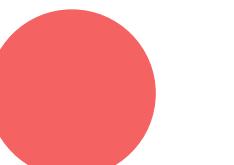
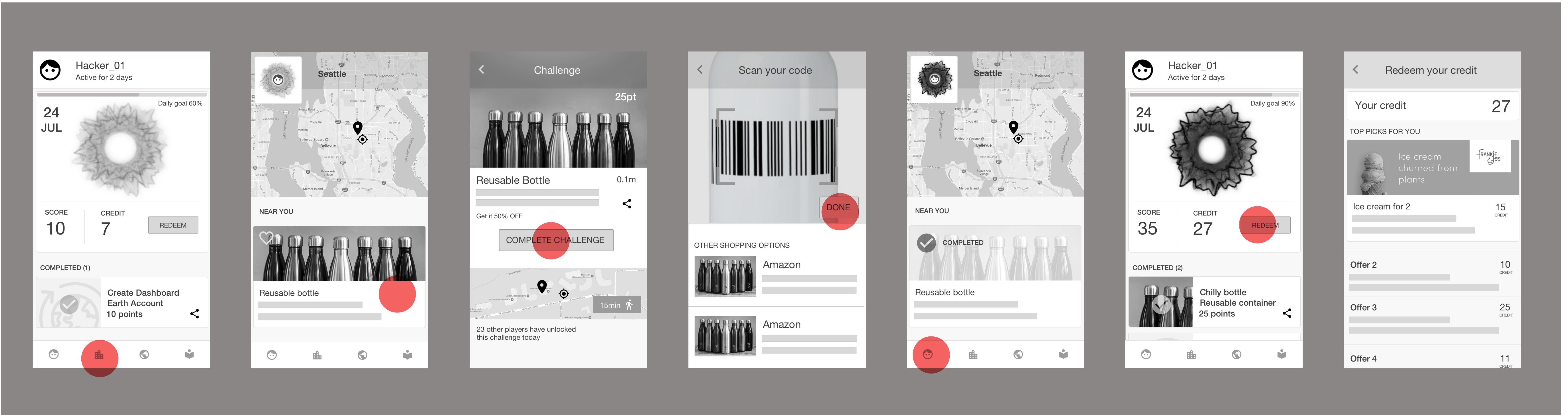


# END USER PROTOTYPE

## Flow A - completing a challenge



User tap marker  
(follow these steps in the clickable prototype)



1 - User can see their personal dashboard. Their score is based on the reward granted for creating the account. This way they don't see empty states during the early experience with the app  
- on boarding already unlocks the first reward.  
User taps on the city view tab in the bottom navigation.

2 - City view.  
User can see the challenges nearby. For the prototype clarity there is only one challenge showing.  
  
User taps into the Reusable bottle challenge.

3 - Challenge screen  
User can see more details about this specific challenge. What are the actions he/she needs to take.  
  
User taps on the Complete Challenge button

4 - In this case the challenge is a purchase of reusable bottle, this screen demonstrated one validation of the purchase - scanning the barcode from product.  
  
User scans the code

5 - City view  
The challenge card and halo in the top left corner update to reflect the progression.  
  
User taps into their personal view

6 - Personal view  
All metrics are updated to reflect user actions.  
  
User taps on the Redeem button in the available credit area.

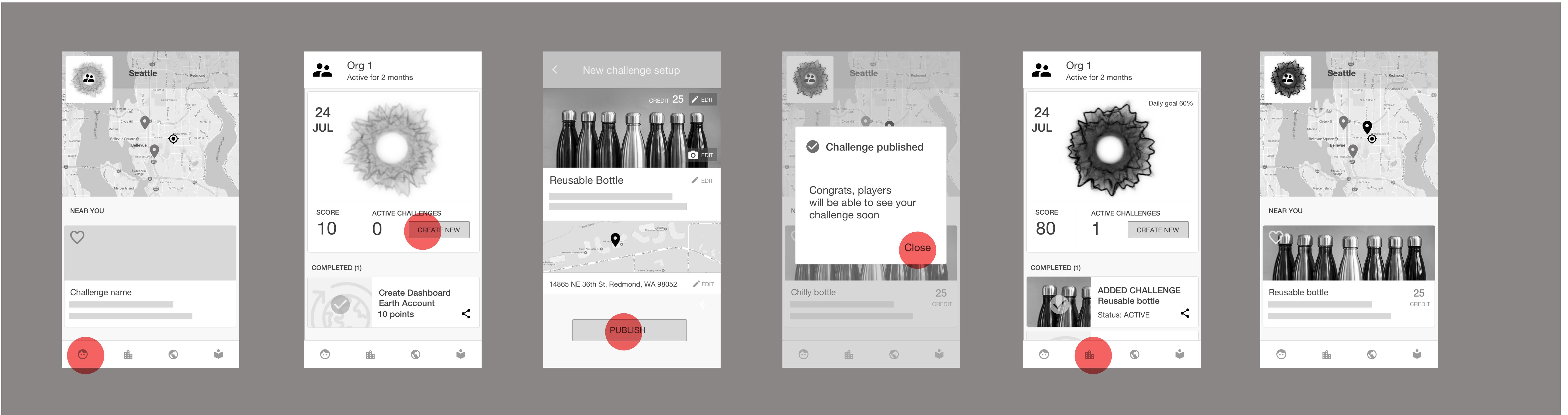
7 - Redeem credit view  
On this screen user can see available offers / ways in which they can redeem their earned credit.

