# First Screen – Initial

Here, the user chooses whether they are a new or existing user. The assumption is made that it’s an existing user.

There will be the following actions:

* **Input**: Email
* **Input**: Password
* **Link**: Forgot Password?
* **Link**: Create Account

# Second Screen – Walk!

We don’t care about creation of a new user, because that is extraneous in regards to a demo, so we are now at the main action screen for the user. Here, they can navigate the app using the navbar at the bottom, or find a walking buddy.

* **Button**: Find a Buddy
* **Button**: Start a Walk
* **Navbar:**
  + Back (does nothing here)
  + Home (this page)
  + Matches
  + Profile / Stats (leads to Schedule)

Login

# Map

This view tracks the user’s walking progress. There is an animation following their position on the map, as well as updated statistics for the current time spent and distance traveled.

* **Button**: Stop walk

Start a Walk

Find Buddy

This action adds another overlay to the screen with some kind of progress text, “Searching…” or similar.

The navbar is still accessible from this screen.

After some delay (determined in JS), there is a transition to the “Matches” conversation thread screen, directly to the matched person. Here, the user can begin a conversation and decide details on their walk.

Swipe

Leads to primary walking screen (Second Screen).

# Schedule

Here, the user enters their free time for walking. The page can be skipped to go straight to the next one.

For mobile optimization, users will only see a single day, and can swipe to the left in order to refer to other days. Upon swiping on the last day, they will be transitioned to the 4th screen.

* **Table**: 30-minute availability slots that are highlighted when clicked / dragged.
* **Link**: Skip for now