



# KAP INITIATIVE

M O B I L E   A P P   D O C U M E N T A T I O N



The image shows a smartphone displaying the KAP Initiative mobile application. The screen has a blue header bar with the text 'Knowledge & Access Power'. Below the header, there is a navigation bar with tabs: 'ALL', 'Sex Education', 'HIV AIDS Education', and 'Condom Education'. The main content area displays three cards:

- Unintended pregnancy**: Shows three pregnant women from behind. Below the image, the text reads 'Unintended pregnancy' and 'Unintended pregnancy'. It also shows statistics: '0 Module(s)' and '22 Participant(s)'. There is a right-pointing arrow at the end of the card.
- OVULATION**: Features a circular diagram titled 'Days of Average Menstrual Cycle' with numbers 1 through 28 around the perimeter. Inside the circle, it says 'Fertility windows & menstrual cycles vary from person to person'. Below the diagram, the text reads 'The release of the egg from the ovary is called ovulation'. It shows '1 Module(s)' and '18 Participant(s)'. There is a right-pointing arrow at the end of the card.
- Condom Education**: Shows various items related to sexual health, including a condom, a syringe, and pills. Below the image, the text reads 'Condom Education'.

At the bottom of the phone screen, there are three navigation icons: 'Home' (house), 'Lightbulb' (idea), and 'Settings' (gear).

## KAP Mobile App

Documentation for both the Android and IOs app of the KAP initiative project.

The KAP Intiative app is available for both android and iOS platform

[Android](#) App is available here

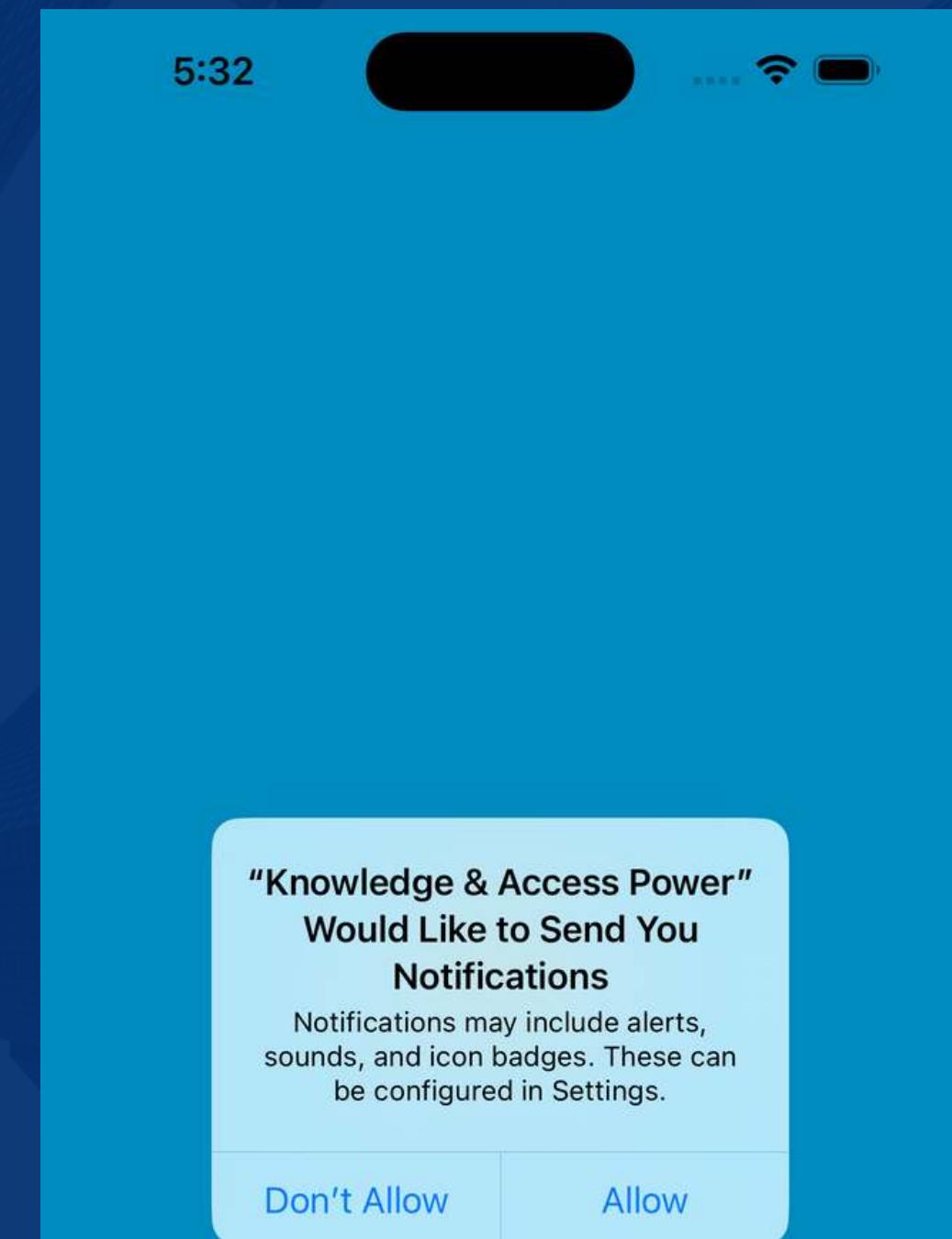
[IOS](#) App is available here

## Splash Screen

When the application starts, it presents the splash screen which is the first screen the user sees.

On iOS the user is presented with a screen to accept a permission on notification. The main reason is because the app delivers user notifications.

Accepting this means a user gets to receive notifications sent by KAP Initiative else they will not.