# ADMIN USER PROTOTYPE

## Flow A - setting up new challenge for end users



User tap marker  
(follow these steps in the clickable prototype)



1 - City view.  
Admin user can see the challenges that already exist in different locations across the city - default view to their GPS coordinates.

User taps on the personal view tab

2 - Personal view.  
Metrics for admin user are slightly different than for the end user (not specified how exactly yet). One difference is the update on active challenges.

User taps Create new (challenge) button

3 - Challenge creation view.  
In the prototype all areas are already filled.  
  
User can assign the credit, title, description, location and promo image to their challenge.  
  
User taps Publish button.

4 - Confirmation dialog for the published challenge.  
  
Overlay on top of the personal view screen as this was their entry point to the challenge creation - there can be more.  
  
User dismisses the dialog.

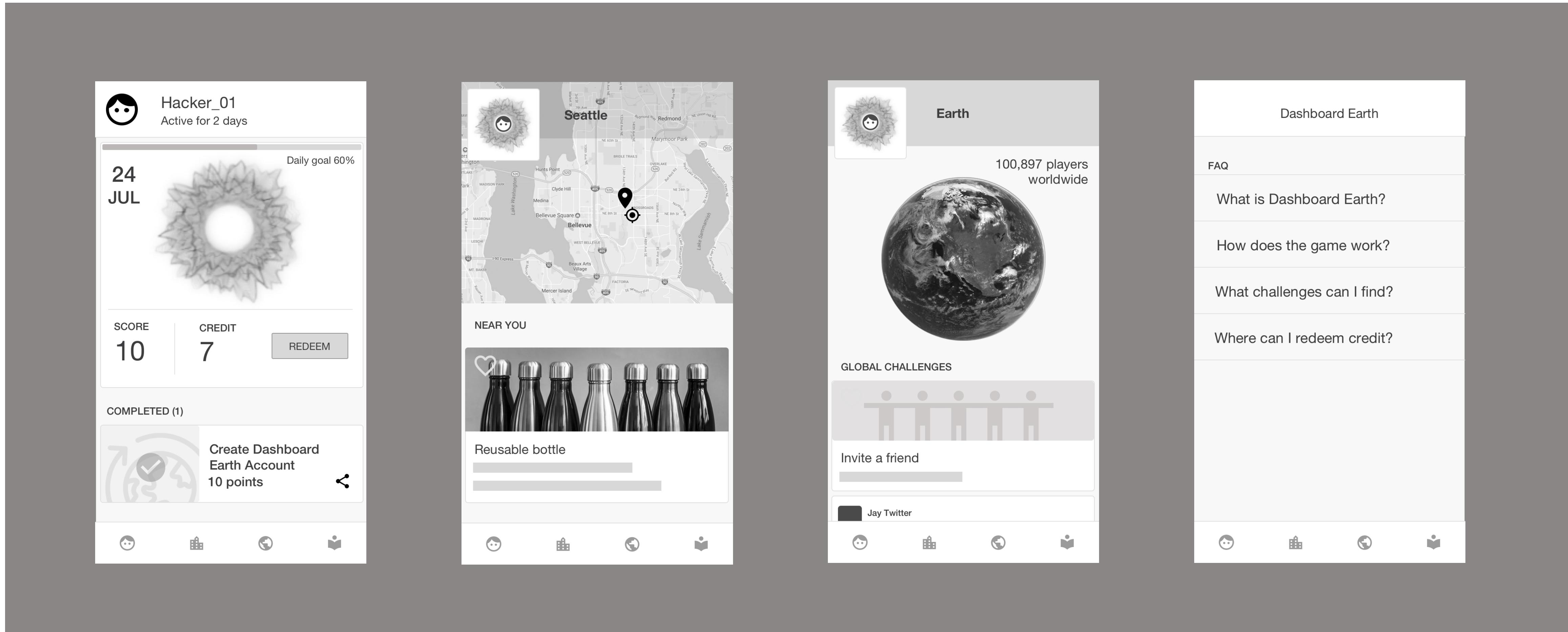
5 - Personal view  
  
All metrics change to reflect user actions.

User taps on the city view tab.

6 - City view  
  
Recently created challenge is visible on the screen. The pin could have different signposting than the challenges set up by different admin users.

# APP ARCHITECTURE

## Main views



PERSONAL



CITY



GLOBE



SUPPORT



BIG open question - how does the compass functionality works within this split views structure. It will likely have bigger impact on it as the discovery and unique navigation through halo will be at the core of User Experience