

The Rubbish App

Login

Sign In

WH Abstract

The Rubbish App (TRA) was created to streamline waste management for households (Who) by providing timely reminders for bin collection days (What). It is designed to solve the common problem of missing bin collection days, which leads to frustration and household clutter (Why). Whether residents live alone or share a home (Where), TRA helps them stay on top of their bin responsibilities without needing reminders from neighbours or family (When).

TRA allows users to create a household group and automatically assign bin duties, ensuring clear accountability each week (How). It sends notifications that remind housemates when it's time to take the bins out. Additionally, the app offers localized guidelines for recycling and waste management, based on council regulations (What), helping households reduce confusion and improve their recycling efforts. TRA ensures your household runs smoothly and efficiently—one collection day at a time (Why).

AEOUT+E OBSERVATION

MATRIX

Activity

Taking the trash outside

taking out the bag from the bin and replacing it

Environment

driveway, backyard or courtyard

Kitchen, bathroom, bedroom

Object(s)

bin bag, wheelie bins, maybe gloves

dirty bin bags, bin and clean bin bags

User(s)

Myself, family, housemates

Myself, family, housemates

Time(s)

Daylight/night

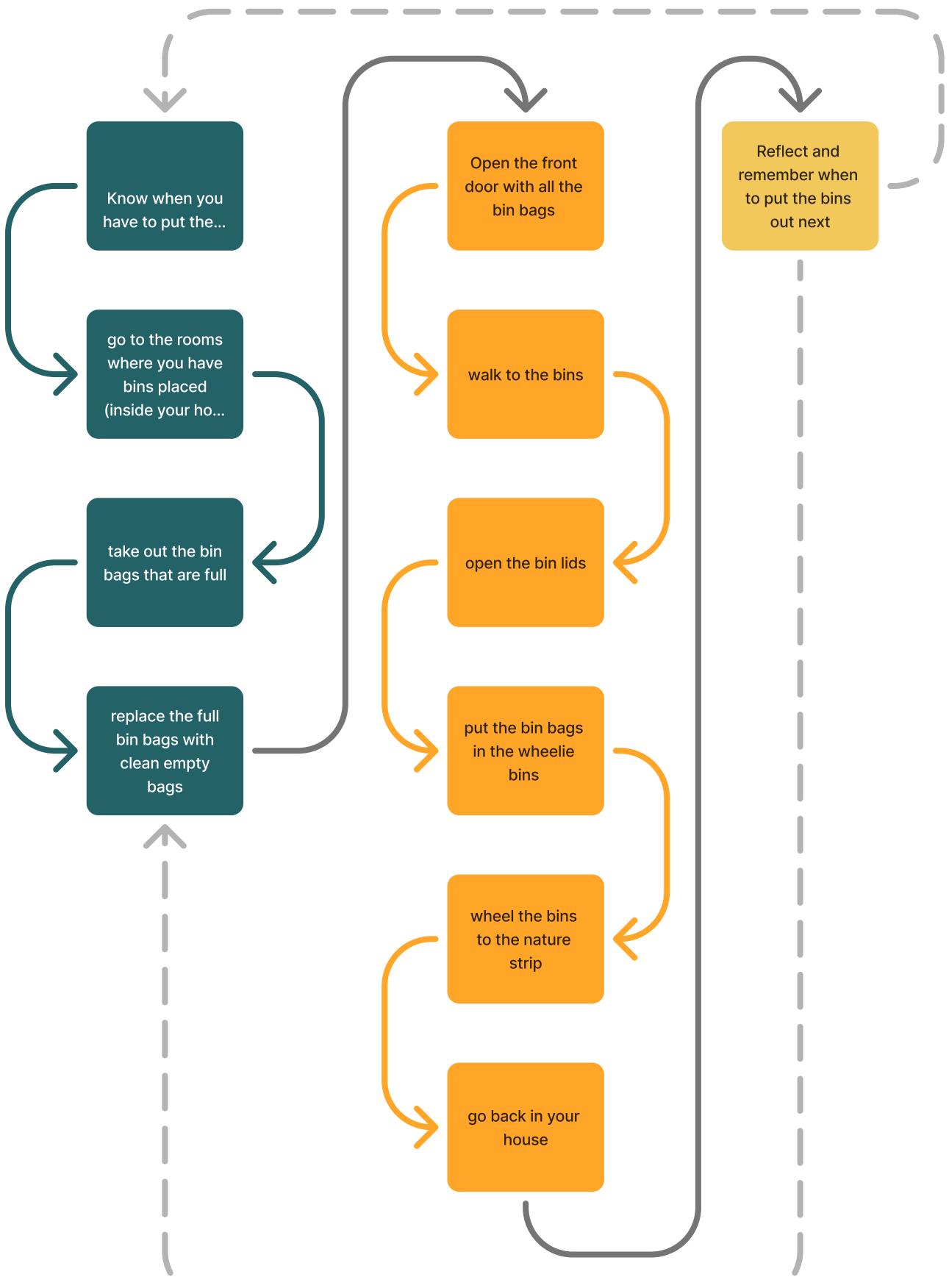
daytime/ nighttime

Emotion(s)