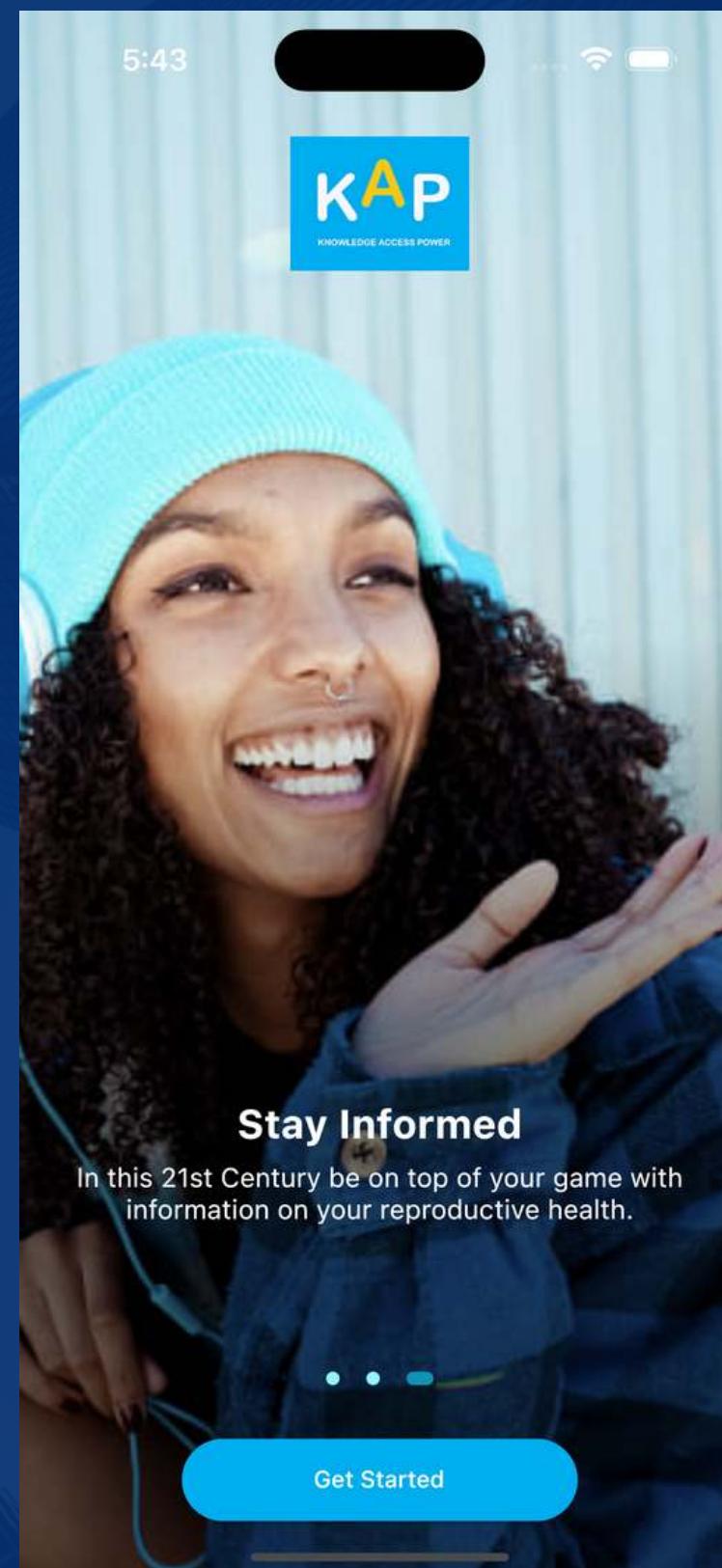
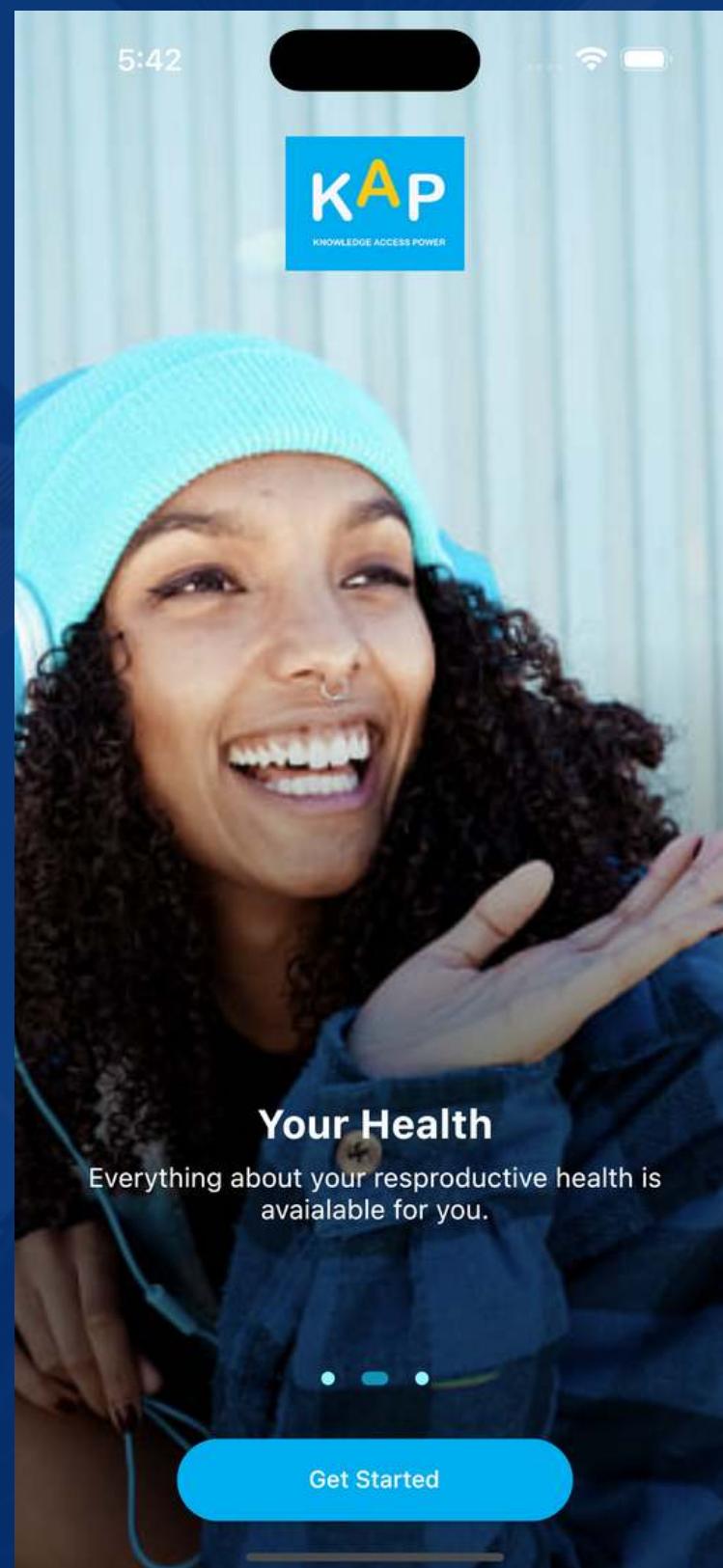
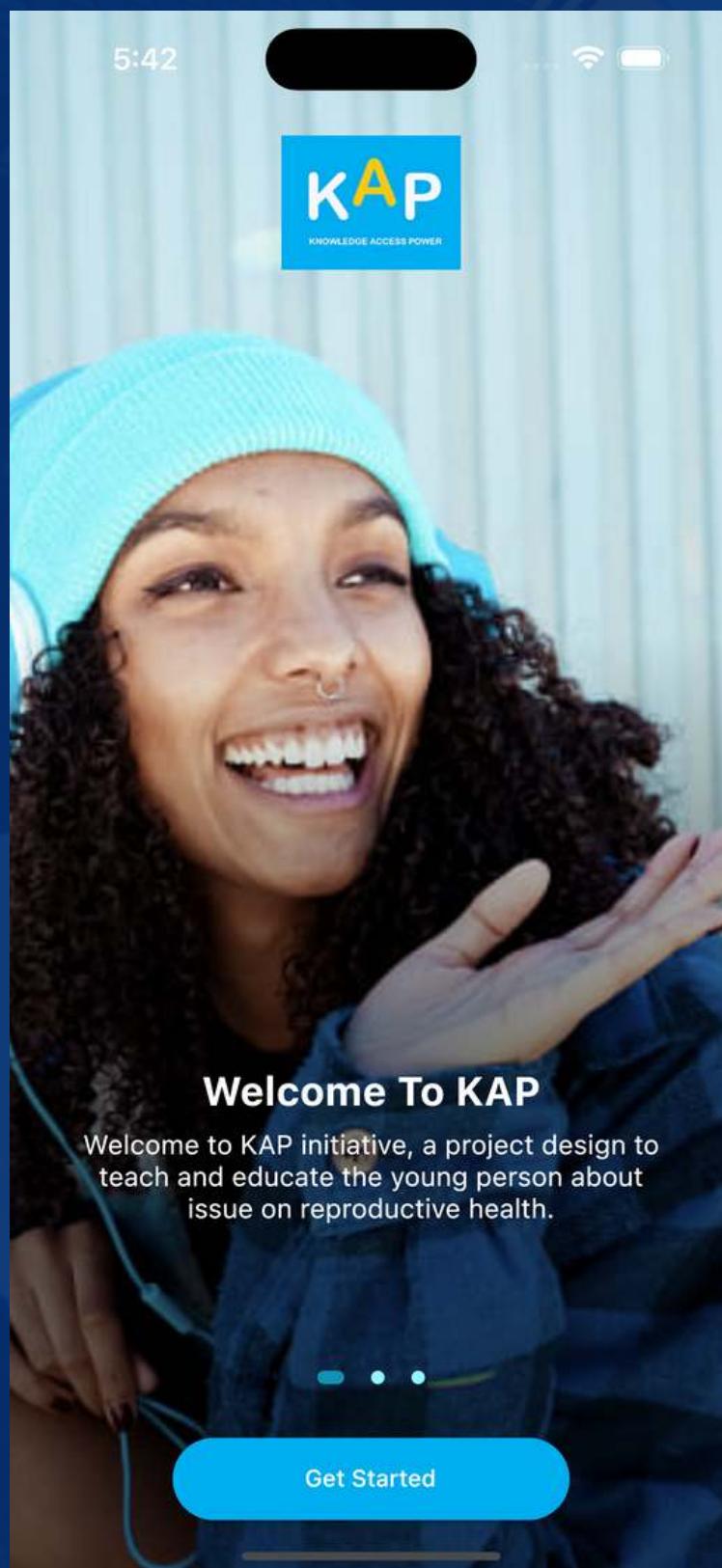
## ● **Onboarding Stage**

When the app loads a user is presented with a screen which has three sliders. Each slider seeks to explain the importance of the app.

The three sliders seek to explain what the KAP Initiative app is about to the user.

It presents the user with a "Get Started" button that launches the login/register screen.

