

Give your old goods a second life and find hidden treasures.

Purpose and Objectives

Approach and Design

Challenges and Solutions

Showcase and Takeaways

Purpose

The brief: Design a native app of my choice, while following the design guidelines for iOS and Android apps.

The Problem: I was helping my grandmother emptying her garage and I was wondering how much of the items we were throwing out would have interested somebody else.

The Solution: The concept I came up with to answer the problem was the DeHoarder app, which is inspired by resale apps such as eBay but is more specifically for giving away or selling at a minimal price.

Objectives

Users will use the app when trying to part from encumbering goods such as furniture or large collection of items and inviting other users over so they can take what they like and hopefully give them a second life.

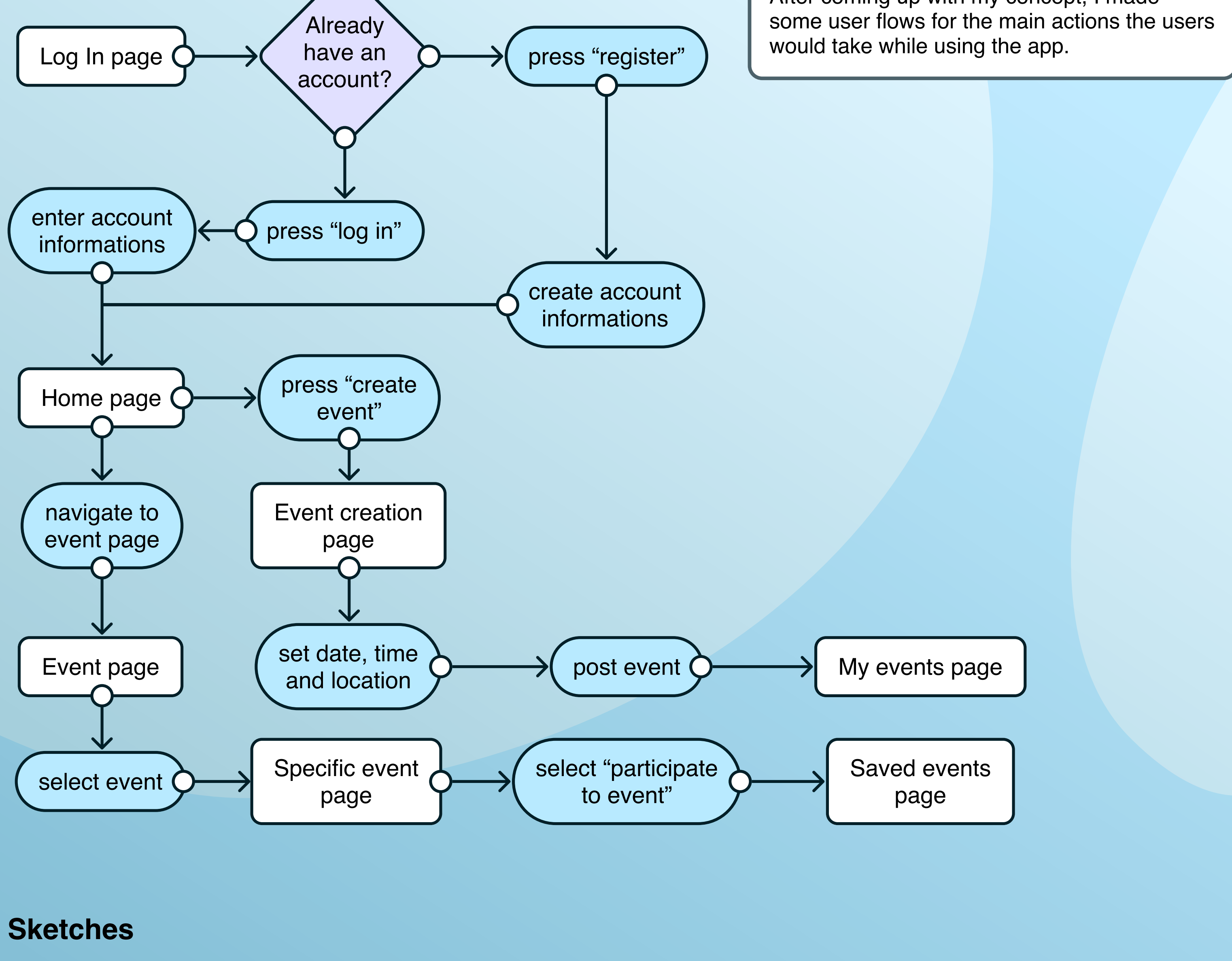
Why a native app?