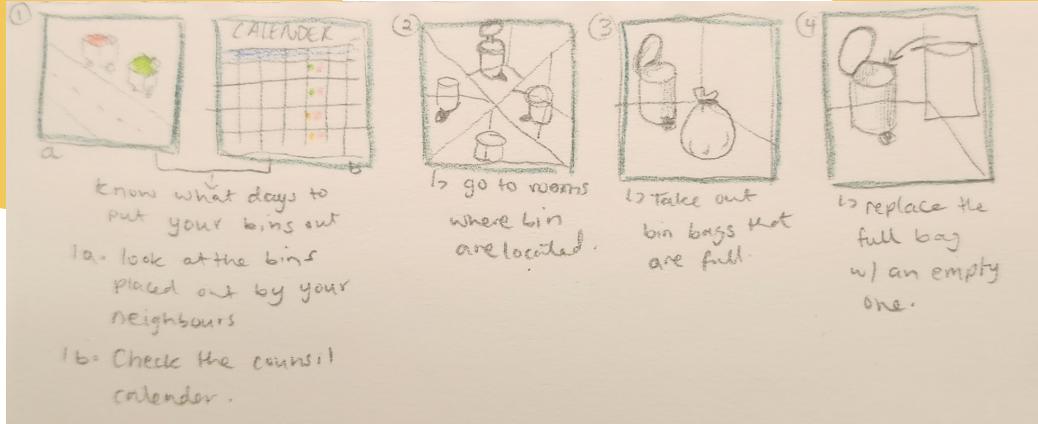
chore, annoyance, mundane

Mundane, boredom, mundane

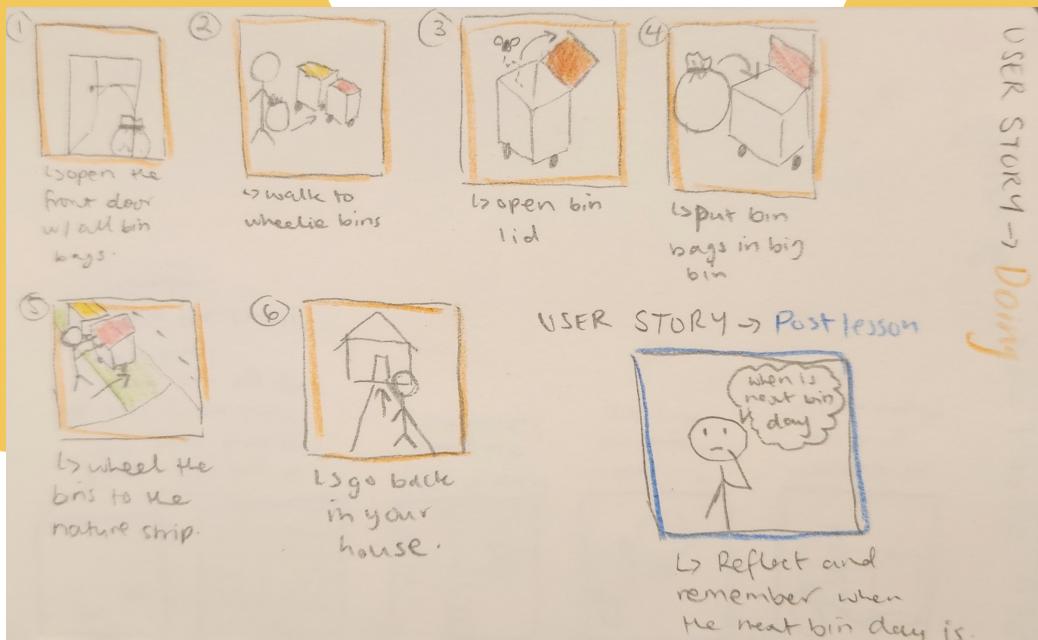
EXPERIENCE FLOW



USER STORY BOARD

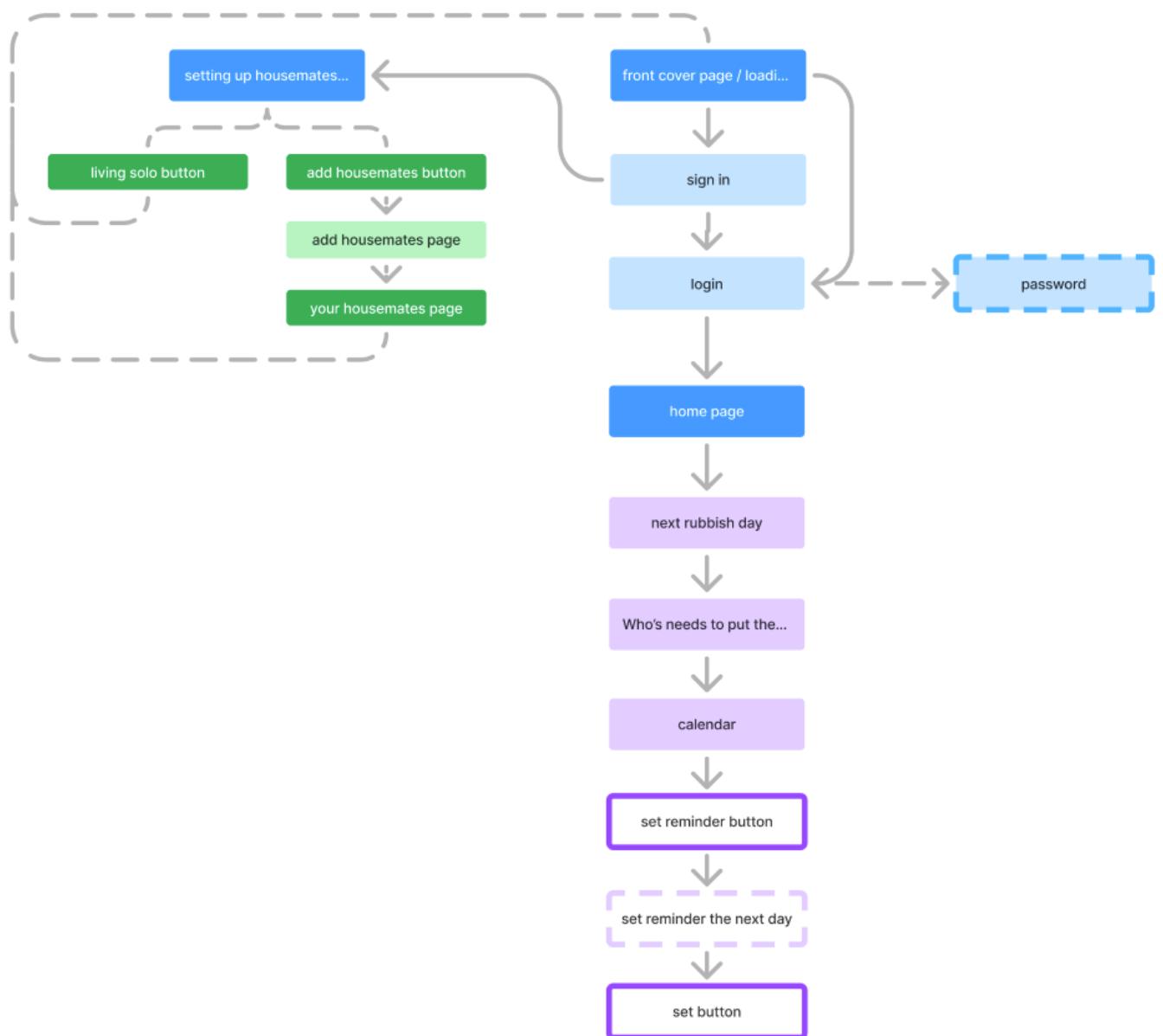


At this stage of the design process I focused on how the user normally goes about doing the task of placing the bins out without the help of an app. I have sectioned off the each stage of the process with different colours to (green) getting ready, (orange) doing and (blue) post lesson

