Team: Floradex

Component Analysis: iPhone UI

We prototyped the layout of the different potential screens that the user could interact with in our app to assess the following issues:

* Easy to navigate to each page
* Easy to read text screens
* Intuitive flow from section to section
* Not cluttered
* Can backtrack without difficulty
* Aesthetically pleasing layout

The investigate these concerns, Siyao mocked up a wireframe of the screens, within the context of a real iPhone. We figured that having fewer objects on the screen would make it easier to understand, and including a navigation bar at the top of the screen allowed the user to always know what part of the app they were located in. Making the buttons large enough that people with big fingers could easily press them was also important.

The wireframe is in a separate document.