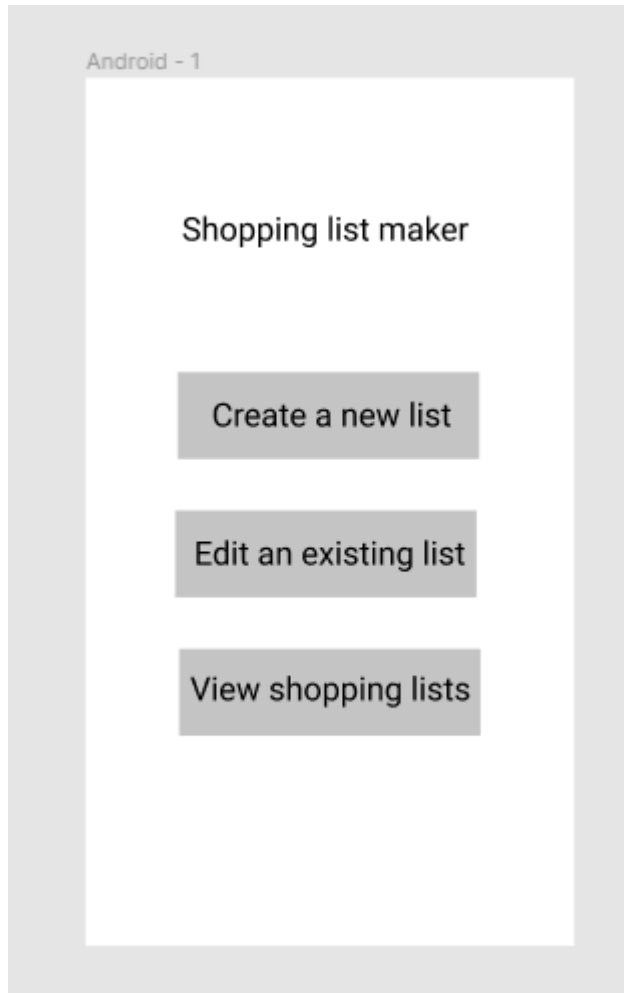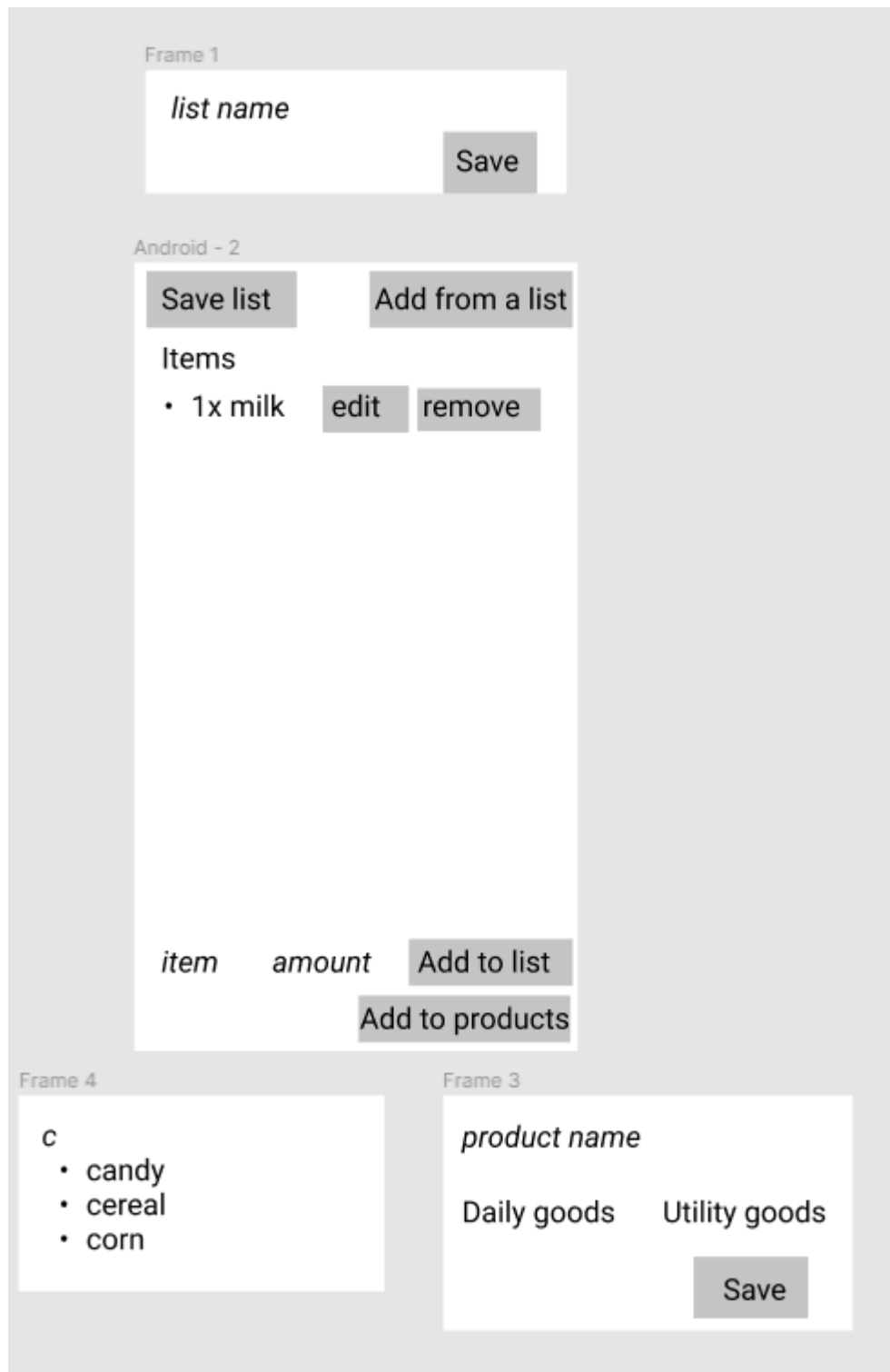