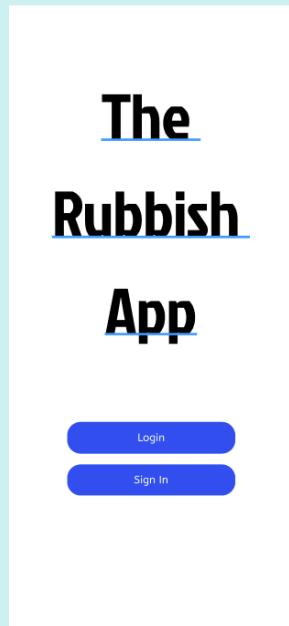


As is very apparent the storyboard is very basic and uses simple stick figure characters to convey the story of changing the bins inside the house and taking out the bins ready for collection day.

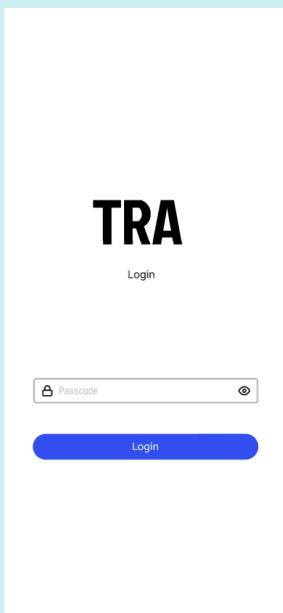
INFORMATION ARCHITECTURE (IA) DIAGRAM



LO-FI FRAMES



1. At this stage of the design process I was not sure on what aesthetic I wanted, so I kept it simple for the loading page. I knew that the loading page needed basic features, so I chose to have the login button and sign-in button. I wanted to title to be a play on words, making it more catchy to the typically young user.

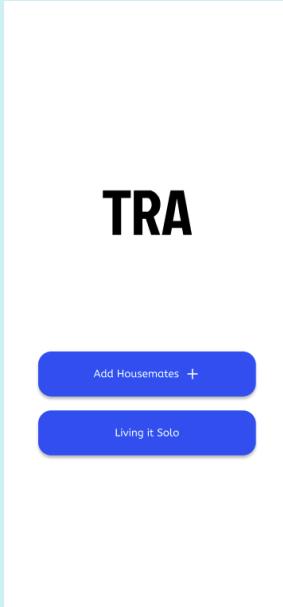


2. In the sign-in page I was experimenting with what I wanted to show. It all depended on what information was needed for the app to work smoothly. In this case I knew I needed to have a name, phone number, email, passcode and postcode section. Nevertheless some tweaking was needed for this wireframe.

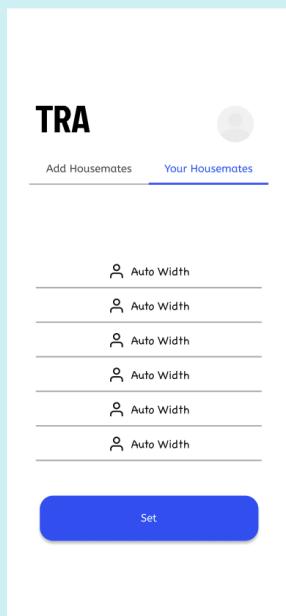
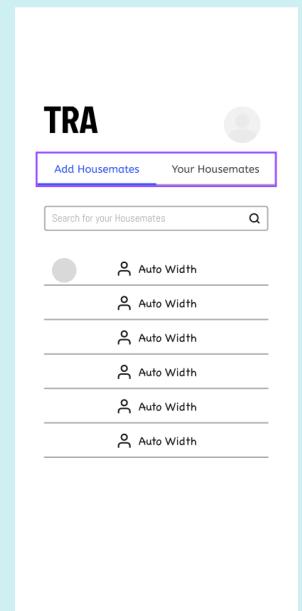
A detailed wireframe of a sign-in form. At the top right is a "Sign In" button. The form consists of several input fields: "Preferred Name" (placeholder: "Enter your Name"), "Phone Number" (placeholder: "Enter your number"), "Email" (placeholder: "Enter Email address"), "Passcode" (placeholder: "Enter Passcode"), "Confirm Passcode" (placeholder: "Re-Enter Passcode"), and "Postcode" (placeholder: "Enter your postcode"). Each input field has an eye icon to its right for password visibility. At the bottom is a large blue "Sign In" button.