# Onboarding Stage



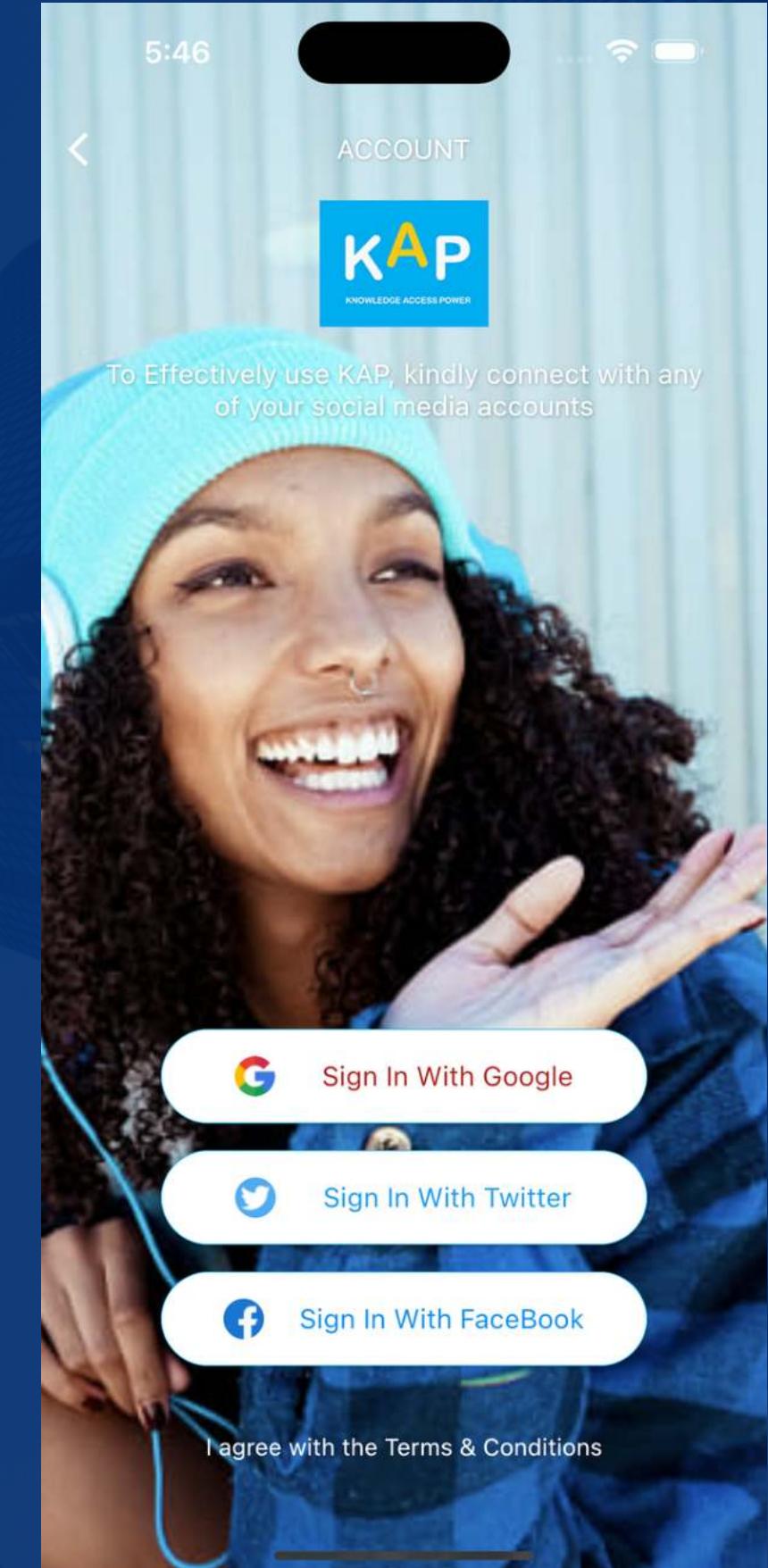
## ● Signup and Login Stage

The application is designed to make it easy for the users to get into the system.

It has four main sign in options, Google, Twitter, Facebook and Email.

Using any of the options allows the user to sign onto the system.

There is also a terms and conditions link that takes users to the KAP Website.

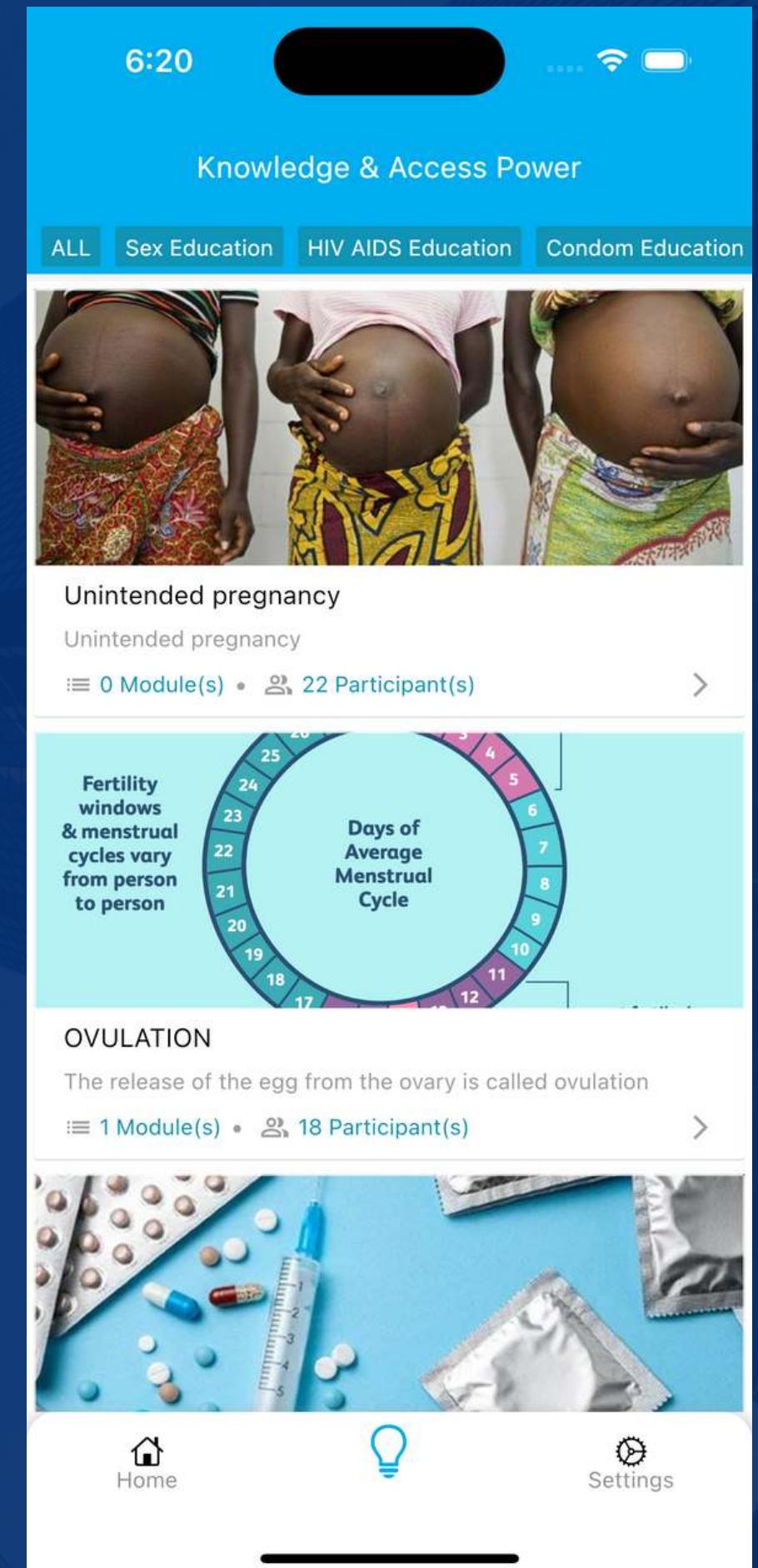


# Home Page

This is the main page of the application. It has three main tabs, Home, Modules and Settings.

At the top of the insight page is the category of modules. It lists all categories available in the system. Each module shows the number of sub-modules and the number of participants engaging in the module.

A user can tap on the module to see the sub-modules.