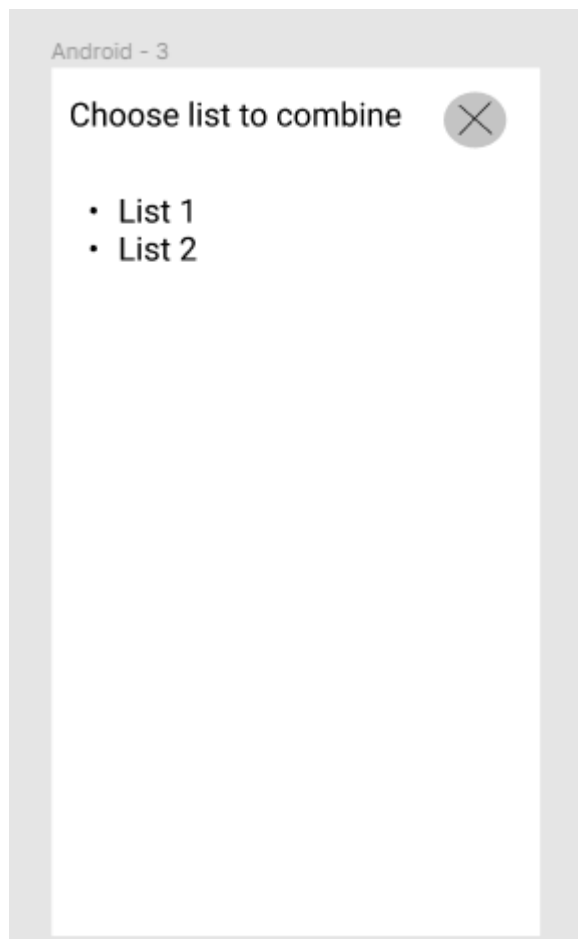Vera Salminen