3. For the login page, I wanted it to have a similar vibe as the loading page and sign-in page. I used similar components. These components will be repeated in most wireframes from this point onwards.

DIGITAL LOW-FI FRAMES

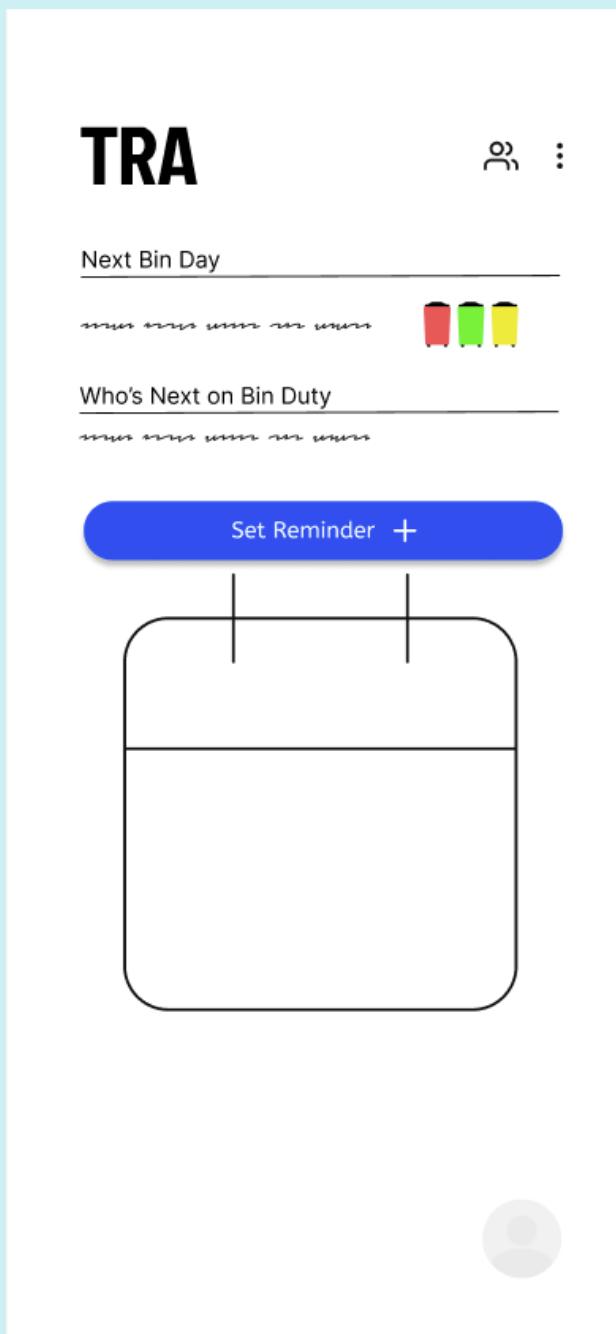


4. For this buffer page when setting up the app and one's personal account for The Rubbish App, I wanted to keep it similar to the first loading page. The only difference is that the buttons are larger, however the text font is the same and symbols are used when needed.



5. This is the page will follow after selecting the Add Housemates button on the previous page. On this page one can search members they want to add, similar to how one can make a group chat on a social media app.
6. On this page you can see what housemates you have chosen to create your house group. Once one presses the set button it will take you to the main home page.