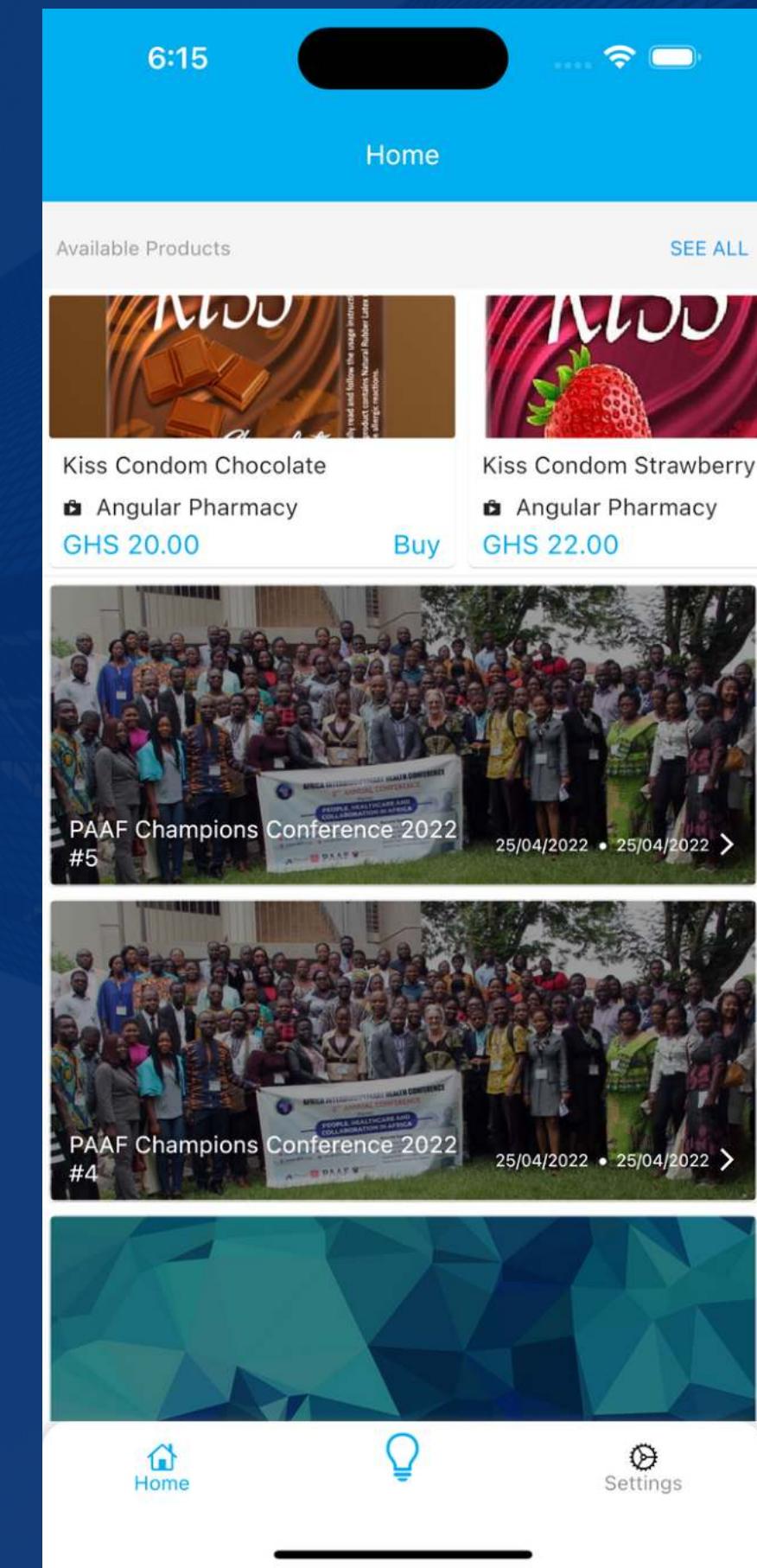


# Home Tab

The home tab shows the user actions that they have performed on the system. The quizzes they have participated in, the modules they joined and the events happening on the app.

This page gives a list of products that the user can purchase. These products are uploaded from the the admin portal by either the developers or the KAP Team.

Users can make purchase by tapping the product.



# Home Category

At the top section of the homescreen is the category.

Tapping on any of the category filters the modules to include only the ones associated with the selected category.

The categories are created from the admin portal. Users of the app are not able to make any change to the categories on the app.

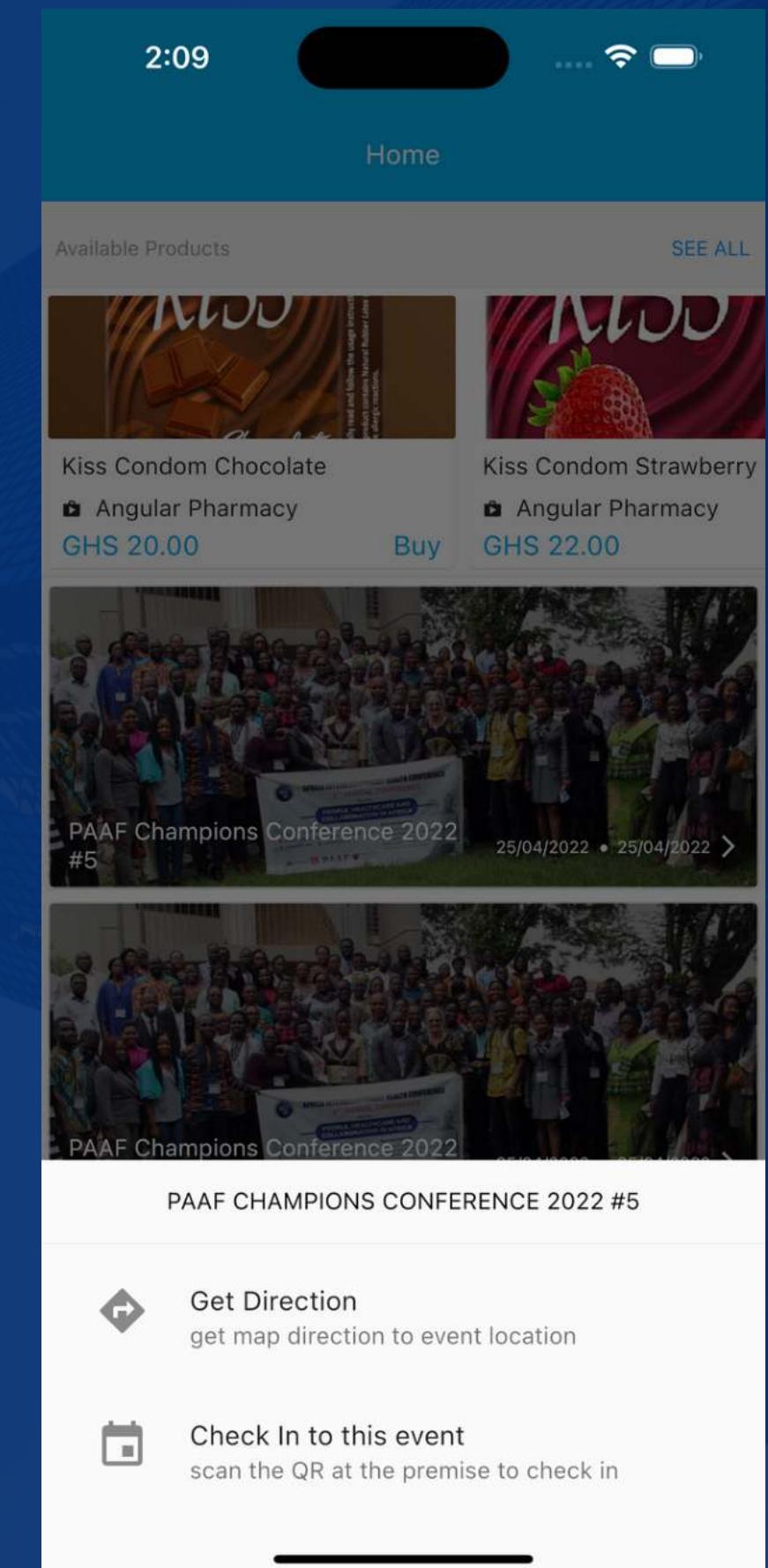


## ● Home Tab - Events

Events are displayed on the homescreen. The user can take action on the event. Tapping on them present a list of action that users can perform.

