

Pet Adoption App prototype

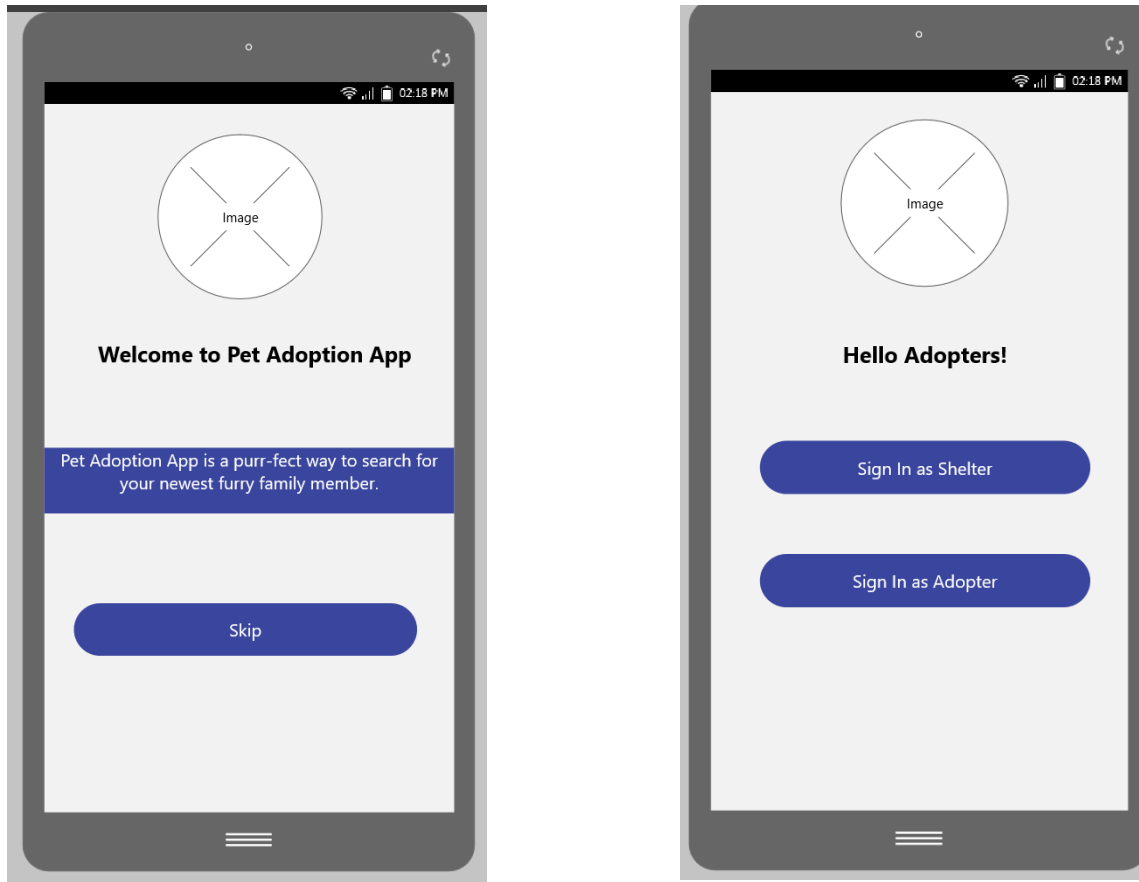


Figure 1

This will be the first interface for my app where the user can click skip and it directs it to sign up interface. In the second interface the user can either sign up as an animal shelter or as an adopter.

Mobile app registration screen for a shelter. The screen features a circular profile picture placeholder labeled "Image". Below it, the text "Enter your shelter name, CID, Email address and password." is displayed. The form includes four input fields: "you@example.com" (with a person icon), "Shelter Name", "CID", and "Password" (with a lock icon). A blue "Register" button is positioned below the fields. At the bottom, the text "Already have an account?" is followed by a "Sign in" link.

