SG60 AR Trails – Figma Wireframe Layout Plan

This document outlines a suggested Figma wireframe structure for the SG60 AR Trails project. It includes screen descriptions, layout suggestions, user flow, and styling guidelines.

## 1. Welcome / Splash Screen

* - SG60 logo in centre
* - Bold tagline (e.g., 'Experience History Where You Stand')
* - 'Begin Your SG60 Trail' CTA button

## 2. Home Screen

* - Trail selection cards (e.g., Chinatown, Kampong Glam) with images
* - Optional filter/search bar for trails
* - Simple navigation bar (bottom): Home, Explore, Profile

## 3. Trail Info Screen

* - Trail name & short description
* - Estimated duration or number of locations
* - 'Start Trail' CTA button
* - Map preview or hero image

## 4. AR View Simulation Screen

* - Simulated phone camera frame
* - Overlay of historical image with opacity slider
* - Icons for audio, info, interaction
* - 'Scan Location' or 'View Story' button

## 5. Story Popup

* - Image and short description of the location's past
* - Audio play icon for narrated story
* - 'Next' and 'Close' buttons

## 6. Mini Quiz / Interaction

* - Simple multiple-choice question or image match
* - Feedback animation (e.g., correct/wrong answer)
* - Optional leaderboard or share feature

## 7. End of Trail Summary

* - Summary of visited locations
* - Key learnings / facts list
* - 'Share Experience' and 'Explore Another Trail' buttons
* - QR code to revisit trail or access archive

# 🎨 Styling Guidelines

- Font: Use clean modern fonts like Inter, Poppins, or Roboto  
- Colour Palette: Red, white, gold (SG60) + neutral greys or beige for background  
- Icons: Use consistent sets (Material or Feather Icons)  
- Layout: Grid-based design, rounded corners, wide image cards  
- Use simple animations/transitions in Figma to simulate user flow