UX 8 Mobile app Design Sketch

Sketch 1:

Here is the beginning screen of the application. There you have three buttons; Create a new list, edit and existing list and view shopping lists. The first button allows you to create a new shopping list, the second button allows you to edit existing shopping lists and the third button allows you to use them for shopping.

Frame 1

list name

Save

Android - 2

Save list   Add from a list

Items
- 1x milk   edit   remove

item   *amount*   Add to list

Add to products

Frame 4

c
- candy
- cereal
- corn

Frame 3

product name
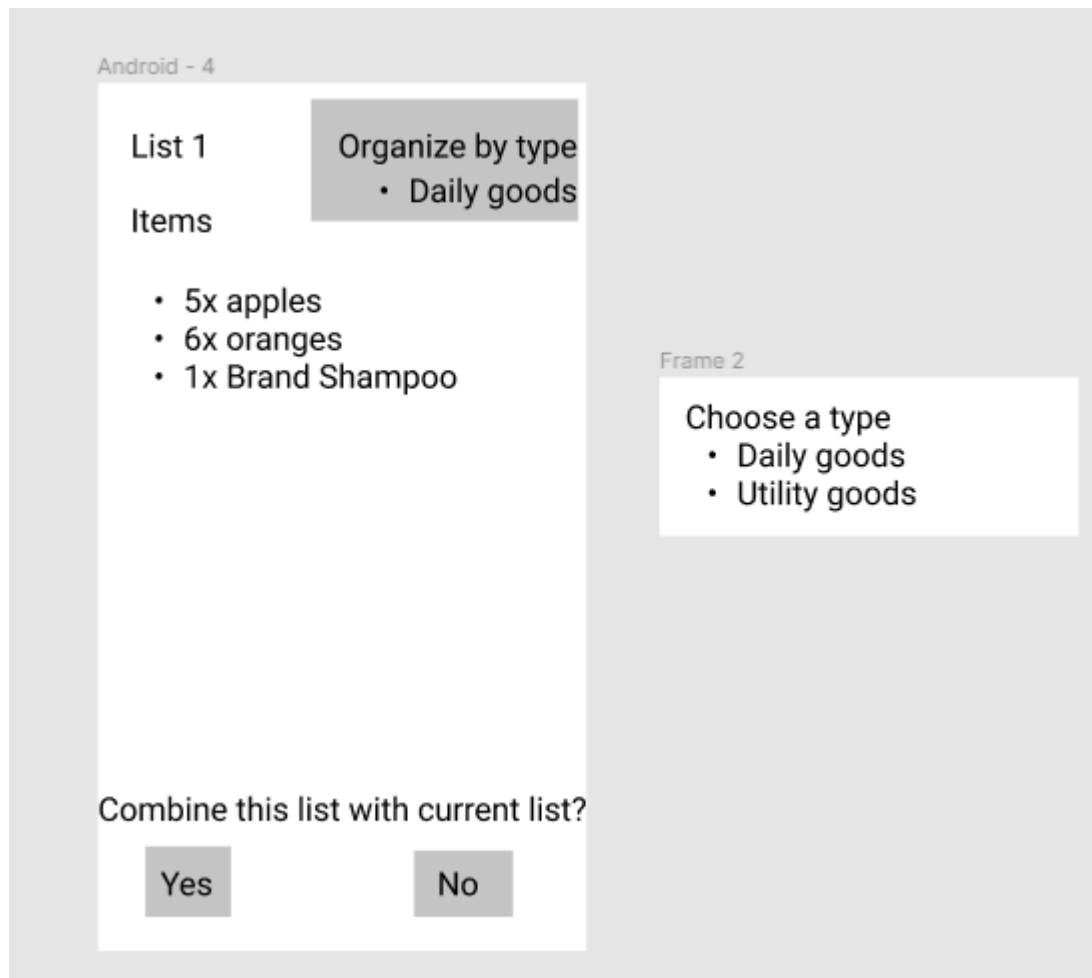
Daily goods   Utility goods