DIGITAL LOW-FI FRAMES

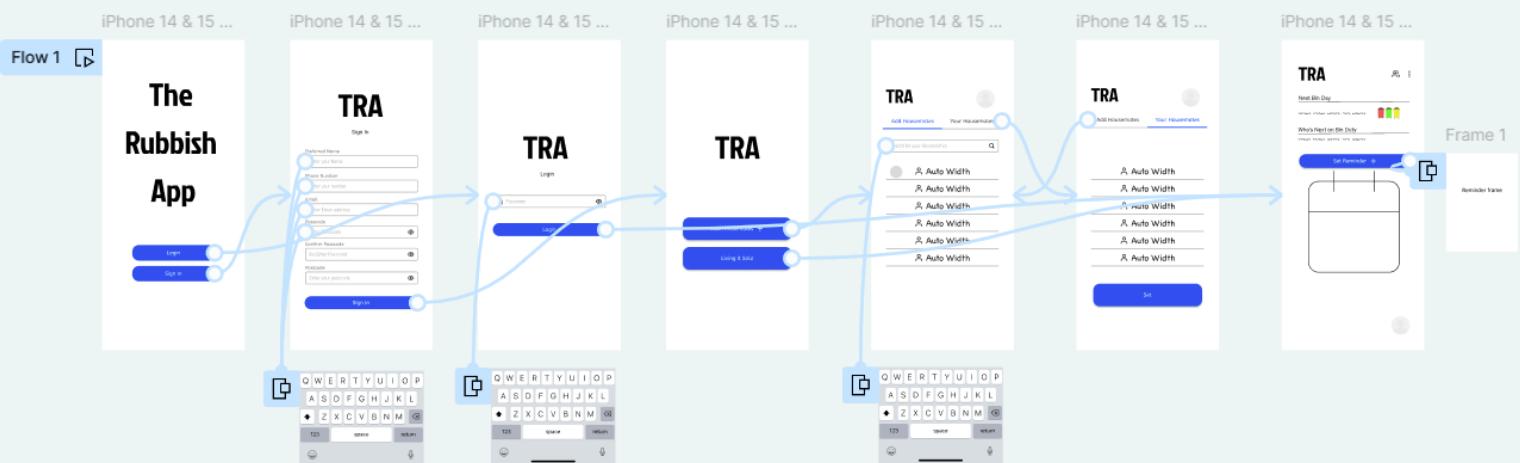


7. This is the home page. Once signing in the postcode one enters will alter the information available on the home page. For example, the bin day and what can go into each bin will differ depending on where one lives. Other features include a random generated order of who has to do this chore, a reminder option and a calendar to see the future chore roster. This wireframe will be developed in hi-fi development stage.

DIGITAL LOW-FI FRAMES



These images are the preliminary version of the low-fi frames, drawn on paper. They are very rough but also have a clear direction of how I want the app to work.



This image depicts the prototype flow of the low-fi frames. During this process I was learning about how to add a keyboard as an overlay. It took a moment to figure out the placement of the overlay.

Copy the link below to see a demonstration of the low-fi frames:

<https://youtube.com/shorts/KDkFHhzgOF9l?feature=share>

These low-fi wireframes became the basis of the future development of the app.

MOOD BOARD



As my creative journey began, I developed a moodboard. Here, you'll notice images of suburban and urban environments where bins and waste are common elements. I was drawn to the vibrant colours present in some of the images, which helped inspire the visual direction of the project.

STYLE GUIDE

Aa

TYPEFACE

Inter - Bold

Inter - Semi bold

Inter - Medium

Inter - Regular

Jockey One - Regular

Heading 1

LEAD

Heading 2

Headings - 32PT

Heading 3

BODY - 16PT

Heading 4

BODY - 14PT

Colours

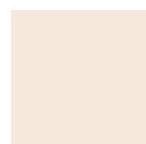
Text



Buttons

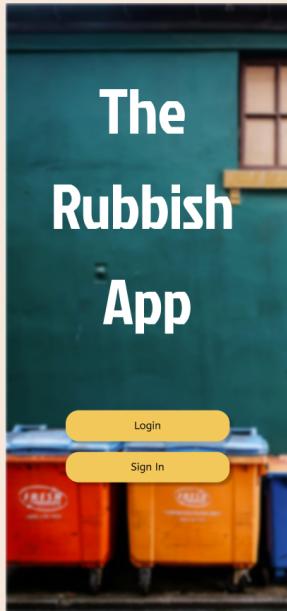


Background



HI-FI FRAMES

DEVELOPMENT

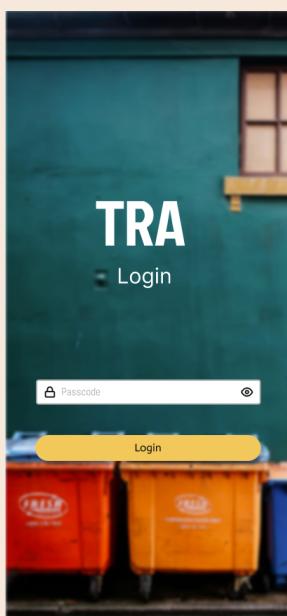


1. I selected one of the mood board images to be my background image. Then I blurred the background to divert the user's attention to the title of the app and the two buttons below. The colours of the components that are to follow all stem from the background image to create continuity between all wireframes.

2. I continued to develop the Sign In page. The hi-fi frame does not differ much from the low-fi frames. The only difference is that it asks for a password and not a passcode and asks for the users country and city. In terms of aesthetics, I've made the background a muted version of the teal, that is one of the main components.

