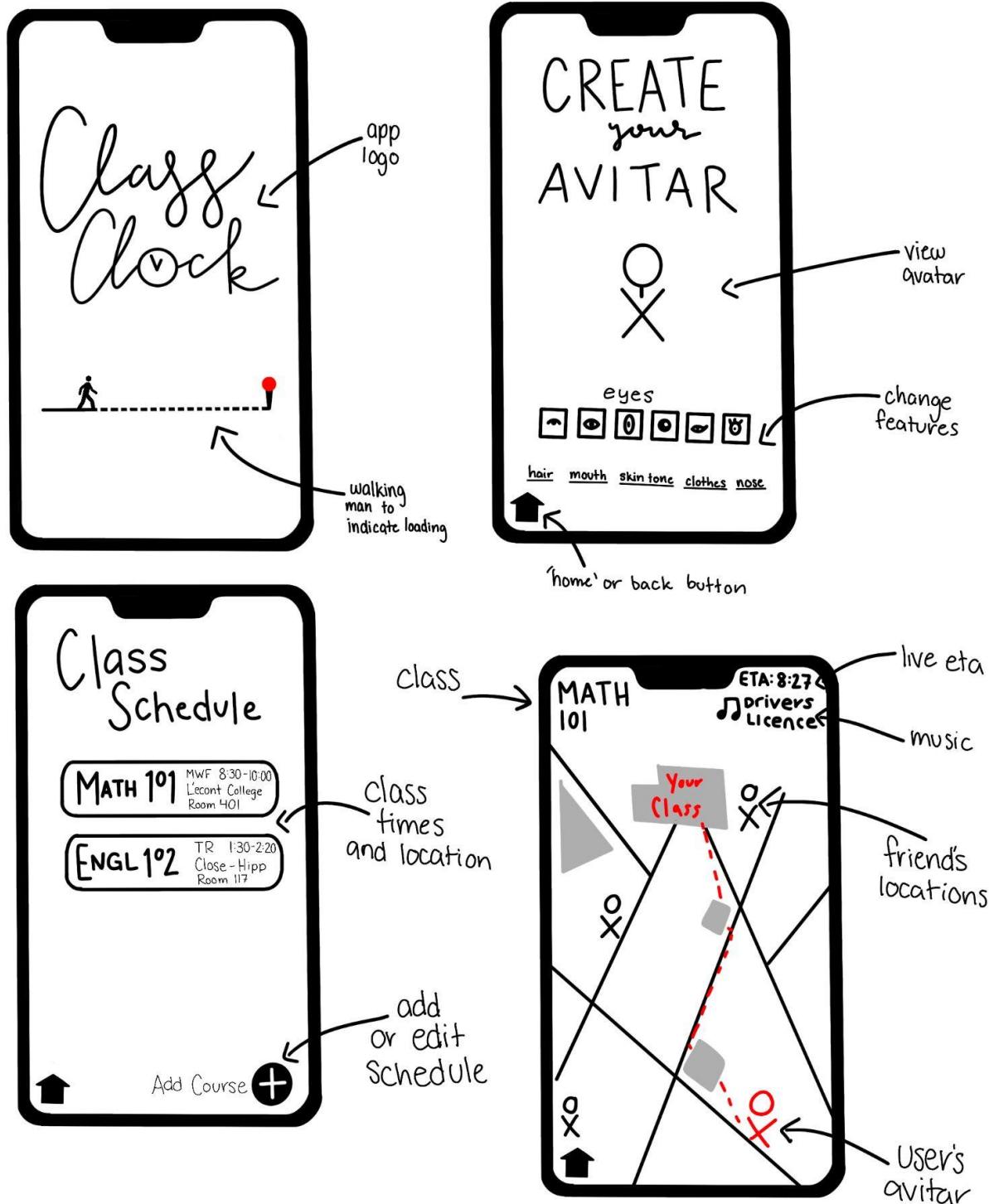


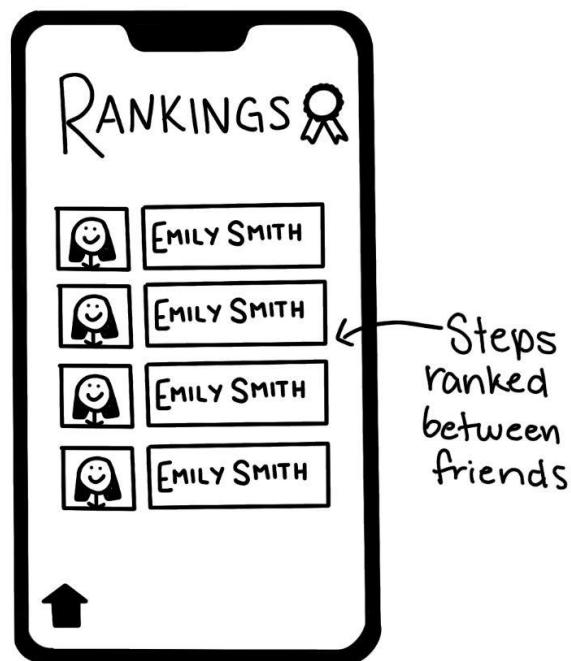
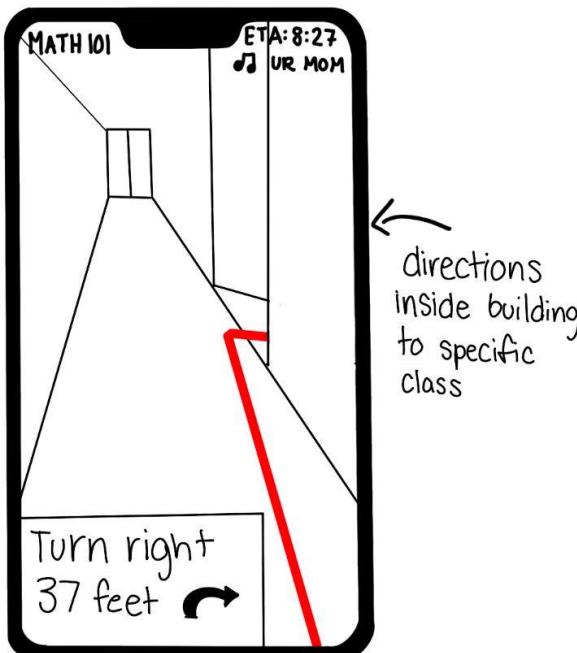
The app will also have settings that the user can go into to modify specific details. There are options for light/dark mode, privacy, etc. This is all to create the optimal user experience for each specific person.

