

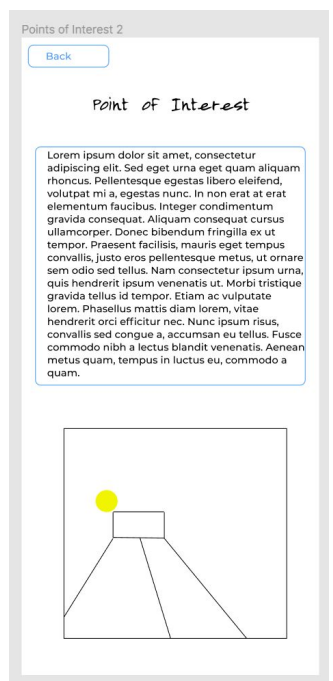
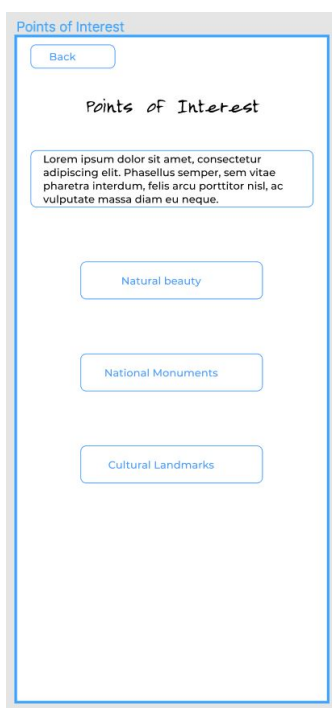
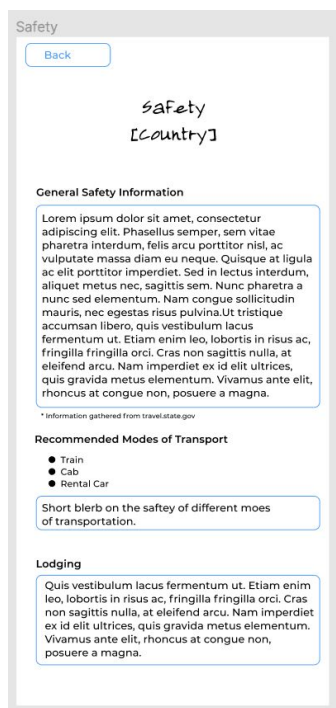
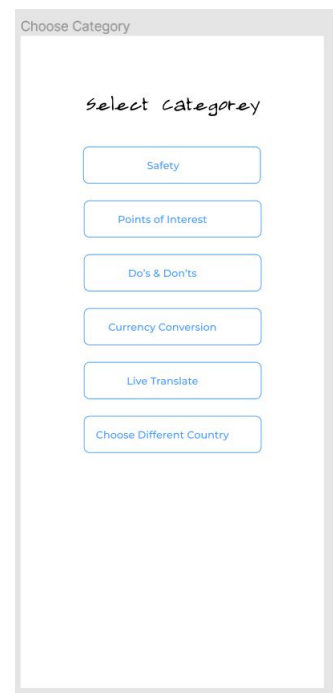
Milestone 2

Group BJJ

Brent Shafer, Jacob Longo,  
Brandon Holmes, & Justin Yee

10/29/2020

# Design 1



Do's and Don'ts

Back

Do's + Don'ts

Do:

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Don't:

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Live Translate

Back

Live Translate



Translate!

Departures inspection

Currency Exchange

Back

Currency Conversion

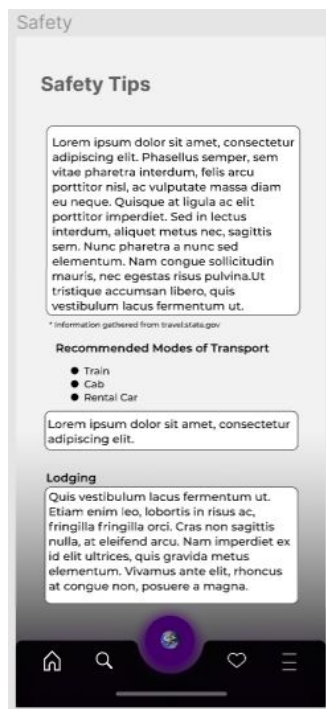
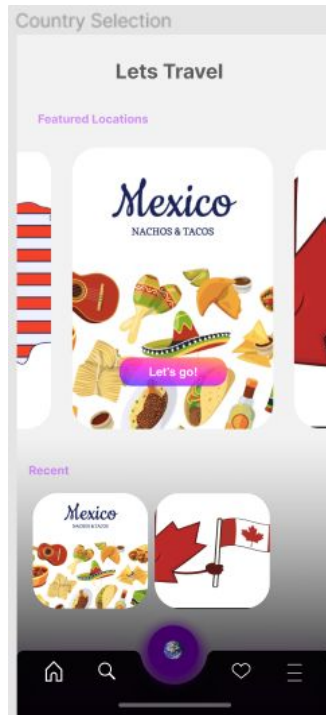
Enter Your Country