**Get Direction** -- navigates the user to where the event is located or happening.

**Check-In to this event** -- allows the user to confirm their attendance at the event.

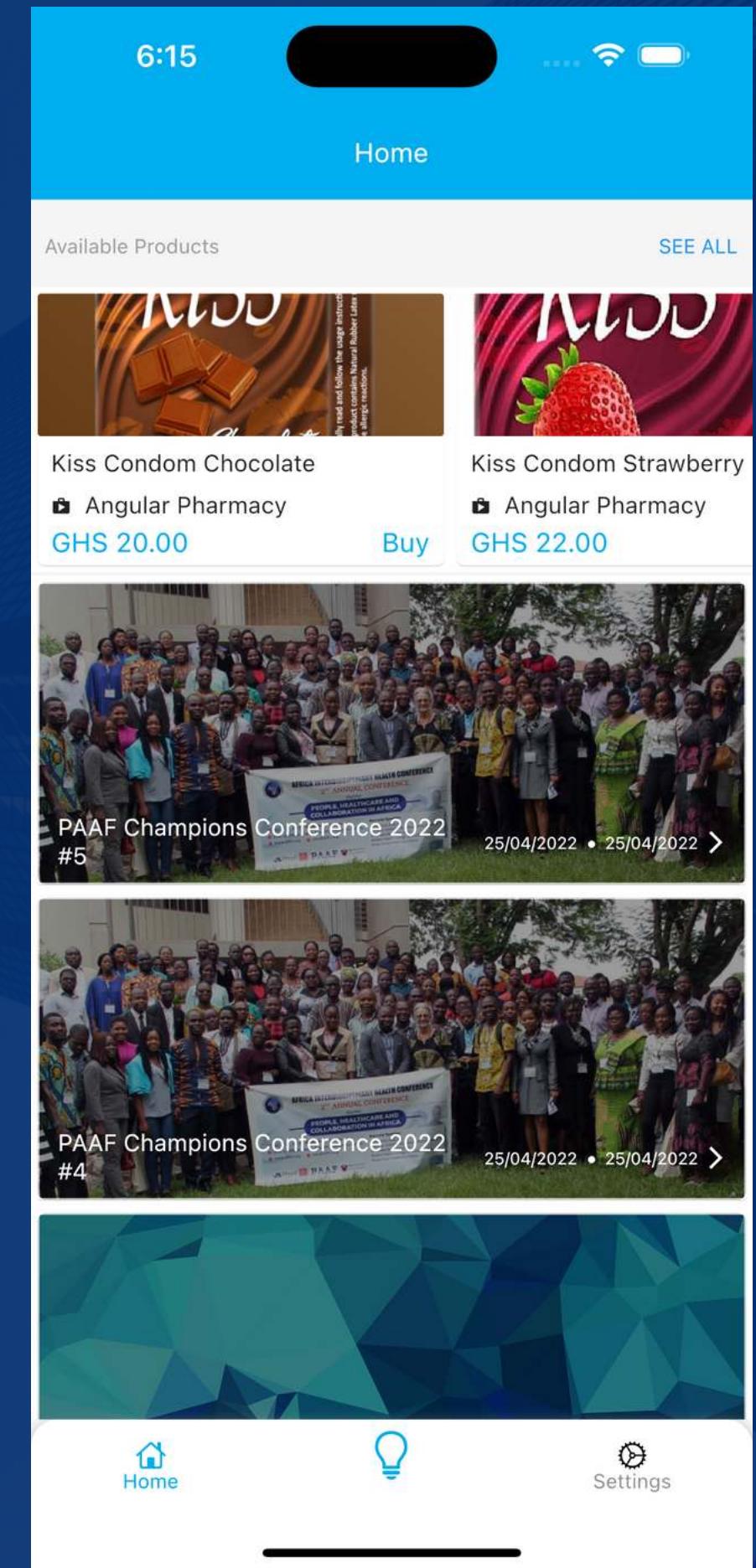


## ● Home Tab - Products/Items

The homescreen also displays a list of products up for sale by vendors that are listed on the platform.

Each product displays, the name of the product, the name of the vendor and the amount the item is being sold. Included is the currency of the item that is being sold at the time.

There is also a "SEE ALL" action that allows the user to navigate to a page where you can see all the items listed.

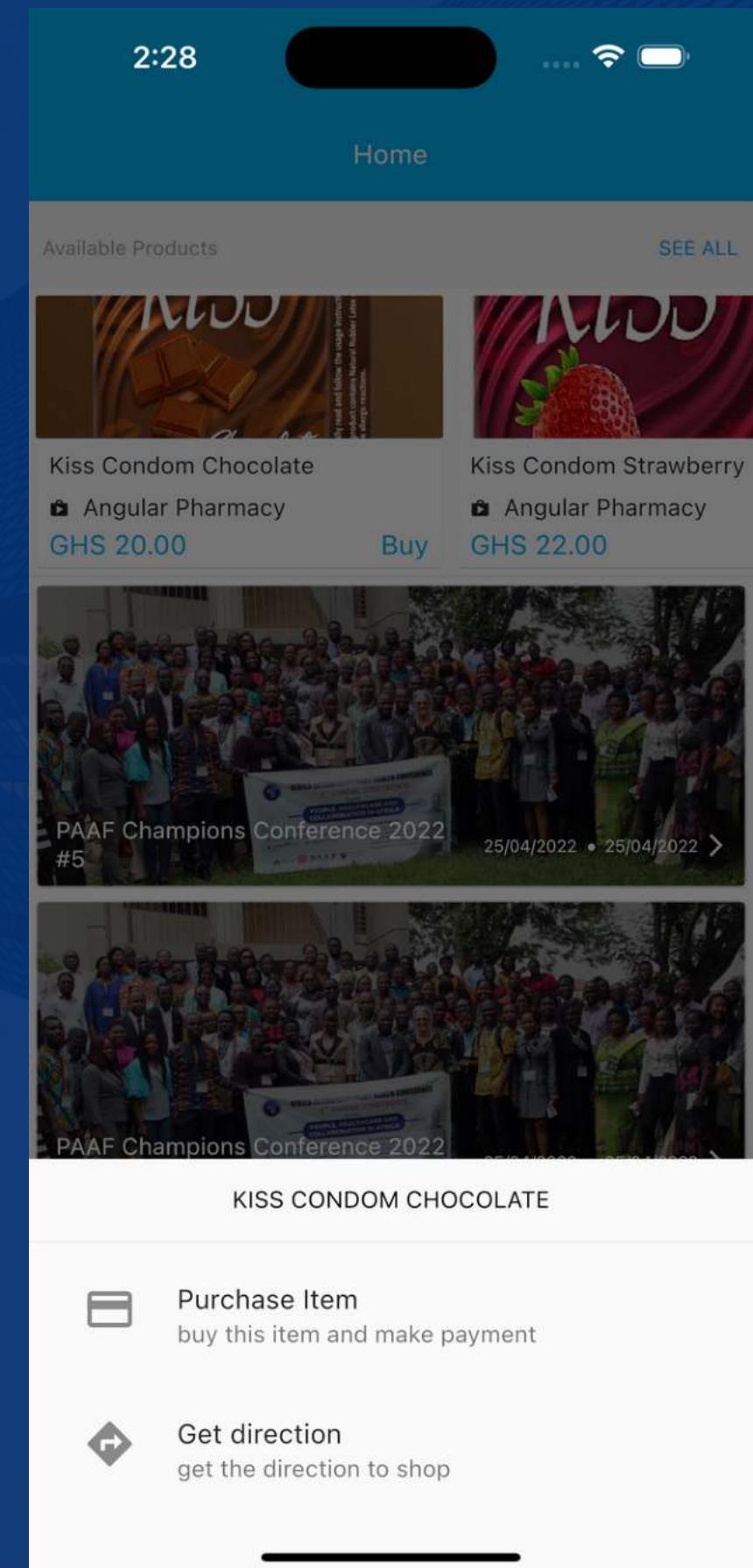


# ● Products/Items Purchase

The product option presents two things, Purchase Item and Get Direction.

**Purchase Item** -- this action leads the user to make payment for the item selected. The purchase is made from the specific vendor that listed the item on the platform.

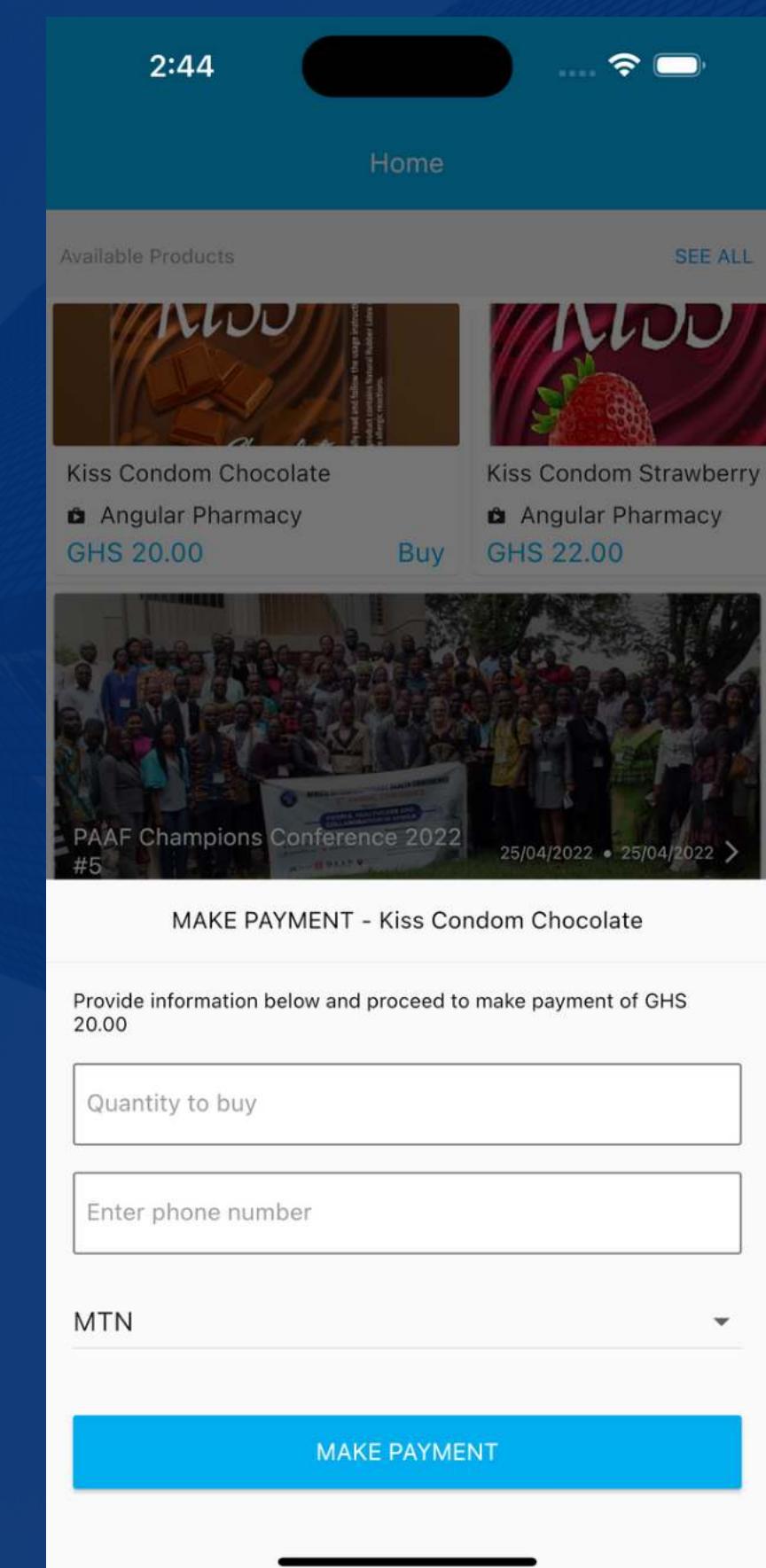
**Get Direction** -- the direction opens a map to navigate the user to the location of the shop that is selling the item.



