

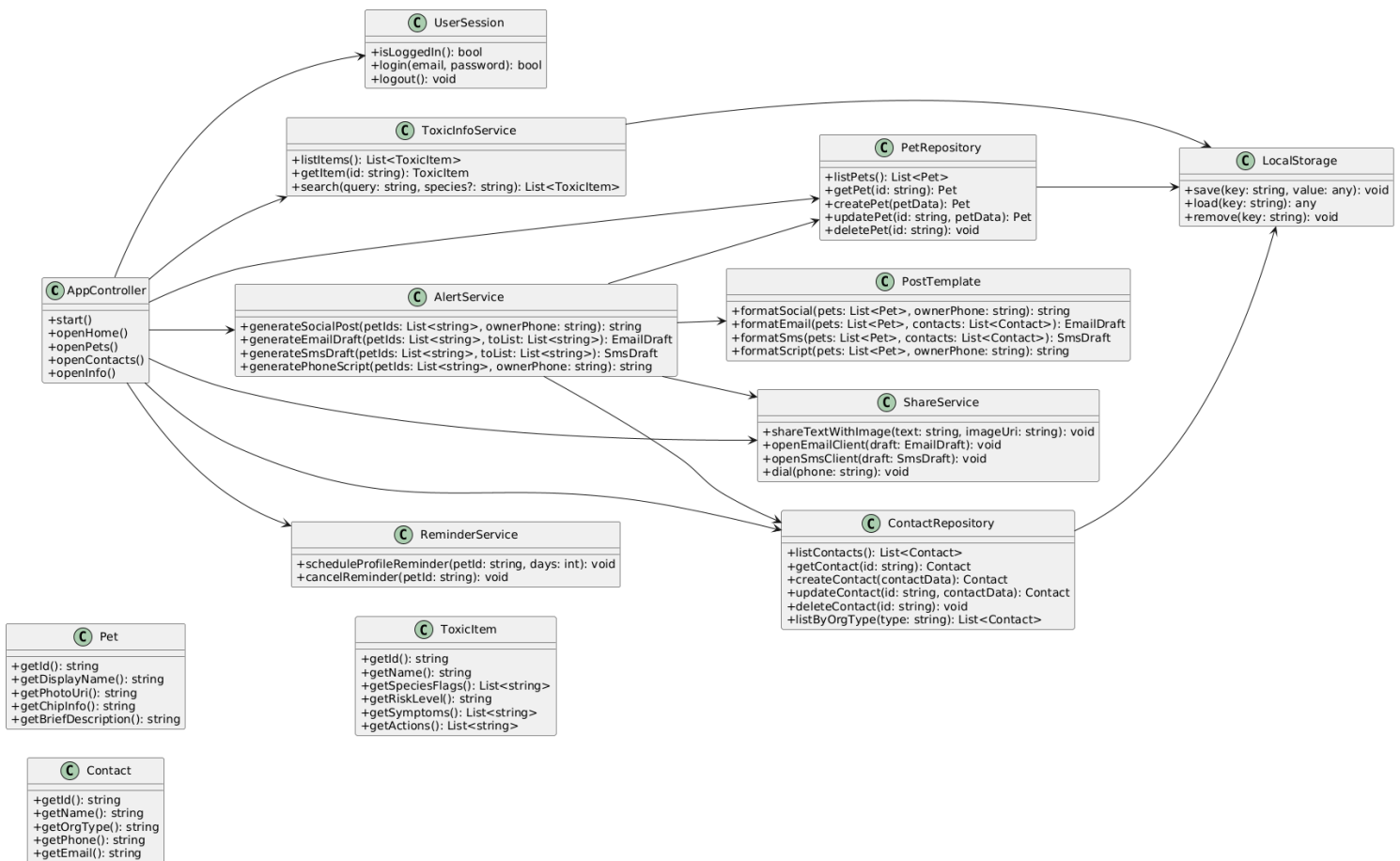
Product Design

Team <Sunrise Inc>

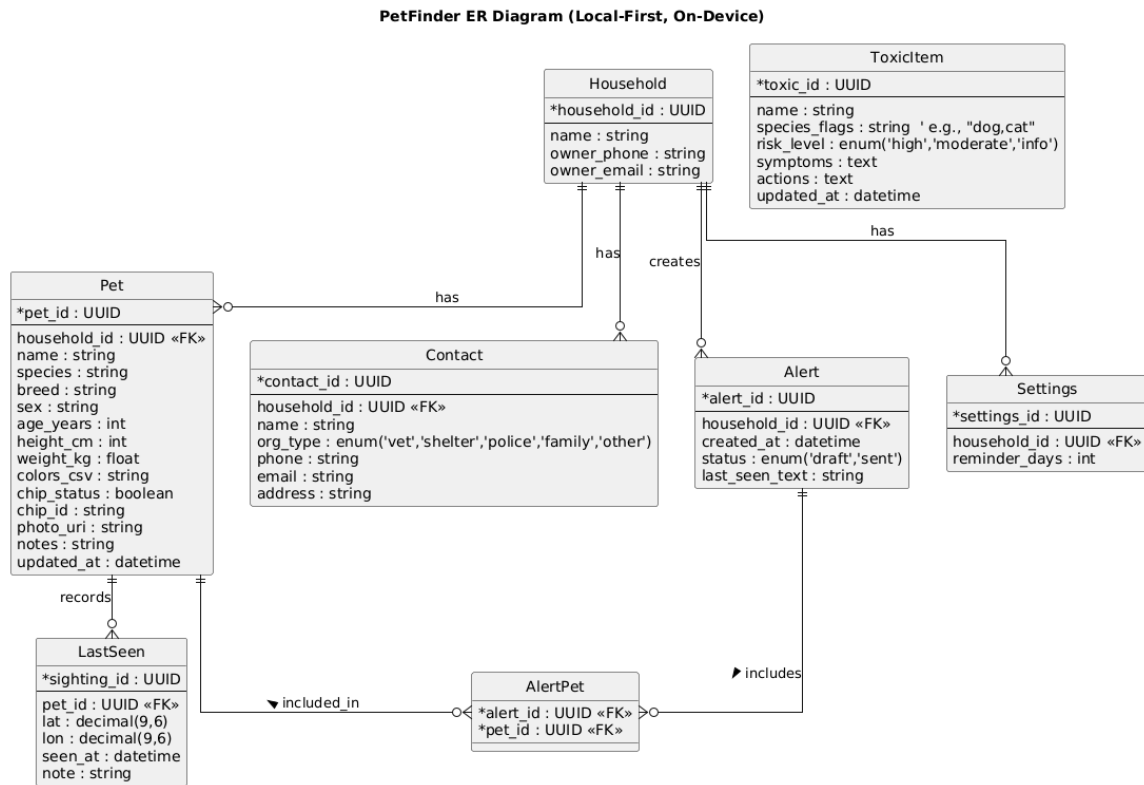
Anjali Fernando, Tanvi Biswal,
Kimberley Juarez, Ojaswi
Subedi, Bibek Pandey

<i>Revision Number</i>	<i>Revision Date</i>	<i>Summary of Changes</i>	<i>Author(s)</i>
0.1	10/08/2025	Initial design document information added	Anjali Fernando, Tanvi Biswal, Kimberley Juarez, Ojaswi Subedi, Bibek Pandey

Class Diagram(s)



ER Diagram(s)

