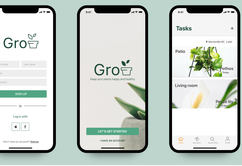
Gro

Keep your plants happy and healthy



OBJECTIVE

The app is for plant lovers, **helps in getting reminded about watering their house plants. The user will get notifications whenever required by scheduling the calendar manually or setting it in an auto.** This app also helps in guiding the user with plant information to take the best care of their plants.

OVERVIEW

Being a plant parent, I can always see myself forgetting to water my plants in my busy schedule. Every plant has its own needs. Some plants need water once a week, and others require more frequent watering and fertilizing. Remembering all the needs of the plants is difficult for people Having an app that reminds you to water helps our plants being happy and Healthy.

PURPOSE AND CONTEXT

GRO is my 3rd student project, the project brief was given **to design the iOS and Android version native mobile app of my choice that solves a specific user problem**, while following the design guidelines of iOS and Android respectively.

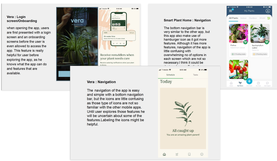
MY ROLE

Research	Tools	Time Span
User Flow	Adobe XD	Nov 2020 - Dec 2020
Sketching	Invision	
Wire-framing	Slack	
UI Prototyping		

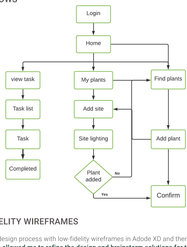
DESIGN PROCESS

COMPETITIVE ANALYSIS

I downloaded related apps in iOS and Android and compared the features that are similar to one another. I make a note of ones that I liked and disliked. Based on the user reviews I found the there are overwhelming options in some of the apps that user couldn't make use of those features. So **I wanted to incorporate the major features that user needs by designing a simple layout with easy navigation flow.**

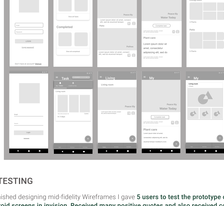


USER FLOWS



MID FIDELITY WIREFRAMES

I began to design process with low-fidelity wireframes in Adobe XD and then the **mid-fidelity wireframes allowed me to refine the design and brainstorm solutions for the user flows.I used these wireframes in a prototype, which allowed me to see screens that were missing.** I added screens and buttons to enable to complete the user flows.I then created colors scheme and **implemented standard iOS fonts and Android fonts in their respective wireframes**



USER TESTING

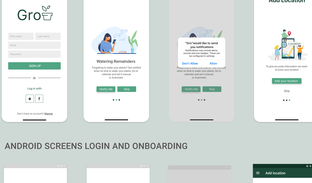
After I finished designing mid-fidelity Wireframes I gave **5 users to test the prototype of the iOS and Android screens in invision Received many positive quotes and also received couple of suggestions. Based on the feedback of the users I refined the screens and finalized the High-fidelity wireframes.**

IOS FONT
Sanfransisco

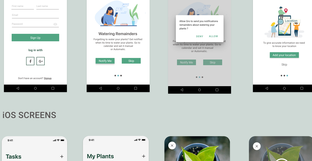
ANDROID FONT
Roboto

#1E4A39 #51A583 75E3B8 D8FAED #575353

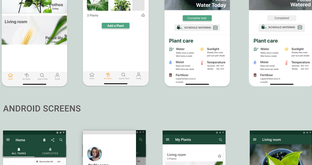
IOS SCREENS LOGIN AND ONBOARDING



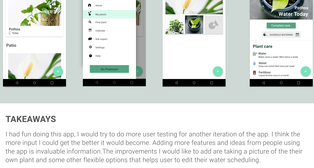
ANDROID SCREENS LOGIN AND ONBOARDING



iOS SCREENS



ANDROID SCREENS



TAKEAWAYS

I had fun doing this app, I would try to do more user testing for another iteration of the app. I think the more input I could get the better it would become. Adding more features and ideas from people using the app is invaluable information.The improvements I would like to add are taking a picture of the their own plant and some other flexible options that helps user to edit their water scheduling.

The screens I showcased are just a part of my work. I still have more to show and discuss the project.

INTERACTIVE PROTOTYPE LINKS

iOS https://priyabasina350617.invisionapp.com/console/share/HU1X18HKKA/496899011

Android https://priyabasina350617.invisionapp.com/console/share/W71K18HPR9/496899948

Thanks for watching!