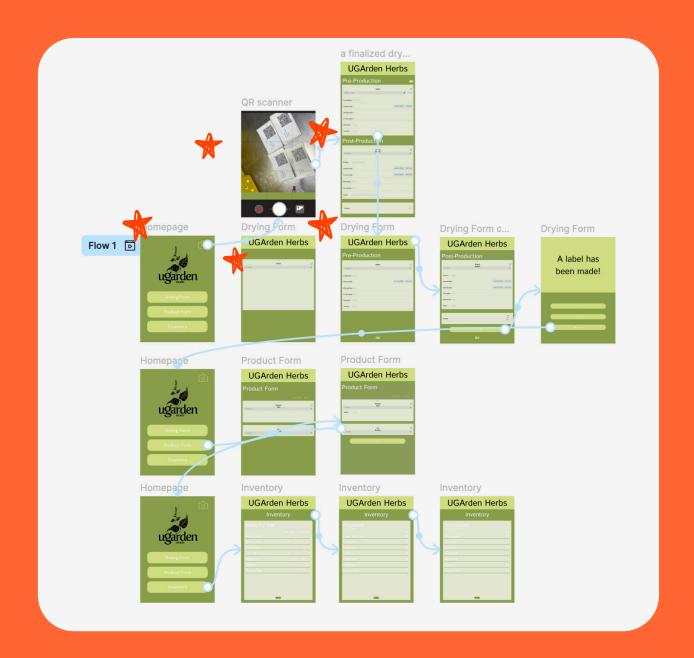


UX Map + User Story

Mason Brock, Gargee Jamadagni, Maddy Lyons, Anna Nelson, & Jim Salisbury

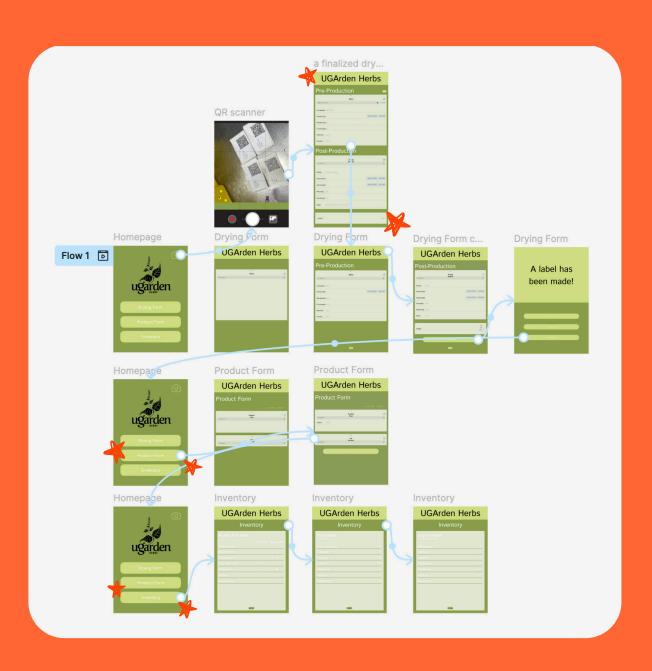
UX Map



For our UX map, we wanted to prioritize a layout that is simple to make inputting data efficient. Everything was designed with speed in mind. Starting with our home screen, which allows the user to quickly open up the **camera** to scan QR code herb labels without having to leave the app.

UX Map

The **drying and product forms** are straightforward forms that improve upon UGArden's traditional paper and pen data entry. And the **inventory tab** allows UGArden workers to quickly access the AirTable database to find inventory logs and create data visualizations in the app.



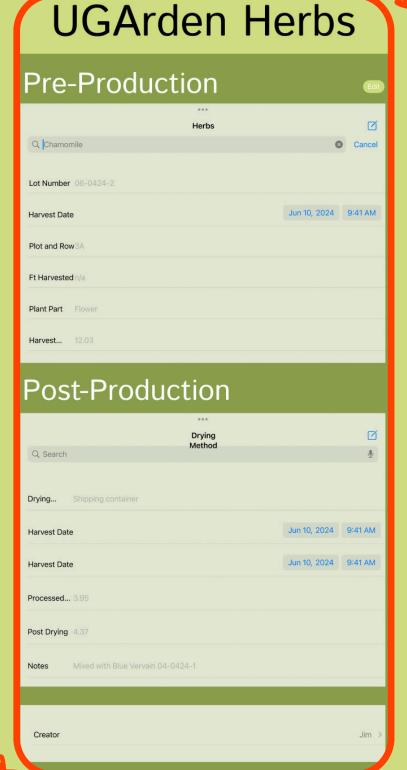
User Story

Let's follow a typical data entry process for UGArden's student intern, Stella.



Upon launch, the home screen offers several options for data entry and visualization. Since we are following the typical herb processing procedures, Stella will start with **the drying form**.

User Story





This is a rough draft of what the drying form will look like, made using iOS assets. Stella can enter harvest and production data from the day and have it instantly update the connected Airtable.

User Story



A label has been made!





After filling out the production forms, the information will go to AirTable and a QR label will be generated that Stella can attach to the batch. This is a rough draft of that screen.