Mobile app registration screen for an adopter. The screen features a circular profile picture placeholder labeled "Image". Below it, the text "Enter your First Name, Last Name, Email Address, Gender and password." is displayed. The form includes five input fields: "First Name", "Last Name", "you@example.com" (with a person icon), "Gender", and "Password" (with a lock icon). A blue "Register" button is positioned below the fields. At the bottom, the text "Already have an account?" is followed by a "Sign in" link.

When the user clicks on sign up as shelter, the above interface will be displayed. The user can provide details about the shelter like CID of the owner of the shelter, email address and register. If they already have an account, they can sign in directly. When the user clicks on the sign up as Adopter, the right side of the interface will be displayed.

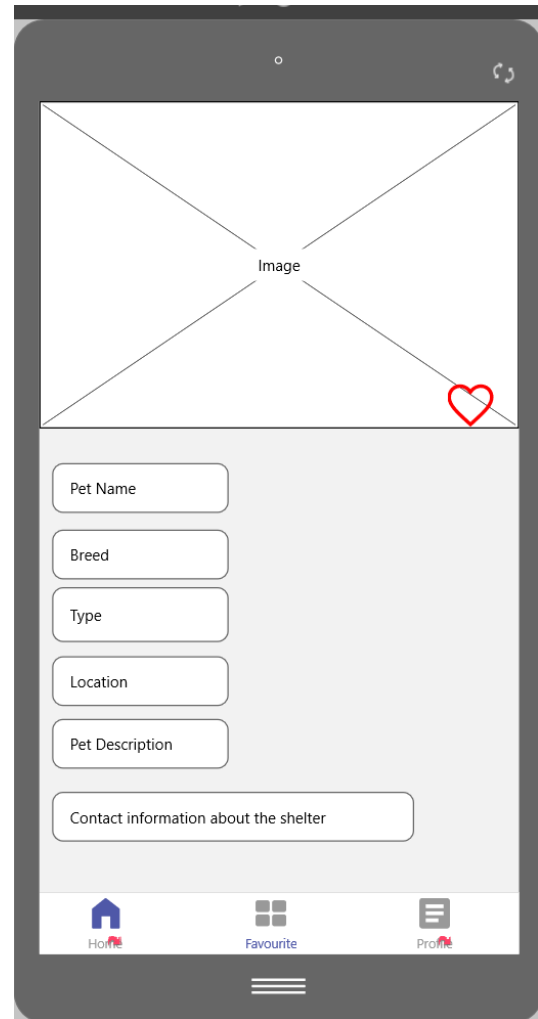
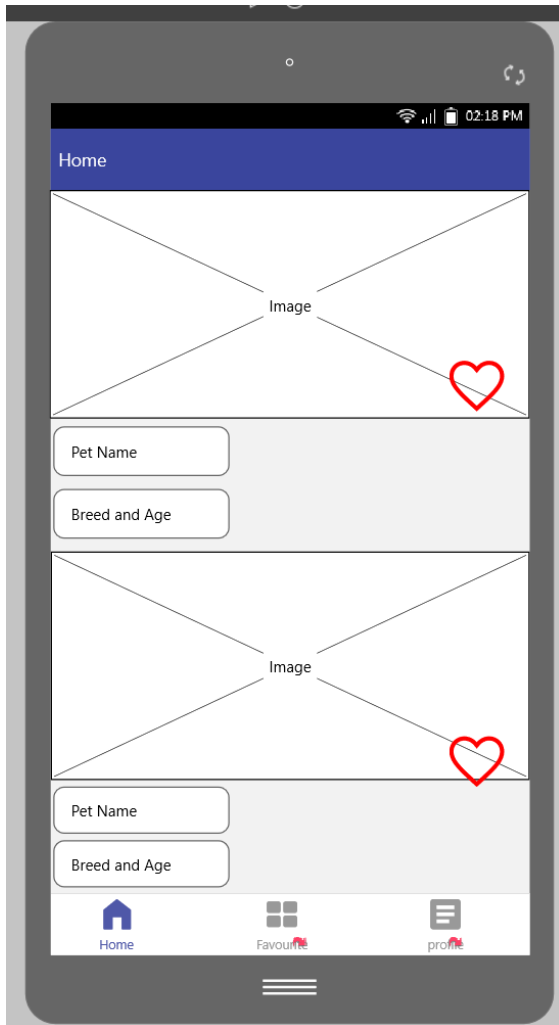
Mobile app sign-in screen. The screen features a "Sign in" title. Below it, the text "Enter your email address or username and password." is displayed. The form includes two input fields: "you@example.com" (with a person icon) and "Password" (with a lock icon). A blue "Sign in" button is positioned below the fields. At the bottom, the text "Don't have an account?" is followed by a "Create one" link.