## Ava Patel Sketches

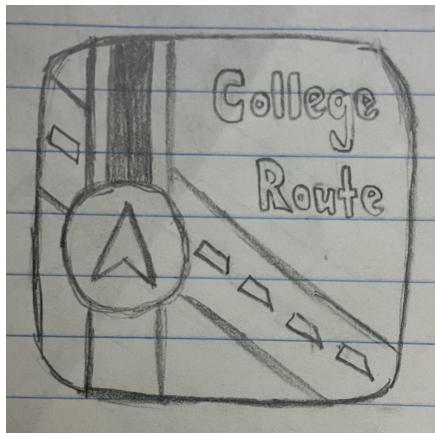


Kennedy Marren Sketches



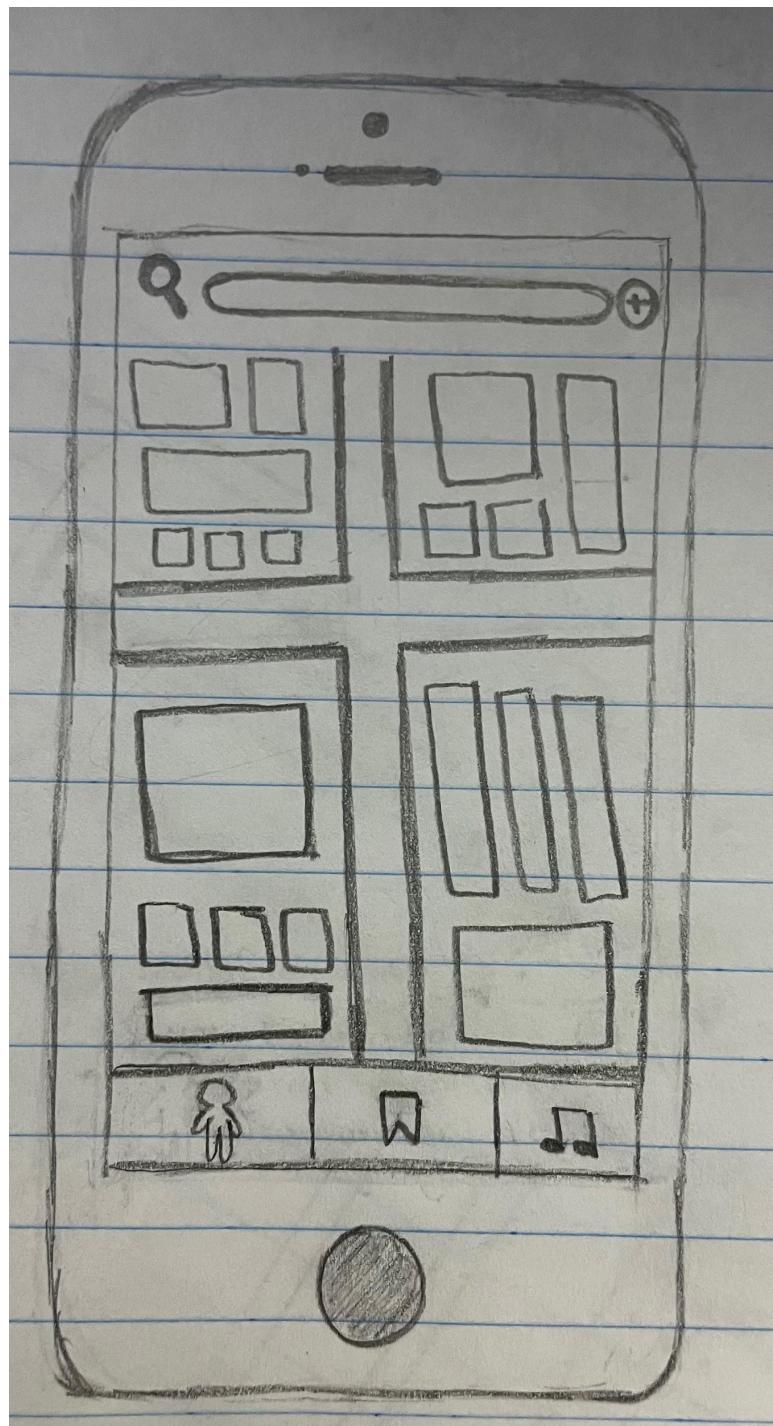


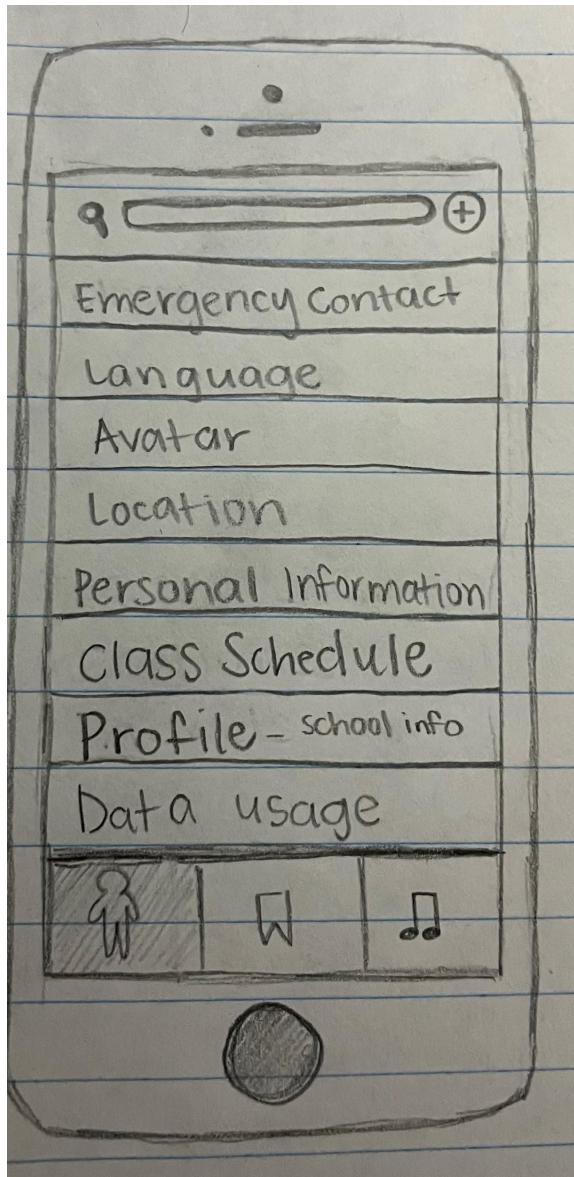
## AYDEN MATHEWS SKETCH



^^^^ The app