## ... purchase

The purchase process involves three main steps, entering the payment information, amount/quantity to buy, and verification of the payment number.

**Payment Information** -- at this stage users provide all the information required to process the order. The user has to provide, quantity to purchase, phone number and network. Three options are available MTN, VODAFONE and AIRTEL TIGO.

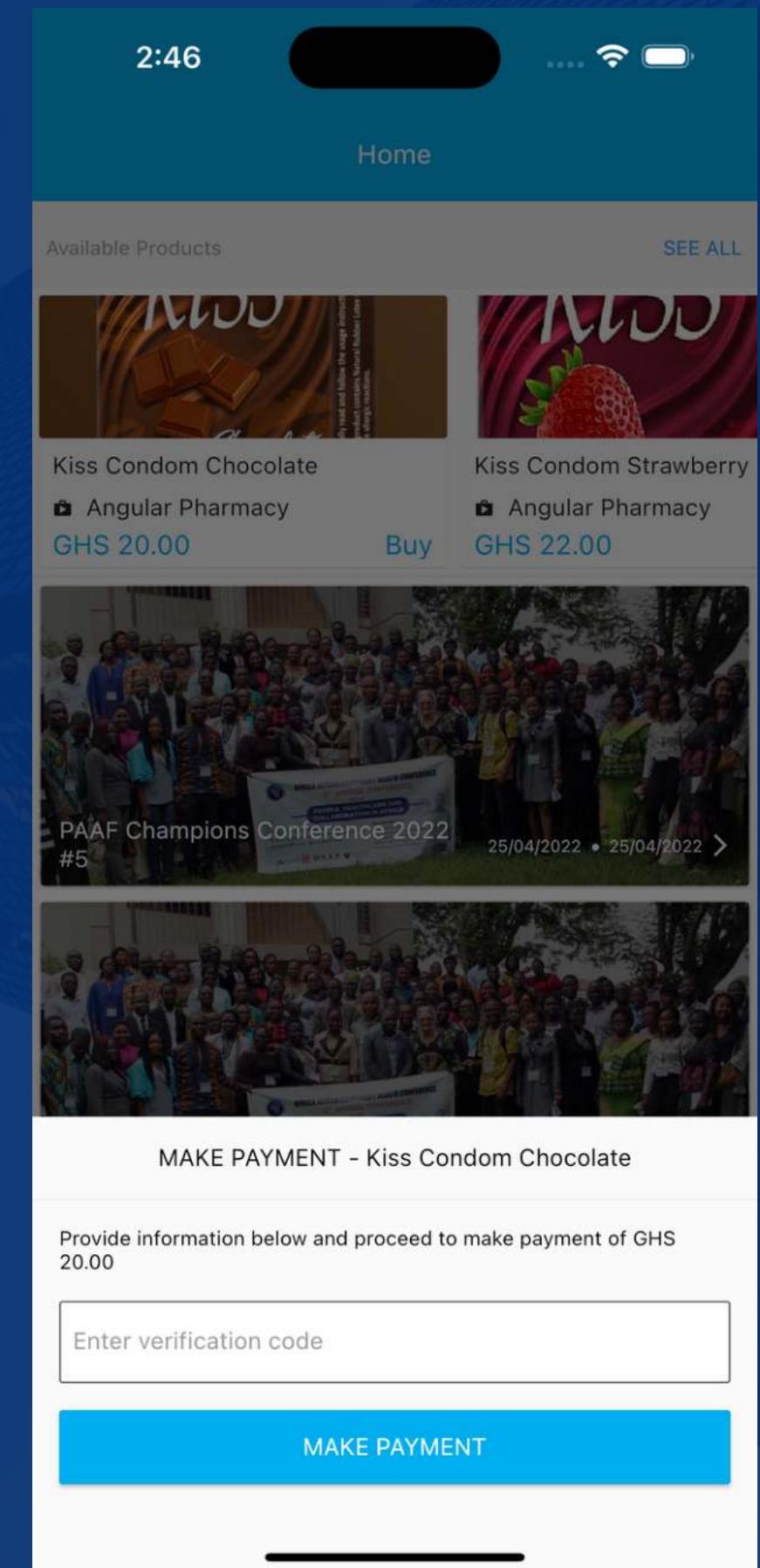


# ● Payment Verification

After the user has provided the payment information, the next step is to verify that the phone number to be used belongs to the user attempting to do the payment.

A popup shows allowing the user to enter a verification code that was delivered to the phone number that the user used to start the process.

After providing the code users can make payment and get the order delivered.

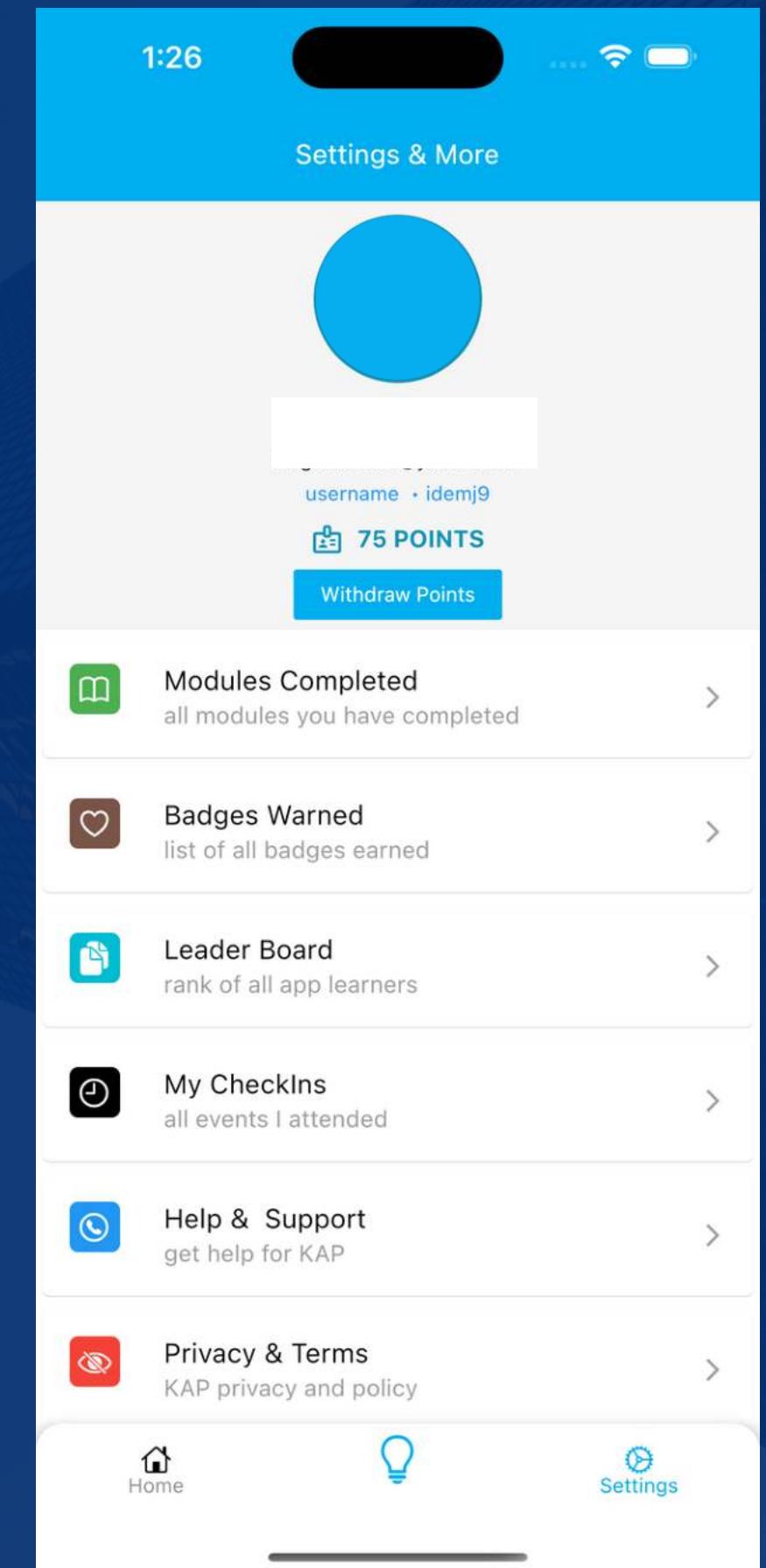


# Profile/Settings Tab

Profile/Settings displays everything that has to do with the profile of the user's account. It displays the following:

**Modules Completed** - all the modules that the user has completed on the app.

**Leader Board** - shows a ranking of all the people that participated in the app based on the points obtained.



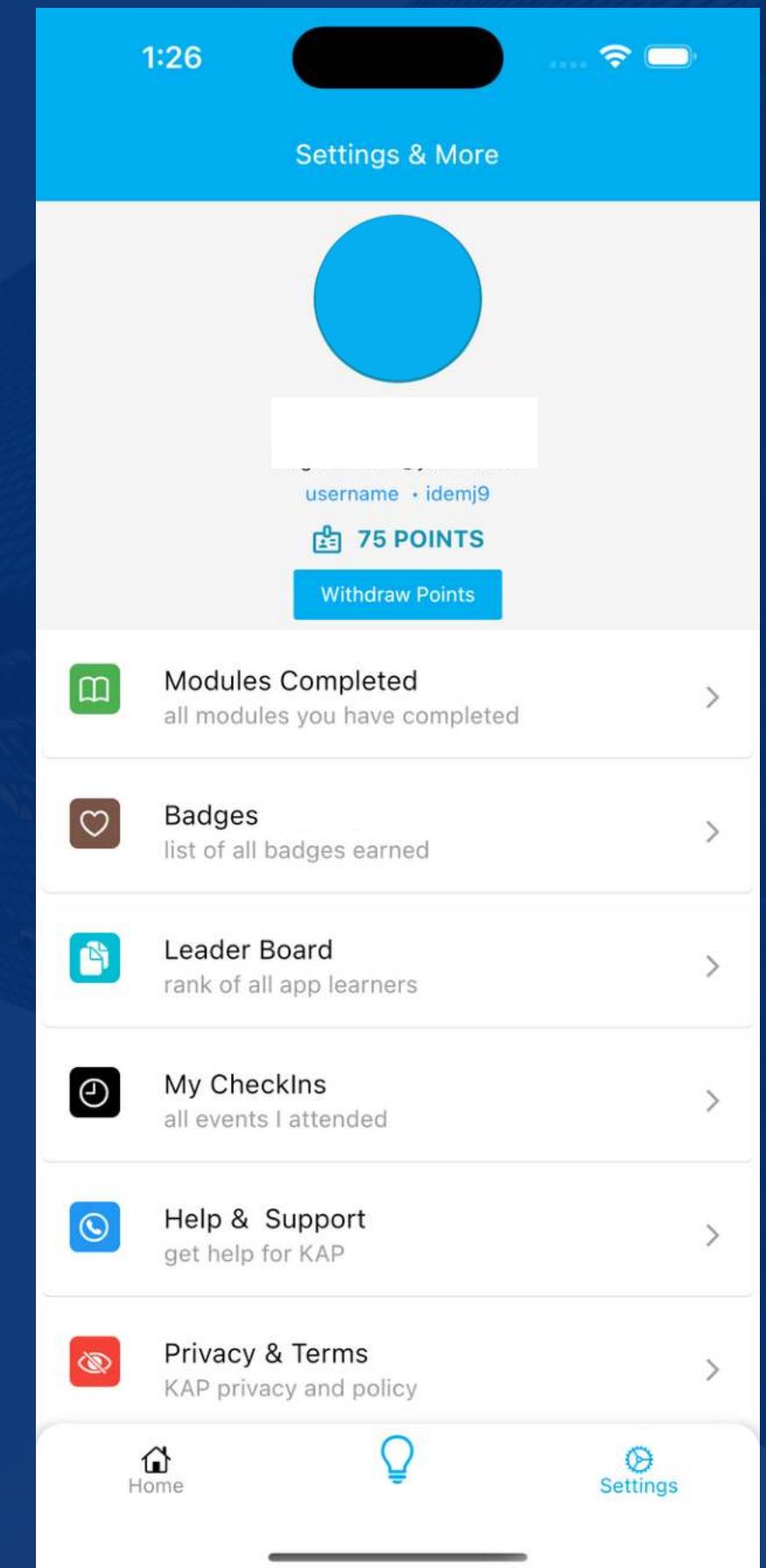
## ... Profile/Settings Tab

**My CheckIns** - all the events that users checked into in the application.

**Help & Support** - show all things regarding help and support of the KAP App.

**Privacy & Terms** - outlines all the things regarding privacy and terms.

**Withdraw Points** - action for user to withdraw all the points accumulated in the use of the app.

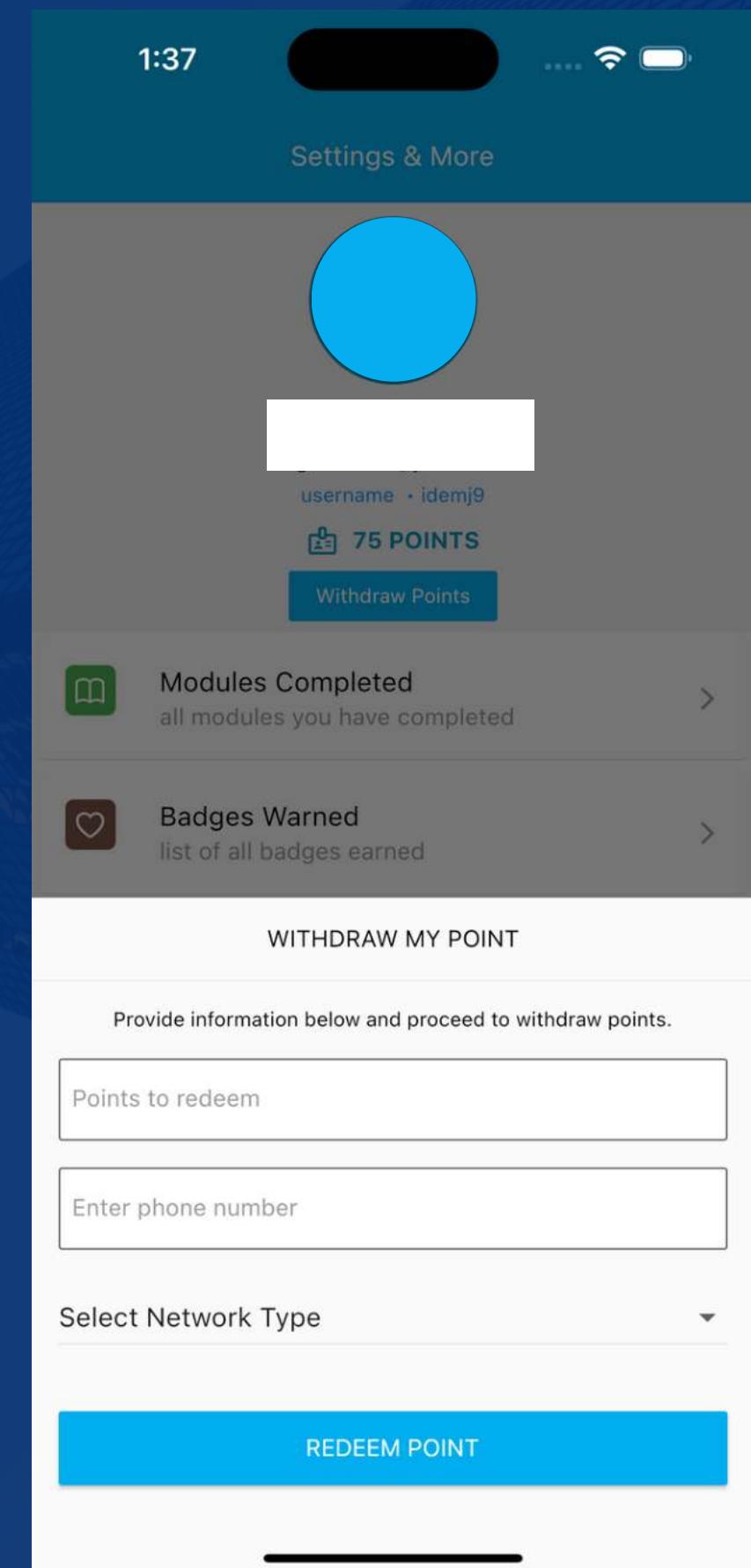


# Withdraw Points

This allows users to withdraw points as airtime. Once redemption is made, the user is less the number of points redeemed. Users can get more points by performing actions in the app.