This page is also scrollable.

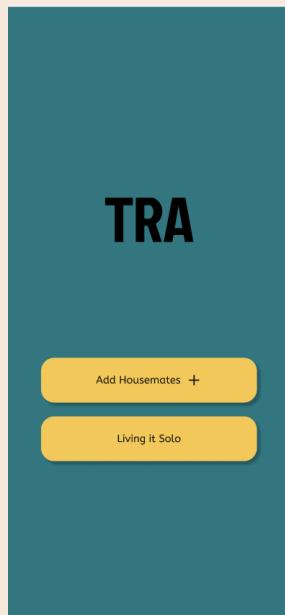
The high-fidelity wireframe shows a sign-in form with the title 'TRA' at the top. The form includes fields for Preferred Name, Phone Number, Email, Password, Confirm Password, Country, City, Postcode, and a 'Sign In' button. Each field has a placeholder text and a small eye icon for password visibility.



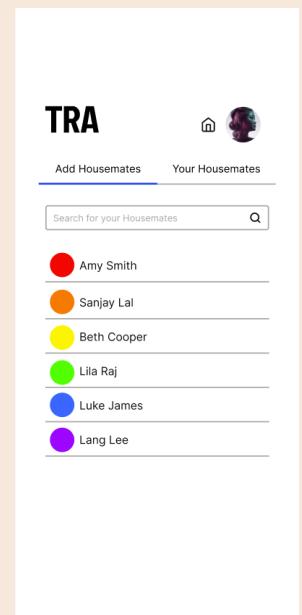
3. The log-in page follows the same aesthetic with the main background, a mustard button and a section to enter one's log-in details.

HI-FI FRAMES

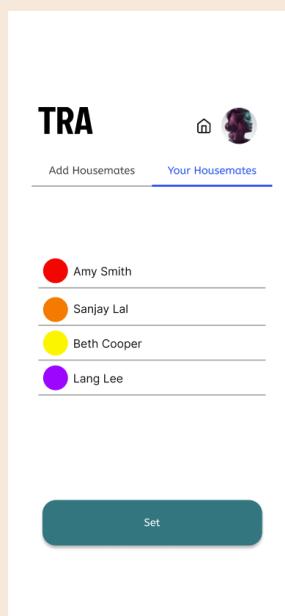
DEVELOPMENT



4. For the buffer page, I only stuck to solid colours for simplicity. Though I believe that in the logo should have been in white rather black, to actually stand out against the background.



5. I made a few adjustments on the 'Add Housemates' page while maintaining the core design. I created clean, simple profile images for each example user and arranged them in an organized layout to clearly indicate they are app users. When a profile is selected, a toast notification confirms that the housemate has been successfully added to the group.



6. The 'Your Housemates' follows the same style as the previous page and allows the user to set the group.

HI-FI FRAMES

DEVELOPMENT

TRA

Next Bin Day

Wednesday 26th

Who's Next on Bin Duty

Amy Smith

Set Reminder +

August 2024

SUN	MON	TUE	WED	THU	FRI	SAT
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Ends 10:00 AM PM