After the registration, both the adopter as well as shelter account holder can log in/sign up by giving the email address and password. If the users do not have an account, they can create one which will lead them to registration interface.

The image shows a mobile application interface for a shelter. At the top, there is a status bar with a Wi-Fi icon, signal strength bars, a battery icon, and the time 02:18 PM. Below the status bar is a blue header with the word "SHELTER" in white. The main content area has a large white rectangle with a black 'X' inside, representing a placeholder for an image. Below this rectangle is a white button with the text "Upload". Underneath the button are six white text input fields stacked vertically, labeled "Animal Name", "Animal type", "Breed Name", "Location", "Animal Description", and "contact number of the shelter". At the bottom of these fields is a blue button with the text "Post". The entire interface is framed by a dark grey border, and a hamburger menu icon is visible at the bottom center.

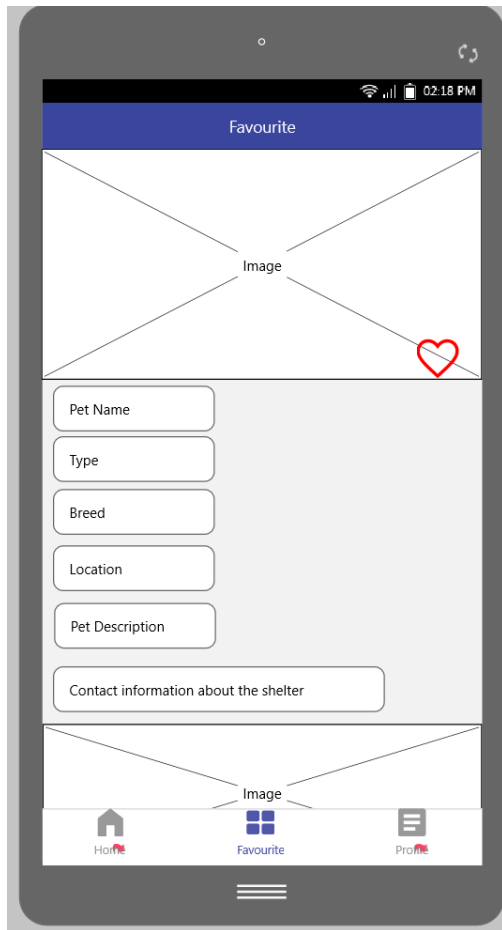
After the shelter have logged in, the first interface can be used to fill in the details of the particular animal. They have to provide animal name, type, breed, location, its description and their contact details for the users. After that shelter account holder will be directed to view interface and where they can view the details they provided or they can edit the information where they will be directed back to upload interface.

The image shows a mobile application interface for viewing animal details. At the top, there is a status bar with a Wi-Fi icon, signal strength bars, a battery icon, and the time 02:18 PM. Below the status bar is a blue header with the word "SHELTER" in white. The main content area has a blue button with the text "View" at the top left. Below this button is a large white rectangle with a black 'X' inside, representing a placeholder for an image. Underneath the rectangle are six white text input fields stacked vertically, labeled "Animal Name", "Animal type", "Breed Name", "Location", "Animal Description", and "contact number of the shelter". At the bottom of these fields is a blue button with the text "Edit". The entire interface is framed by a dark grey border, and a hamburger menu icon is visible at the bottom center.