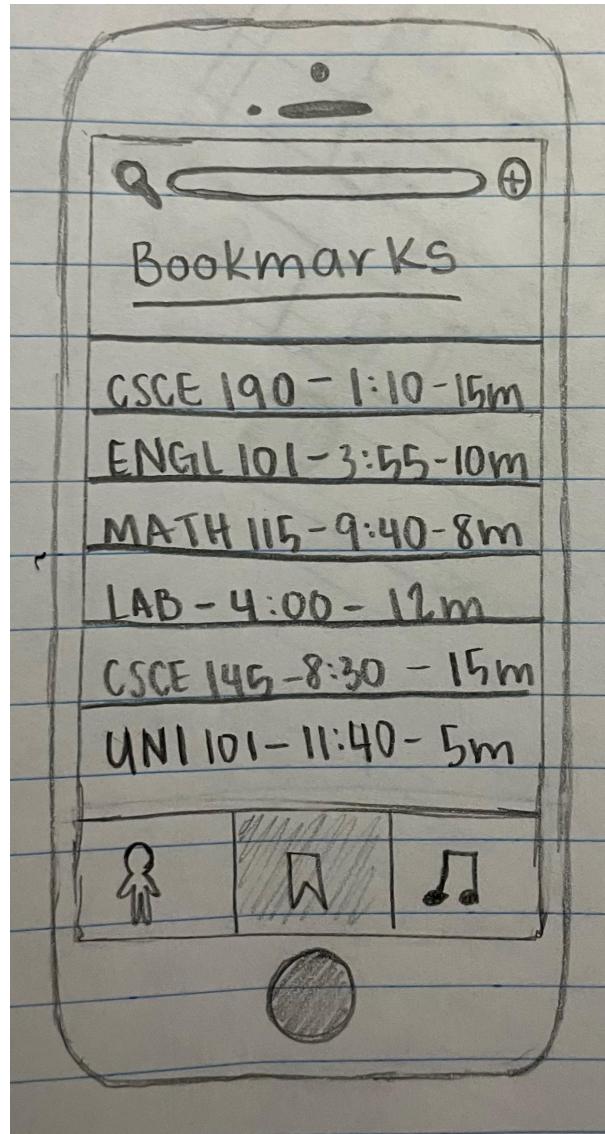
Opening Home Screen. Users are greeted with the three option buttons at the bottom and a search bar to start looking for a route to their destination. >>>