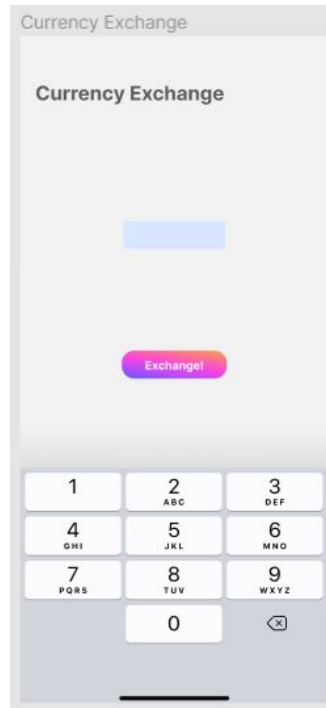
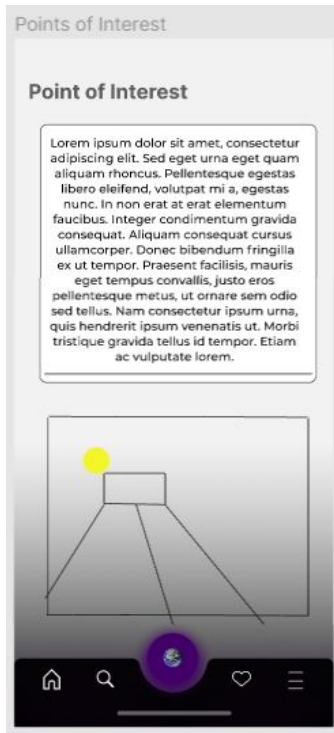
Country

Enter Amount

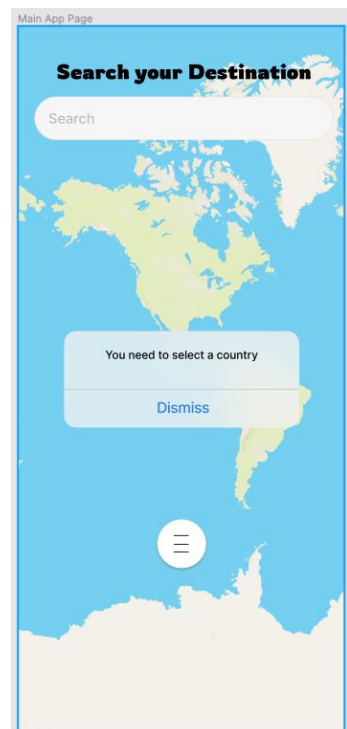
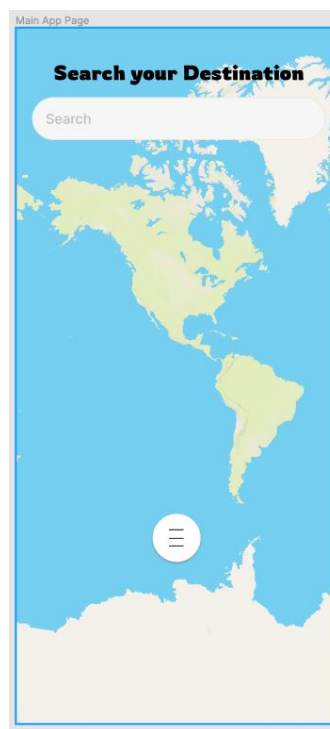
Convert