The project brief required I designed a native app and it made sense for the DeHoarder app because some features required smart phone capabilities such as using a camera and chat text, therefore, making it a web app would have been inefficient.



Approach and Design

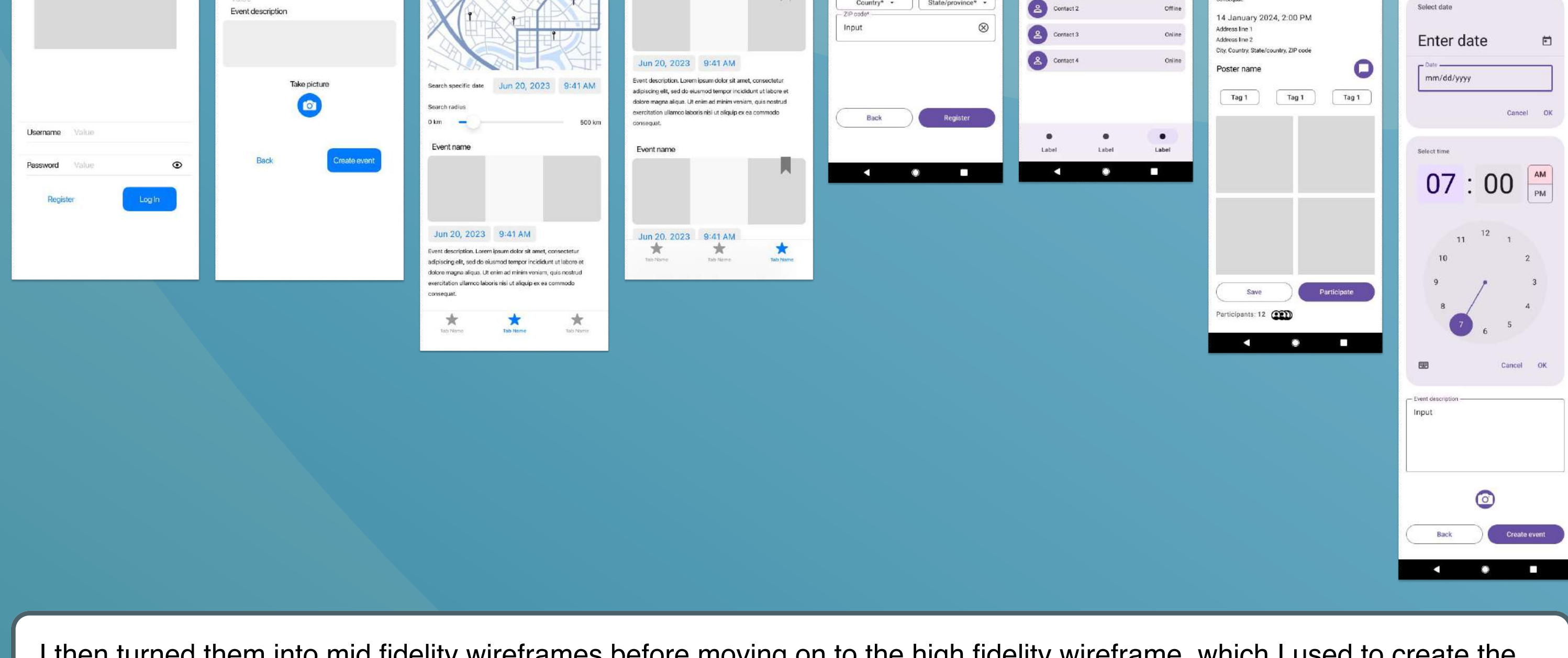
User flow



Sketches



Mid-fidelity prototype



I then turned them into mid fidelity wireframes before moving on to the high fidelity wireframe, which I used to create the app prototype. I sent the prototype to testers which gave me some feedback. Based on the feedback I received, I updated my design one last time.