Who's next on the roster

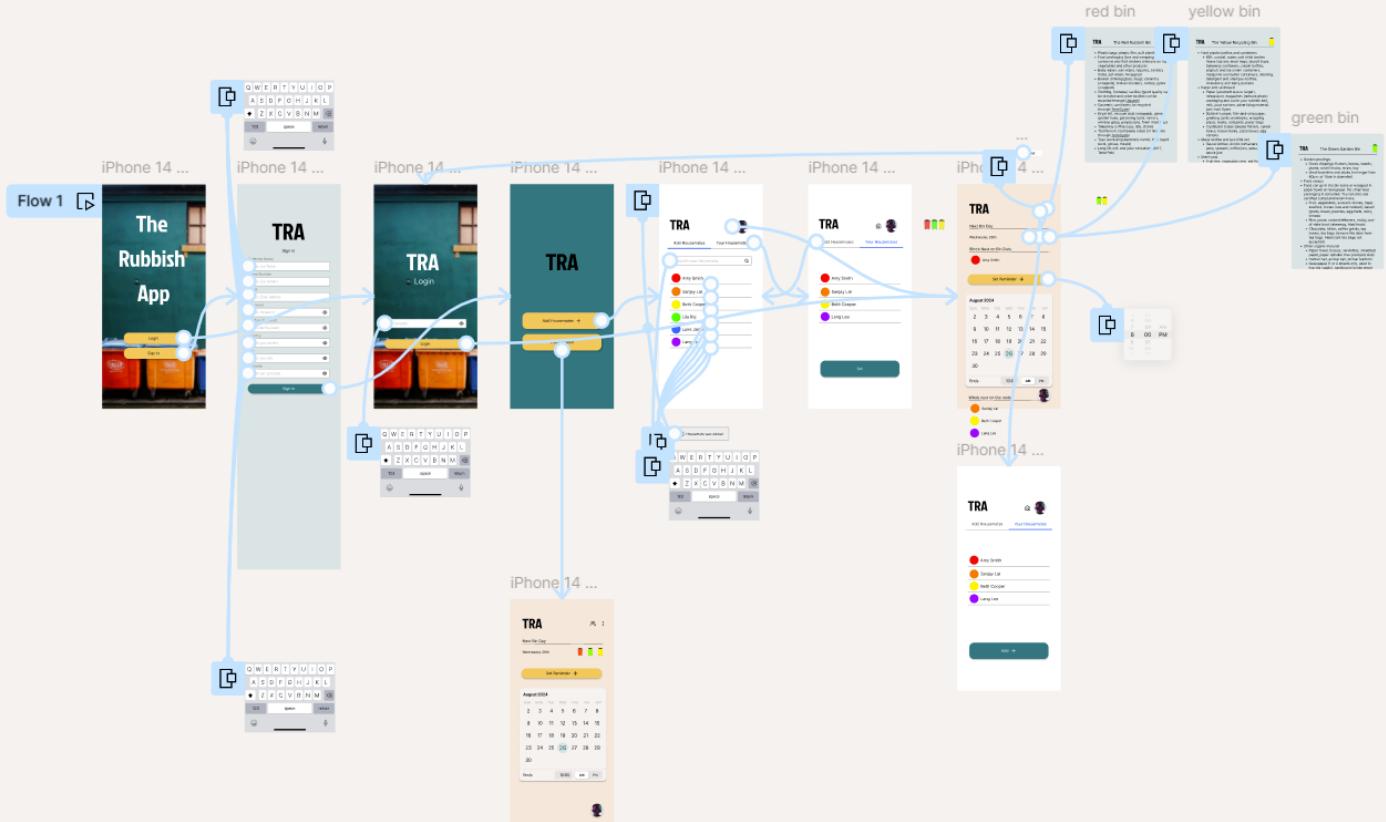
Sanjay Lal

Beth Cooper

Lang Lee

7. This page has seen the most development. Firstly, I have changed the colours of the bin icons and resized them, so that they don't attract too much attention. Secondly, I found a calendar component that was free to use from the Figma library. After tapping on the 'Set Reminder' button the timer option was also taken from the same free to use component from the Figma library. The asset library is called iOS 18 and iPadOS 18. This page is scrollable, allowing one to see who is next to do the chore in the following weeks.

HI-FI FRAMES FINAL



This is the overall prototype flow of the app. This again follows the basic low-fi design, but this time in more detail. On the 'Homepage' once one clicks on the bin icons a frame will overlay the original page with relevant information about each bin depending on the the council one lives in. The bin disposal day will also change depending on your location.

I made sure the keyboard was useable on all the required frames and the buttons led the user to the corresponding pages.

FEEDBACK / REFLECTION

The feedback I received on this project were:

1. I need to learn more deeply about colour theory, so that the colours in my app do not clash with each other.
2. I need to understand the difference between iOS and android features and will the app be used by both other users.
3. I also need to think about my audience more, in regards to are there anymore features I could have added, so the user actively uses the app, rather than only when a reminder is sent.

How I took on this feedback:

1. In hindsight I do see how at times the colour styles do clash or rather they appear a bit dull. This is something I will definitely pay more attention to in future project as this heavily impacts how the user perceives any app.
2. When designing my project I did not think about where it is appropriate to use iOS features and android features. Whilst designing I was just thinking about what would look nice as I was designing in an iPhone 14 & 15 Pro Max frame.
Nevertheless, that is something I will consider in other projects.
3. I do agree that I could've done more research into my audience, as I simply assumed that people tend to just forget, rather I needed to understand why people forgot and find ways to combat that.