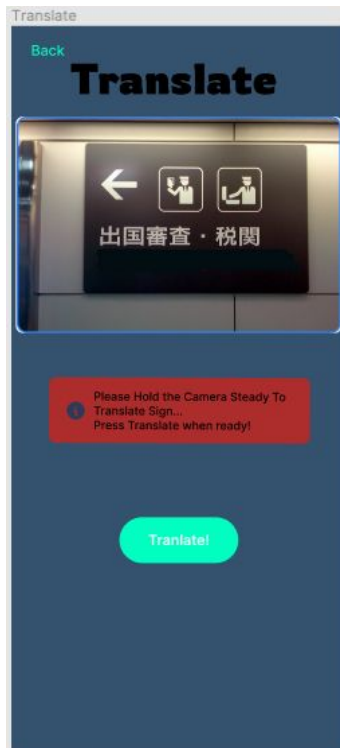
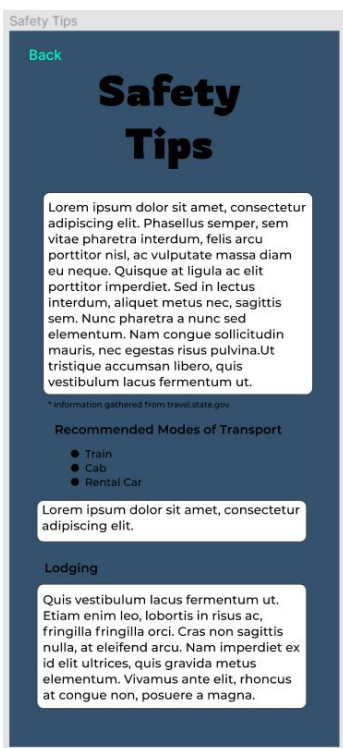
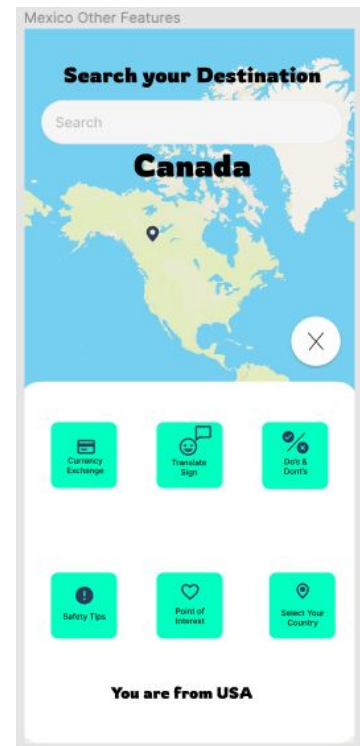
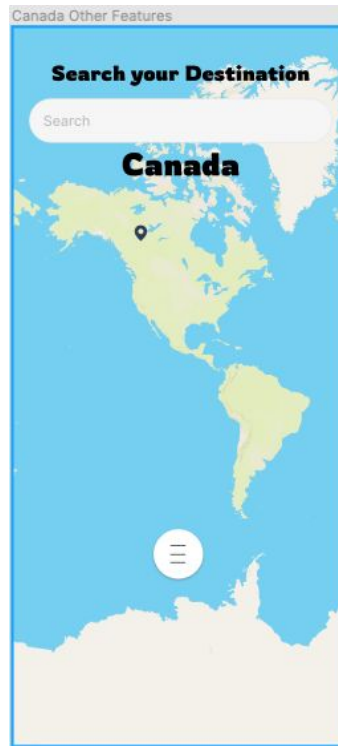
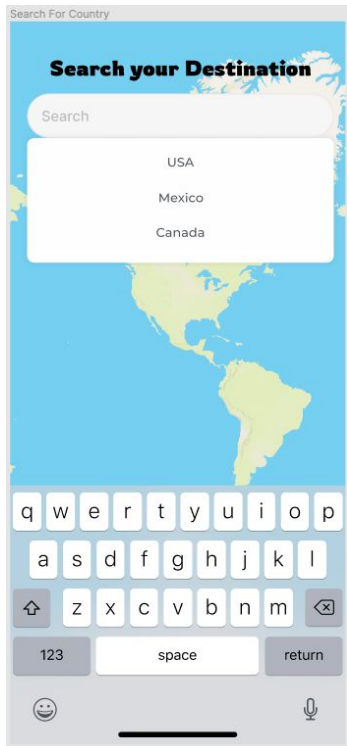
## Design 2





## Design 3





Currency Exchange

Back

Currency Exchange

Cost

Exchange!

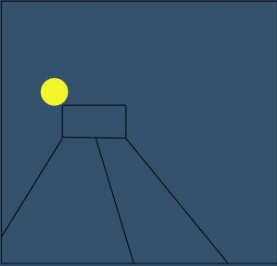
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4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ
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Point of Interests

Back

Point of Interests

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## Design 1

Check out our design on Figma!

<https://www.figma.com/file/tmF2aaRpzxPg4JYmSqCg8b/Design-1>

With our first design we decided it would be best to create something that we all assumed would be most logical. We thought this would be a good jumping point for iterating on further ideas and really exploring what the application could/should do.