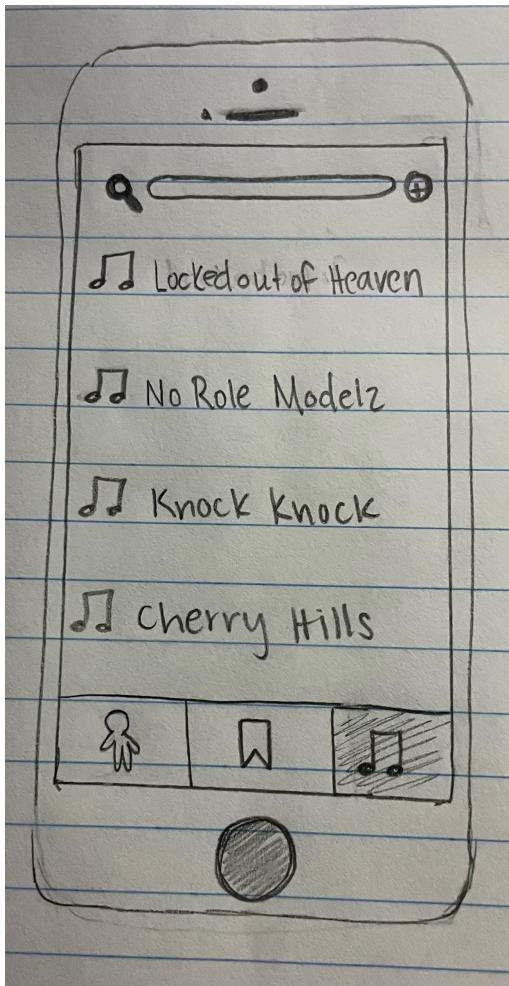
^^^^ This is the account tab which shows the emergency contacts you have listed.

These are the people that will be sent your location. As well as language, avatar, personal information, class schedule, school information, and data usage.

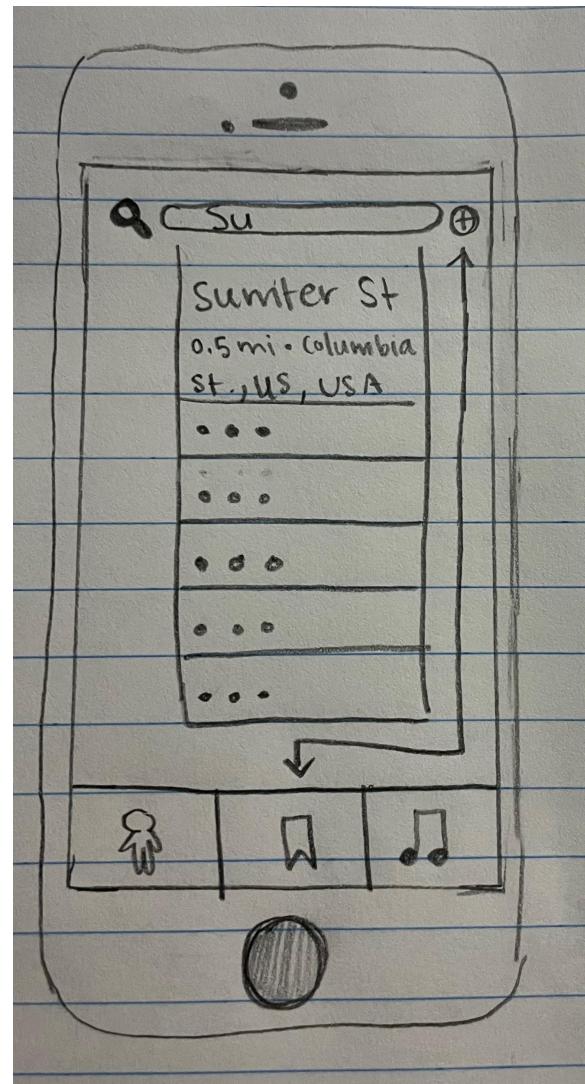


^^^The bookmarks menu shows all the saved classes so

you do not need to keep typing them in.



^^^^^ This is the music tab. This allows you to play music while on the app.



^^^^^ This is the search bar where you search for new locations. Then you can push the add button;

to add to the bookmarks tab.