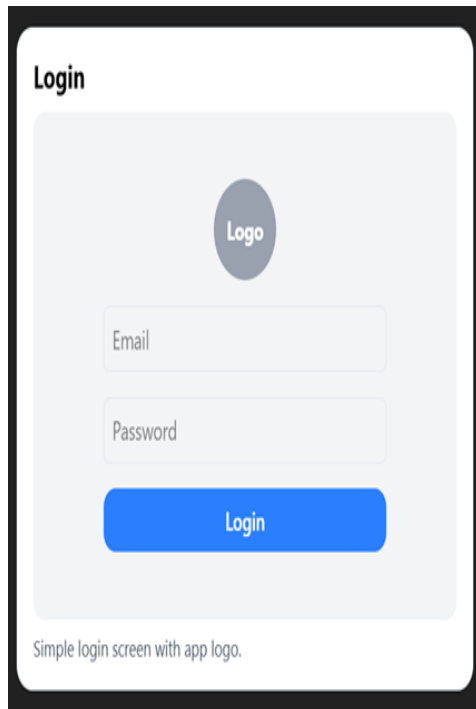


Information Architecture Diagram

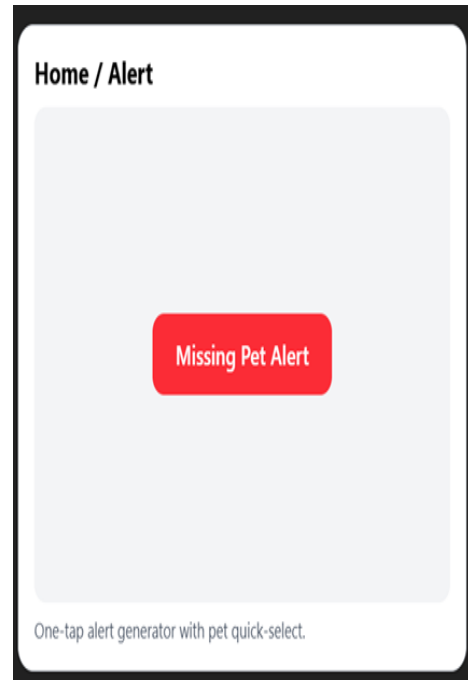
PetFinder is not web-based, as it is an app, and any storage necessary is local.

User Interface Wireframe(s)/Screenshot(s)

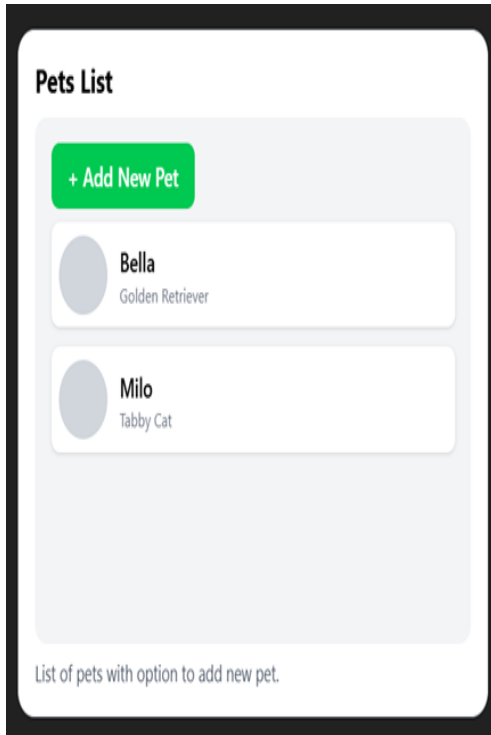
This is the login page where the user logs in to the PetFinder app



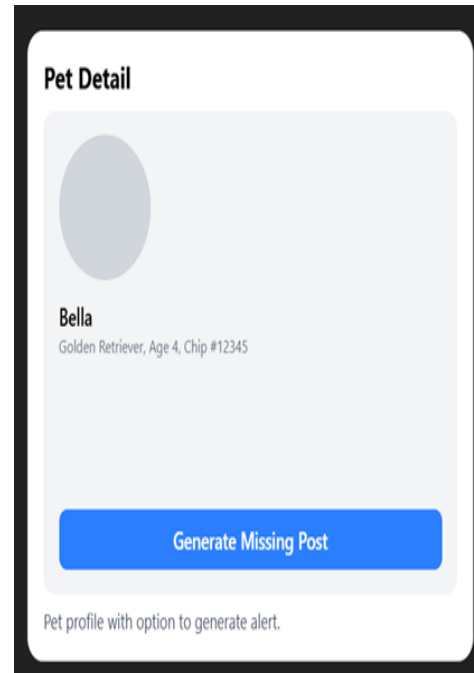
This is a missing pet alert page, where a user needs to report a missing pet by clicking the button