Save

This is the view for editing lists. In this example I have already filled an item, but without the item it is the beginning state of creating a new list. There are buttons for saving the list, adding from a list, editing or removing product on list, adding a product to the list and adding an item to products. Pressing save list brings up the pop up in the top of the picture. Italics represent a text field where you can write. Save button will

save the list with the name written. On the main view, writing on the text fields item and amount will allow you to specify items. When writing on the item text field it will bring out a submenu that is pictured below the main view on the left. There it showcases how when a user has written the letter c it will autosuggest products. Users can select from the list. In the main view users are able to specify the amount of the selected product to be added into the list. Pressing add to products will open a submenu where users will be able to write product name in text field and define whether the product is daily good or utility good. Users are able to edit the amount of products by pressing the delete button or straight up deleting the product from the list with the remove button on the main view.

When pressing the add from a list it will open this view. There user is able to combine the current list with an old one. Pressing the x button will allow users to back out to the editing view.

List 1   Organize by type
                  • Daily goods
Items

   • 5x apples
   • 6x oranges
   • 1x Brand Shampoo

Frame 2

Choose a type
   • Daily goods
   • Utility goods

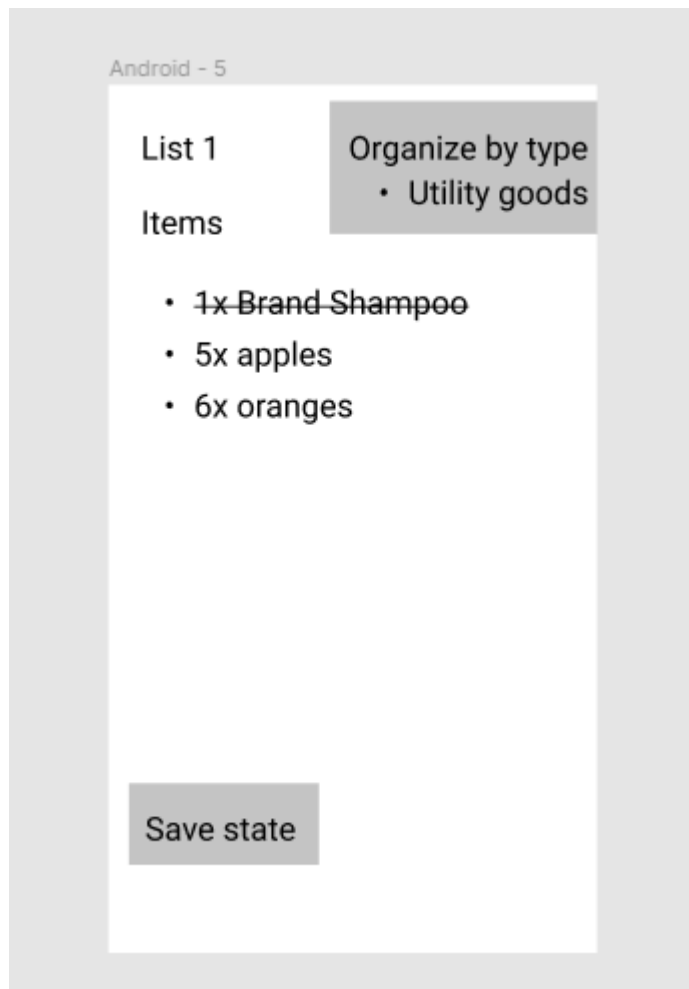Combine this list with current list?

