# MOBILE APP WIREFRAME

In order to demonstrate what interface elements will exist on key screen of the Markets Sales Mobile app, we used mobile wireframe. A mobile wireframe, also known as screen blueprint, is a visual guide that represents the skeletal framework of a mobile app. It is a critical part of the interaction design process. It can also be used to create the global and secondary navigation to ensure the terminology and structure used for the mobile app meets user expectations. The section below presents the key screen of the Markets Sales Mobile app.

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## MOBILE SCREEN

This wireframe shows the Markets Sales Mobile app icon on the mobile device.



Fig. 1.1. Markets Sales Mobile app icon on the mobile device

## MARKETS SALES APP HOME SCREEN

The wireframe shown Fig.1.2 shows the Markets Sales Mobile app home screen.



Fig. 1.2. Markets Sales Mobile App Home Screen

## BUY BUS TICKET MODULE

The wireframes under this section show how the trader navigates in the module to buy a bus ticket. The trader accesses this module without signing in.

Buy Bus Ticket First screen shown in fig. 1.3 appears when the trader selects Buy Bus Ticket on the Markets Sales Mobile app home screen.



Fig. 1.3. Buy bus ticket first screen

The buy bus ticket second screen shown in fig. 1.4 appears when the trader selects submit on the Buy Bus Ticket home screen.



Fig. 1.4. Buy bus ticket second screen

The buy bus ticket third screen shown in fig. 1.5 appears when the trader selects make payment on the Buy Bus Ticket home screen.



Fig. 1.5. Buy bus ticket third screen.

The buy bus ticket fourth screen shown in fig. xx appears when the trader selects pay on the Buy Bus Ticket home screen.



Fig.1.5. Buy bus ticket fourth screen.

## SELL MODULE

The wireframes under this section show how the trader navigates in the module to sell goods. The trader accesses this module without signing in.

Sell module first screen shown in fig. 1.6 appears when the trader selects sell on the Markets Sales Mobile app home screen.



Fig. 1.6. Sell module first screen

Sell module second screen shown in fig. 1.7 appears when the trader selects pay on the Sell module screen.



Fig. 1.7. Sell module second screen

## RESET PIN MODULE

The wireframes under this section show how the trader navigates in the module to reset (recover) the pin. The trader accesses this module without signing in.

Reset pin module first screen shown in fig. 1.8 appears when the trader selects Reset pin on the Markets Sales Mobile app home screen.



Fig. 1.8. Reset pin module first screen

Reset pin module second screen shown in fig. 1.9 appears when the trader selects submit on the reset pin module screen.



Fig. 1.9. Reset pin module second screen

Reset pin module third screen shown in fig. 2.0 appears when the trader selects save on the reset pin module screen.



Fig. 2.0. Reset pin module third screen

## LOGIN MODULE

The wireframes under this section show how the trader navigates to logon to the Markets Sales Mobile app.

Login screen shown in fig. 2.1 appears when the trader selects Login on the Markets Sales Mobile app home screen.



Fig. 2.1. Login screen

The trader’s home screen shown in fig. 2.2 appears when the trader successful logons on the Markets Sales Mobile app.



Fig. 2.2. Trader’s home screen shown.

## VIEW SALES MODULE

The wireframes under this section show how the trader navigates to view sales. The trader must be logged in to accesses this module.

The view sales module first screen shown in fig. 2.3 appears when the trader selects view sales on the Trader’s Home screen.



Fig. 2.3. View sales module first screen.

The view sales module second screen shown in fig. 2.4 appears when the trader selects view on the View sales screen.



Fig. 2.4. View sales module second screen

## CHECK ACCOUNT BALANCE MODULE

The wireframes under this section show how the trader navigates to check the account balance. The trader must be logged in to accesses this module.

The check account balance module first screen shown in fig. 2.5 appears when the trader selects check account balance on the Trader’s Home screen.



Fig. 2.5. Check account balance module first screen.

The check account balance module second screen shown in fig. 2.6 appears when the trader selects check on the check account balance screen.



Fig. 2.6. Check account balance module second screen

## ORDER STOCK MODULE

The wireframes under this section show how the trader navigates to order stock from the supplier or another trader. The trader must be logged in to accesses this module.

The order stock module first screen shown in fig. 2.7 appears when the trader selects order stock on the Trader’s Home screen.



Fig. 2.7. Order stock module first screen

The order stock module second screen shown in fig. 2.8 appears when the trader selects find on the order stock screen.



Fig. 2.8. Order stock module second screen

The order stock module third screen shown in fig. 2.9 appears when the trader selects pay on the order stock screen.



Fig. 2.9. Order stock module third screen

## CHANGE PIN MODULE

The wireframes under this section show how the trader navigates to change the pin. The trader must be logged in to accesses this module.

The change pin module first screen shown in fig. 3.0 appears when the trader selects change pin on the Trader’s Home screen.



Fig. 3.0. Change pin module first screen

The change pin module second screen shown in fig. 3.1 appears when the trader selects saves on the change screen.



Fig. 3.1. Change pin module second screen