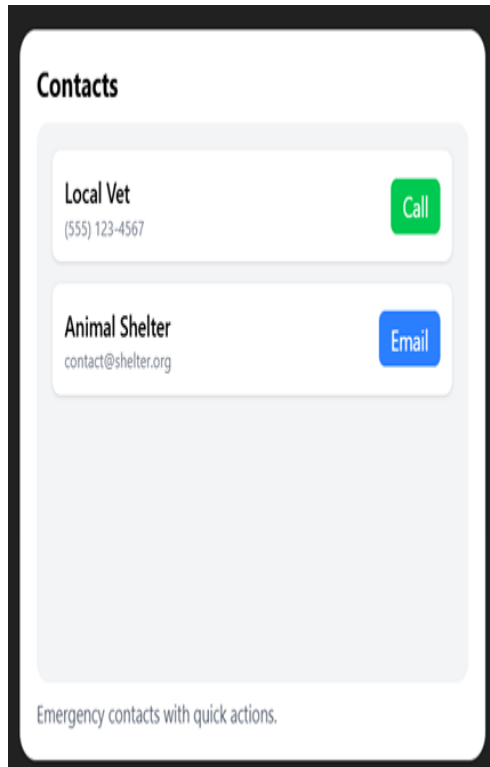
This displays a list of pets, that the user inputs. If the user wants to add a new pet there is a green button above.



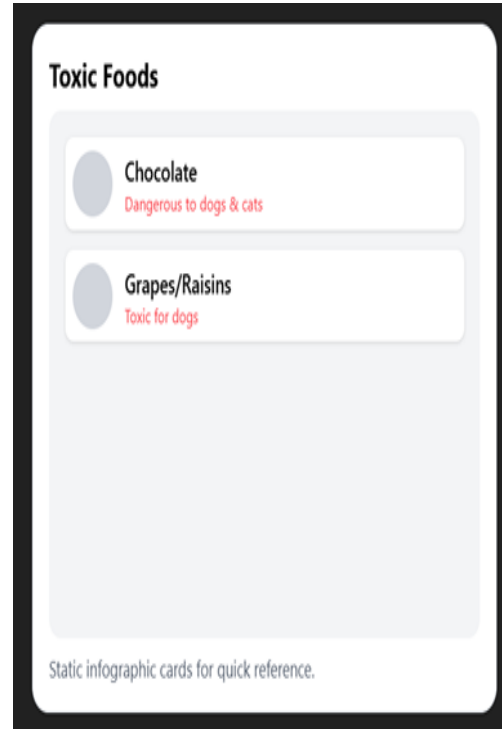
This is a pet profile page where it shows the pet account info



This page lists all the emergency contacts for that specific pet in case they need help



This page will show the infographic of toxic foods that pets can't eat



Design Summary

To make the experience of searching for a pet smoother in an already stressful situation, we decided on a straightforward design by adding a home screen that the user can use to navigate all the different menus of the app. From the home screen, the user can find the pet list screen where the user can add a pet or view details of already added pets, the alert screen where the user can send out an alert at the press of a button, the emergency contacts screen where the user could save any necessary contact and have them available at the press of a button, and finally, the toxic foods screen where the user could quickly check what foods are toxic for their pet(s). From the main menu, the user will also have a screen where they can also change when and how often they would like to be notified by the app to update pet information to be up-to-date.

A “household” was designed to represent a user. In the household, there can be many pets, but pets can only be assigned to one household. Likewise, there can be several contacts a household has saved, but they are only saved on one household. Alerts function the same way, as they are issued by one household, but there can be many active alerts for that household. A household can change and save specific settings, such as the timing of the up-to-date pet information reminder.

Design Rationale

Initially, the team planned on having more cloud reliant features, such as direct messaging between users and a public gallery anyone using the app could view, however, this didn't align with the team's scope or view. These features were cut to keep in line with the scope of the project and reduce unnecessary screens the user would have to navigate through. This also helped the app stay local-first and on-device.

The team also planned on adding a map feature to the app that allowed users to see where and when a pet was last seen directly on a map, but this was also removed as it was outside our scope range and would take too long to effectively implement it during the beginning stretch of the app. We will continue to consider this an idea for possible future features.