    Yes   No

After choosing a list to combine with this view opens. There user can view the other list and also organize it. By pressing organize by type opens a submenu where users can select either daily goods or utility goods. On the main view user can decide to combine the list by pressing yes button or going back to selection by pressing no button.
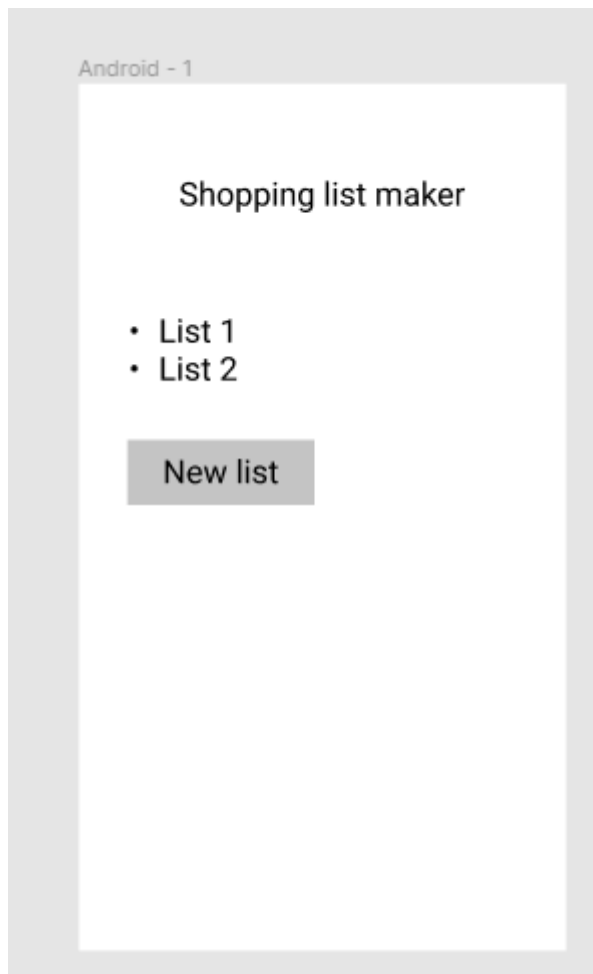
Choose a list to edit

- List 1
- List 2
- List 3

Going back to the start screen, if the user chooses to edit lists it will bring up this view. After making the selection the edit mode already covered will be entered.

List 1   Organize by type
                  • Utility goods
Items

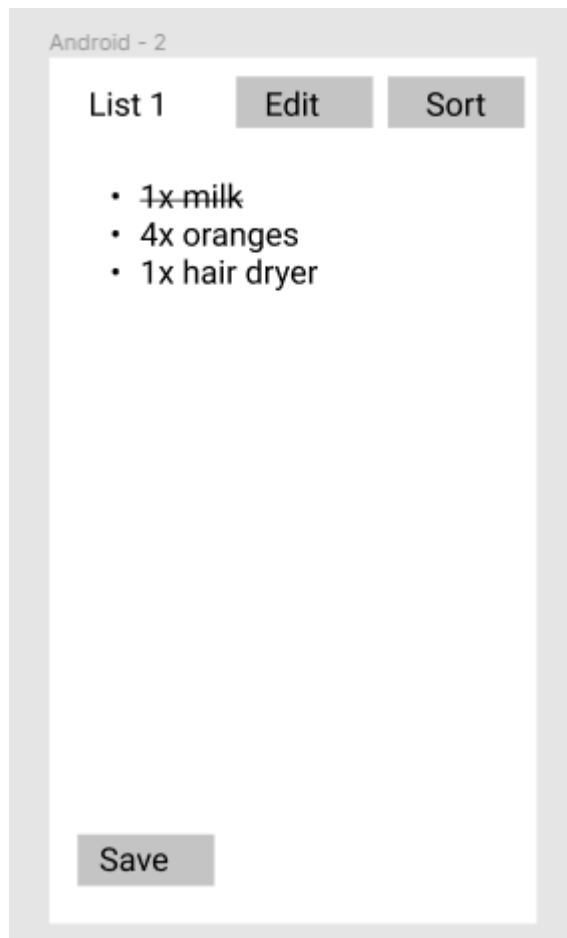- ~~1x Brand Shampoo~~
- 5x apples
- 6x oranges