### Application Start

Upon entering the app the user is greeted to a title screen with text that says to swipe up. Although splash screens are not super common nowadays we thought the application might need to take an extra second or two to connect with the server and or retrieve relevant data. This also provides the user with a clean slate to look at, which we felt might help lower the initial cognitive load.

### Home Screen/Country Search

After swiping up the user comes to the country select screen. We considered that there are around 195 countries in the world today. Therefore, we decided to enlist a dropdown scroll menu sorted alphabetically. If a user is in a rush or distracted we all felt like scrolling could be a good fit. Scrolling upwards or downwards is quick and simple and with accelerated scrolling users can get to their country of choice quickly and easily.

### Category Selection

Once the country has been selected the user is brought to the category selection screen. Where they can choose the topic of their choice. With this screen, just like the rest of the application, we thought the more minimal the better for quick use. With large centered buttons the user is able to quickly find out where they want to go.

### Safety Screen & Do's and Don't Screen

These screens had lots of information we wanted to display to the user. While both screens are text heavy we consider our app to be more of a reference book than a in depth detailed guide. So we felt jumping to and from multiple pages for the same information would be cumbersome and cause the user headache. Which is why we preferred the choice to have a well organized single page worth of information.

### Translate Screen & Currency Conversion

Back to the idea of our app to be a nice reference to have on the go, we wanted the live translation relatively quick to get to. After the user points the camera to foreign text, they then just tap translate. The app will then box the analyzed text on screen and the translation will appear below. The currency screen we also felt should be accessed quickly, which is why it also has its own button under category select. Users select the currency they currently have and will convert it to the current country's local currency.

### Points of Interest

We felt points of interest could encompass a large swath of items. Therefore, this led to the decision to break it down into categories that each get their own screen. When users are travelling we feel they tend to know what type of places they enjoy visiting. So breaking it down into basic categories helps the user get to the thing they would be more interested in quicker.



Each category would ideally give some photos and a brief summary of popular things in the category.

### Design 1 Reflection

Getting through design 01 really helped us get a grasp on how what we thought the app should accomplish. After finishing design one, we felt some parts of navigation might be more cumbersome than we once thought. Such as the swiping up from the load screen and scrolling to find the chosen country. For category selection, we felt the app might need to hold more visual interest than just horizontal buttons, because users tend to think lowly of applications without a distinct visual style. That said, we all felt the simplicity of the app was nice given it only intends to be more of a reference people can pull out and use quickly.

## **Design 2**

Check out our design on Figma!

<https://www.figma.com/file/euaDAJgVbxP0EKbsrjHT8J/Design-2>

Design 2 will be different in the way that it presents information and uses much more of the whitespace than the last design. This is in the hopes to retain the users into the app experience with a fun and interactive design. The pictures that represent the different countries on the main screen give a youthful feel to the design that could help younger audiences with the app.

### Loading Screen/Overall UI

Upon initial application launch a clear and graphically professional loading screen displays to welcome the user to the Let's Travel experience. This is the initial impression of the user interface and sets the tone for what the user will experience going forward. This design has no login since no data has to be retrieved online or elsewhere and to facilitate quick access to the app without need to remember credentials.

### Home Screen/Country Search

Advancing upon the first design and iteration, our design two Home Screen/Country Search are more visual to provide a variation of modalities for users to interact with this step in the process. Users can utilize both a text search and a map to choose what their country of travel is.

### Main Navigation

The main navigation method for this design is a menu bar across the bottom. This menu bar is accessible across the different feature screens so that users have a direct navigation experience. This reduces the number of tasks a user has to take in order to accomplish their goal.

### Currency Exchange Screen

The currency exchange screen similar to the rest of the designs has an accessible menu which allows for moving to another function of the app. Additionally, the button for converting the

amount is in another color to allow for the user to know what action they need to take in order to initiate currency conversion.

### [Translate Screen](#)

For this screen we stuck with a similar layout in terms of what functional pieces are available in the feature. However, the UI is more graphically involved using a specific color scheme to make the user experience more engaging. Buttons colors are utilized to show emphasis and demonstrate what the user's next step should be.

### [Do's & Do Not's and Safety Tips](#)

The Do's & Don'ts screen as well as the Safety Tips screen in this design are similar to that in the previous design, focusing on text narratives to provide the user with key information about cultural and other necessities while traveling throughout the respective region. While they remain textually involved they make use of our new overall UI to provide easy navigation between tasks within the app as a whole.