Tapping on the "Withdraw Points" button presents a screen for the user to redeem points. A user needs to specify the number of points, phone number and the network before proceeding to redeem point.

Clicking the "redeem point" will continue to redeem the user's point.

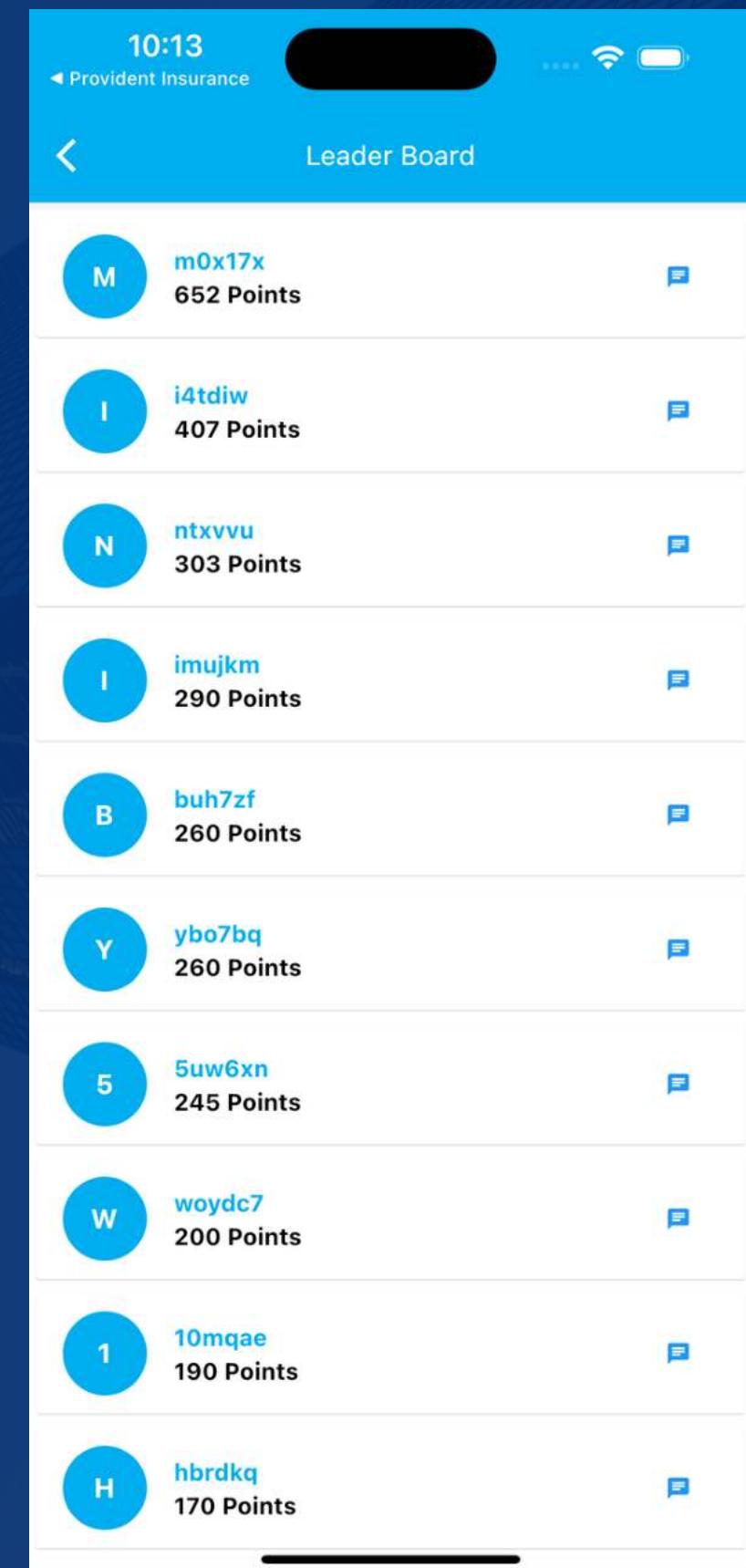


# Leader Boards

At the leaderboard section, the app user gets to see all the other users of the app.

The list is arranged based on the number of points of the users. This means that user with the highest point appears at the top and the lowest appears at the bottom.

On each user is a chat icon that allows users to tap and send a direct message.

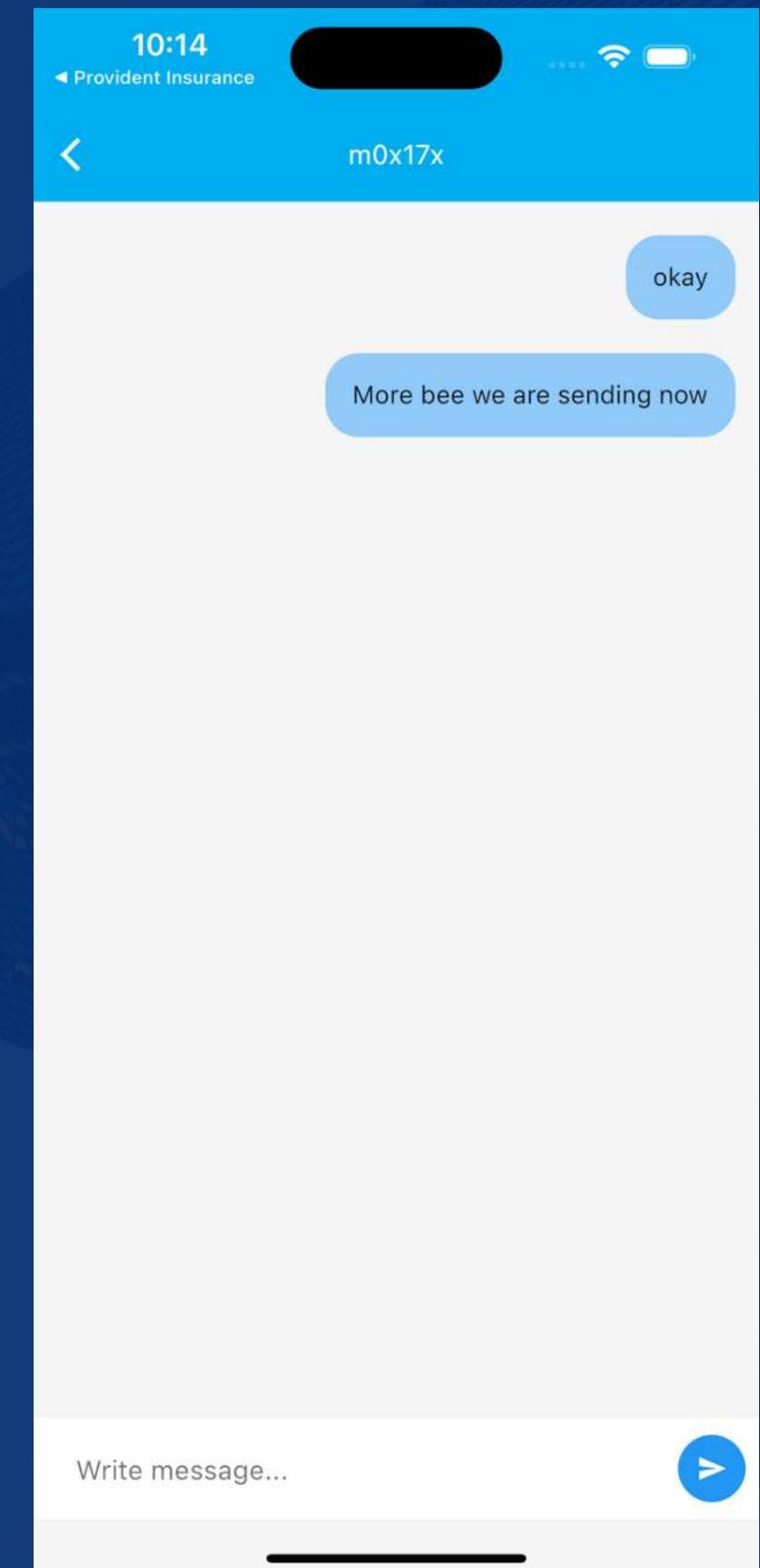


# Messaging

A user of the application can send a message to another user by typing the message in the chat box and hitting the send button.

At the top section is a list of conversation that happened between the two users. The messages are ordered from old to the most recent.

New messages appear as notification on both android and iOS KAP application.



## Download KAP Initiative APP

<https://apps.apple.com/us/app/knowledge-and-access-power/id1623868494>

[https://play.google.com/store/apps/details?id=com.knowledge\\_access\\_power.app](https://play.google.com/store/apps/details?id=com.knowledge_access_power.app)