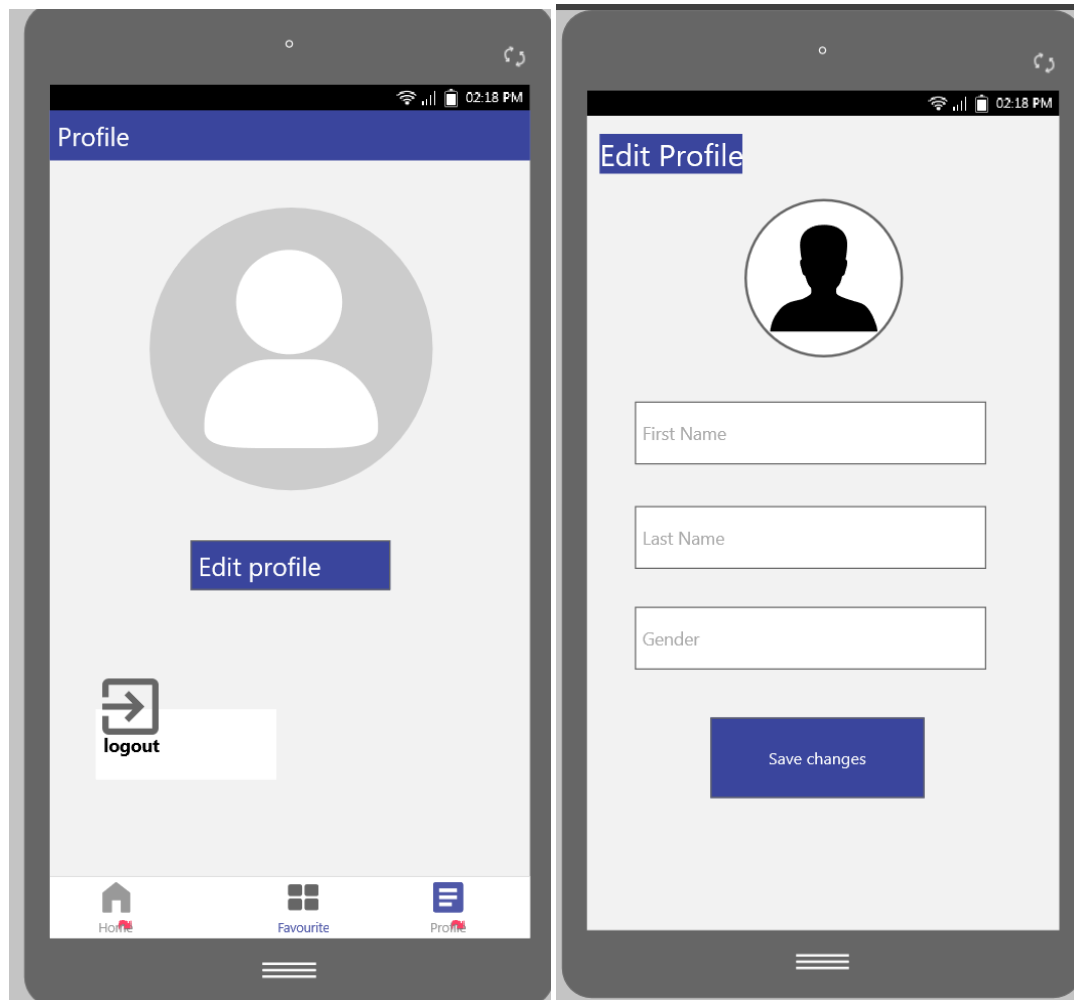


There will be total of three buttons (Home, Favorite, Profile) for the adopter account holder.

After the adopter have sign in, this will be the home page for the user where there will be picture of animals and some details about them. If they wish to know more information about that particular animal then they can click the page where more information about the animal will be displayed to them. They can scroll through the pictures and if they like or want to save the pic then they can click the 'heart' button and it will be saved in the favorite interface.



This will be the favorite interface where all the 'heart' animals' details will be stored in it.



This will be the profile interface for the adopters where they can edit their details as well as change profile picture if they wish to. It also has logout button for the user to log out from the app.