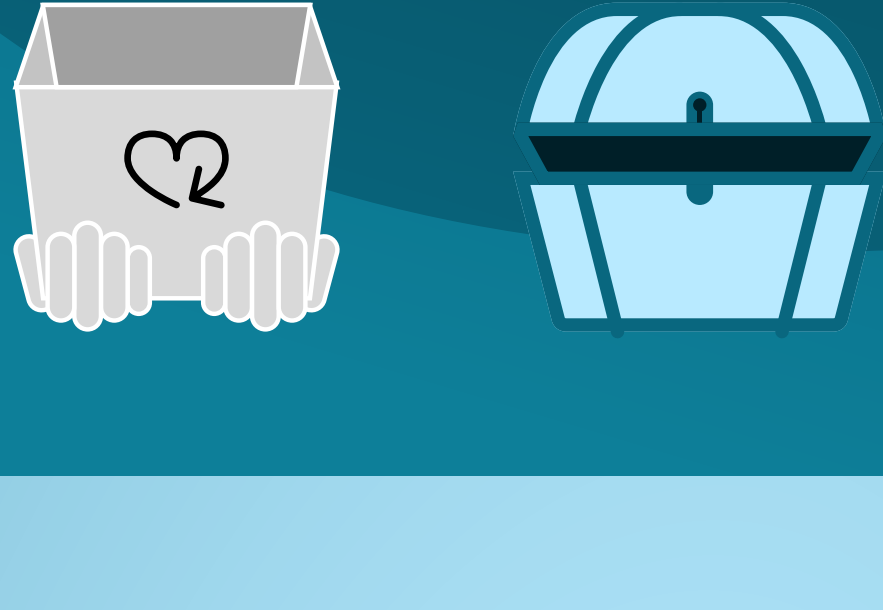
Challenges and Solutions

The first challenge I encountered was working with a **pre established component library** and figuring out which ones, among the sometime very numerous options, would fit my design the best. Finally, I got to grips with the component library, which made the work easier.

An other slight challenge that I had to overcome, was switching from my **IOS** and **Android** design constantly and adapting them according to their respective design guidelines while keeping the app's identity. I was not too hard to do, since I originally kept **both design close to each other**, which allowed me to keep both in sight when I wanted to see an **overview of my designs**.

Designing the logo was slightly challenging, as I wanted to create one that would represent the app's purpose and I had difficulties summarizing in a **simple logo**. After trying different ideas, I ended up using a very simple continuous line outlining a **cardboard box**.

Early logo tests:

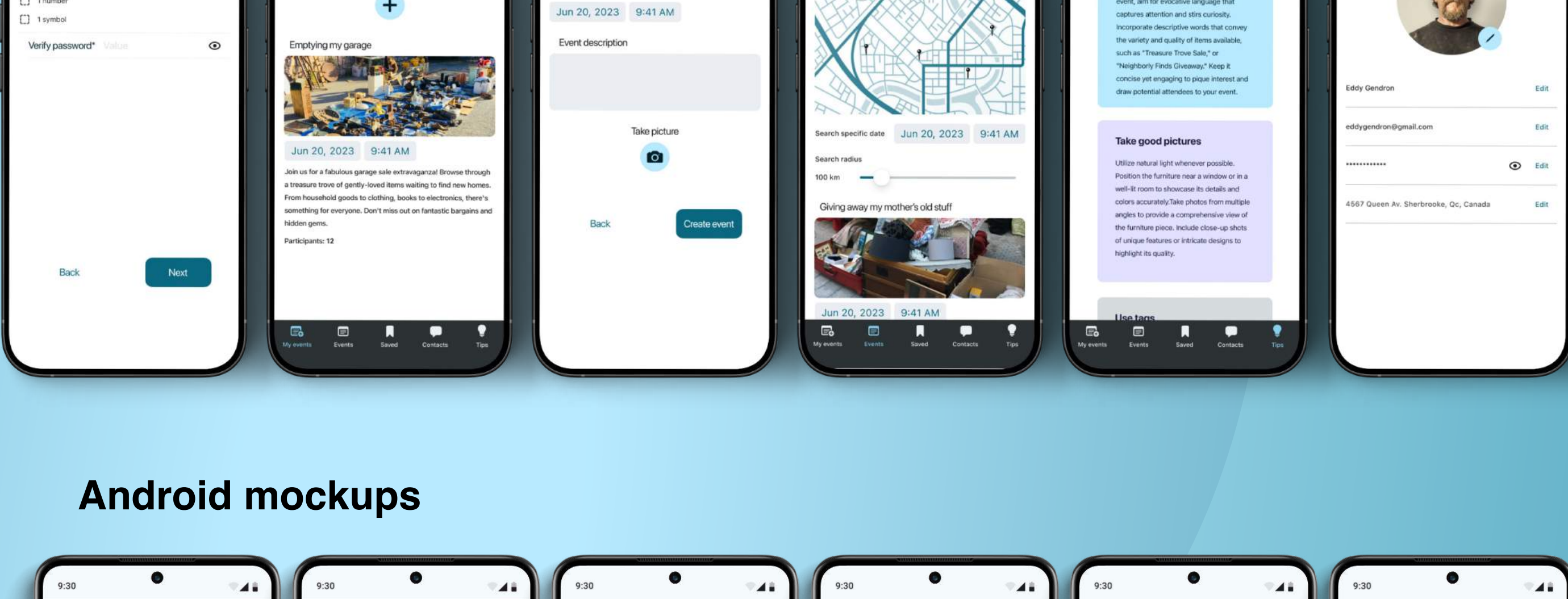


Final logo:

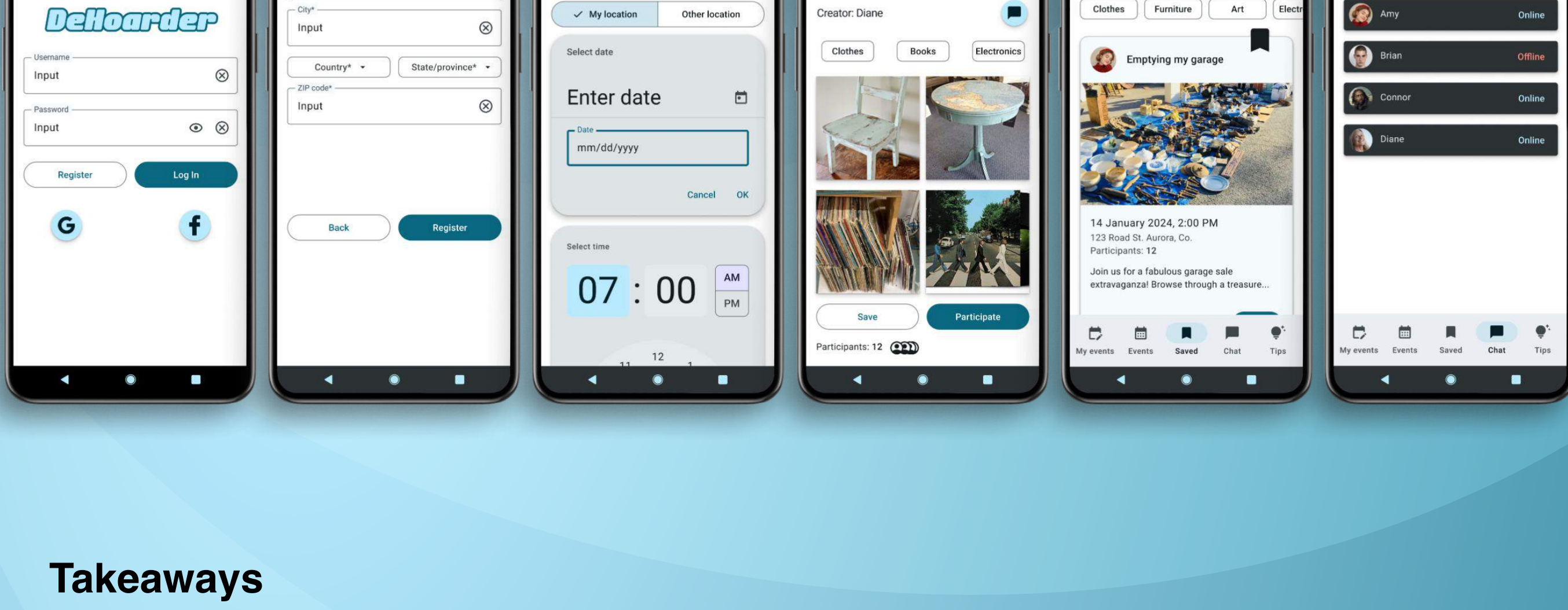


Showcase and Takeaways

IOS mockups



Android mockups



Takeaways

Considering the challenges I overcame while working on this project, I am quite satisfied with the final result. I received great feedback from the prototype tests I conducted which comforts me in the idea that my design is intuitive and I believe that all the necessary features are present.

Future Iteration:

If I were to keep working on this project, I would like to implement a better tag system that would make it easier for collectors to find rare products.

Thank you!