Save state

On the start screen after choosing to view shopping lists and opening one opens up this view. There users can organize the list the same way as before. In this view the user is able to mark items as found by pressing them where the item will be crossed over. Pressing the item again will undo the effect. The users are able to save the state, where it will create a new list with found items removed.
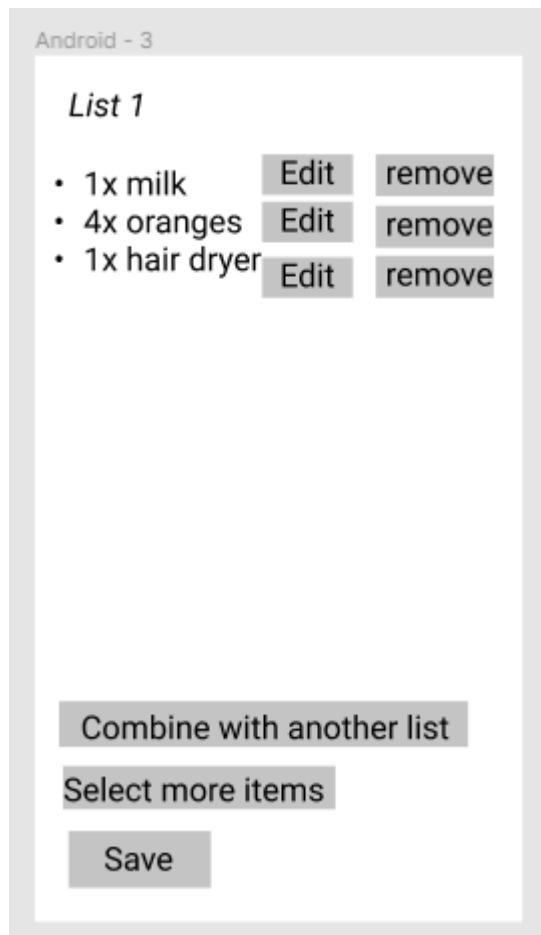
Sketch 2:

This is the start screen of the application. It would display the existing shoppings lists if there is any. Pressing on an existing list will open that list (more later). Pressing on the new list button a brand new list will be created.

List 1　　Edit　　Sort

- ~~1x milk~~
- 4x oranges
- 1x hair dryer

Save

This is the view when an existing list is opened. It is similar to the view for shopping as in sketch 1. There users can sort the list the same way as in the previous build and also be able to mark items as found and save the list. By pressing the edit button the user is able to enter the edit list view.

List 1

- 1x milk Edit remove
- 4x oranges Edit remove
- 1x hair dryer Edit remove

Combine with another list

Select more items

Save

This is the view for the list editor. Text field is represented by italics and that is used for naming the list. Users are able to edit the amounts of items and remove items with the respective buttons. Combine with another list opens up a similar option to combine lists as in sketch 1. The Save button will save the list. The select more items button will open up a new view for adding items to the list.

Product selection

items

- apple - daily goods
- carrot - daily goods
- eggs - daily goods
- milk - daily goods
- hair dryer - utility goods
- shampoo - utility goods

Amount

- 1
- 2
- 3

Add products to selection

Save

This is the view for adding more items to the list. By writing on the items text field a more of a pop up menu list will be opened (it is pictured little differently in the photo for simplicity's sake. Think about the previous add ingredient menu in sketch 1). There user is able to select (and search by writing) product and it will also tell what type the product is. After there is amount selection which will open a similar pop up drop menu where user is able to cycle to the correct number (numbers will go higher than the 3 pictured here).

Add button products to selection button will open a similar view to adding new items to produce selection list as in sketch 1.

Save button will add the selected item to the list and save progress.