### [Points of Interest](#)

The purpose of this section is to give the users key places that they can look into so that they can plan tours before the trip and learn more about on the trip. This section will have different sections because we felt that there important distinctions between the places that people will want to visit. We did not fully delve into what the best sections will look like but they will be along the lines of natural and historical landmarks as well as man made landmarks. There is also a potential to look into the closeness of the landmarks so that they can filter the landmarks that will be easy to navigate to if the user has time to explore the area.

### [Favorites](#)

The favorites page is a new development with this iteration of our design and allows users to favorite or bookmark a country for quick access later on. This functionality would also allow the user to save information about a location to the app itself allowing for offline use/viewing if preparing for travel that may not have a strong or regular internet connection.

### [Design 2 Reflection](#)

This design at the end of the day is too convoluted to be made into a final prototype. This is mainly because there is little whitespace and the users will have too much to process on each screen to easily navigate through the app. This being said, the screens did look very nice to the eye upon a glance but then upon a further look the information can not be seen as quickly and with ease given the range of colors involved.

## **Design 3:**

Check out our design on Figma!

<https://www.figma.com/file/Rr3TYpPV3q9kNZsmTqiwTa/Design-3>

### Loading Screen/Overall UI

Again the first component is a loading screen, to show the user what app they are using.

We did not add a login page, similar to our previous ideas because we wanted quick use and did not want people to have to remember passwords and usernames. We wanted the user to have quick access to information.

We wanted the user to have the emotion of travelling and have a positive experience, so that is why there are a lot of different shades of blue. It is to relate to the ocean and to make it positive.

The UI is very consistent with colors, so the user knows they are always on our application and they know what to expect from it.

### Home Screen/Country Search

We decided to add the search bar with the map selection. This was because we thought that it would be better to allow them to search for the country by typing in instead of scrolling through a lot of the items. Statistically, many people do not know the country by the map, so by adding a search bar, it will allow them to search by name. The map will be allowed to be used as well to pinpoint a location, because some people like visualization better.

We thought we would also use the built in location getting in iOS and Android devices, to allow them to get their current location, which makes it even quicker.

We displayed that you need to use the search bar on the top to search for their destination. This allows for more explanation, making it easier for the user to know what to do when they have never used this application before.

We then displayed which location they pressed, so it is easy to see and they can remember what location they pressed. This will allow for users to see if they made a mistake, or if they recently used the application for looking at a different location, since this is not important information, it is in the short term memory, which is easily forgotten.

### Main Navigation

We used the button in the center for the navigation center that pops up. This made the design cleaner and easier to see the map, for their location.

We placed it in the center so it is easy to see due to the idea of the Resolution of Fovea, which causes tunnel vision, giving the navigation the center of attention.

### [Navigation Bar](#)

The navigation bar is very simple with a similar UI to the rest of the design so the user knows they are on the Let's Travel Application. It has simple groups, with icons that best represent the task they are performing. The navigation bar also includes what location you are from, so it has a better understanding of the currency conversion. This sorta acts as a profile.

### [Currency Exchange Screen](#)

We wanted to make the UI for this very simple and fast. All we wanted was for them to enter the money and then it will tell them how much it is in the new currency. This is because when people are about to pay, they are sometimes rushed, so we wanted the user to feel as if it was easy and simple.

All you have to do is type in the amount you need to exchange, then....  
Press Exchange, to do the currency exchange.

### [Translate Screen](#)

We again wanted to make it simple again, like our previous designs, but we wanted to add more information on what to do so users were not confused if it was their first time in the app. We added a red information tab, which allows the user to see it very easily because of the cones in their retinas. They have more red cones, so they see the red easier and indicate more of an important information slide.

Everything else is similar to what we did before with the camera and holding the camera over the phrase needed for translation.

### [Do's & Don'ts](#)

This section will make it easier for travellers to know the etiquette for the place that they are searching for or are currently travelling. This section will also use colors to illustrate the point of the section and how they should and shouldn't act. This is made obvious with the green and red coloring of the text boxes to show our point.

### [Safety Tips and Points of Interest](#)

The Safety section like the Do's & Don'ts section points out important things to know in the communities that travellers may be staying in. Similarly, the Points of Interest section will give travellers easy access to places that are well known and less known to highlight the important part of the

### [Design 03 Reflection](#)

This design visually used the best space management because the white space usage was the best out of all the designs. The design's main page with the country search uses the whole screen but the user is drawn to the top and bottom of the page with the search bar and the menu button. The middle of the screen is used for the world and the country that they searched for but are in light coloring which will not distract the eyes. The design overall can be changed

by making the menu easier to navigate with a radial design. We could also simplify the app so that it only encompasses the culture of the places that the users search.