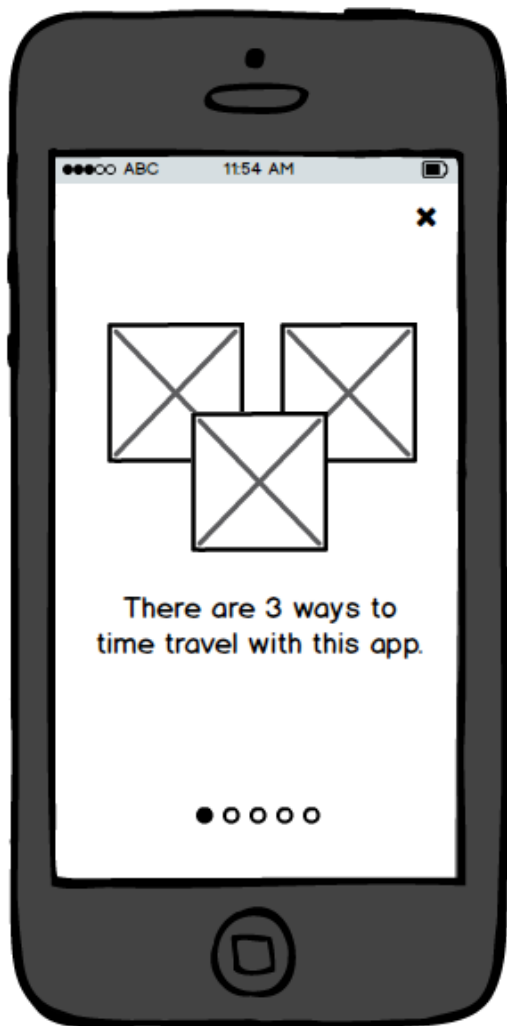


Splash Screen



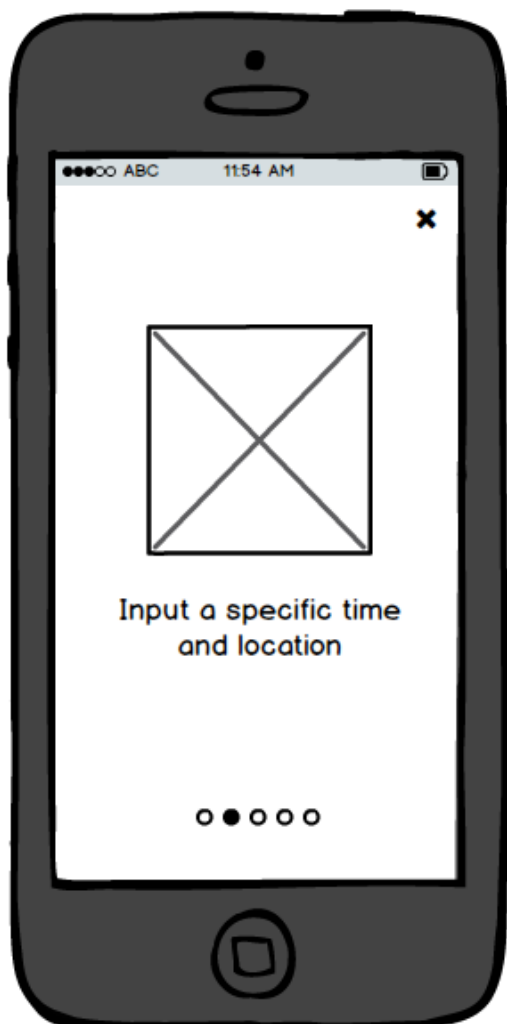
The iOS guidelines suggests skeletons/stencils while your app loads. However, splash screens provide an opportunity to communicate the app's brand to the user that otherwise might be lost.

Onboard 1



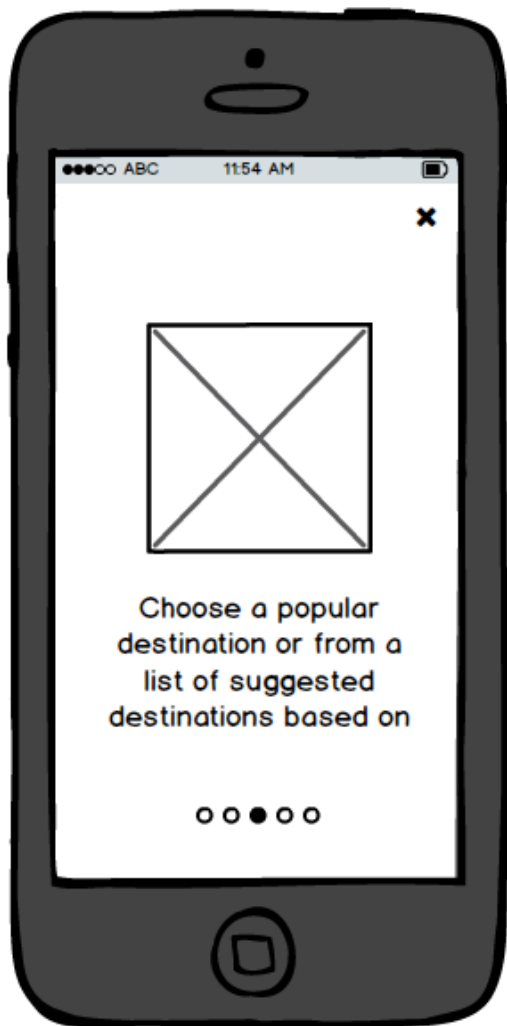
Chronopod provides 3 different ways to time travel that benefit the users in their unique way.

Onboard 2



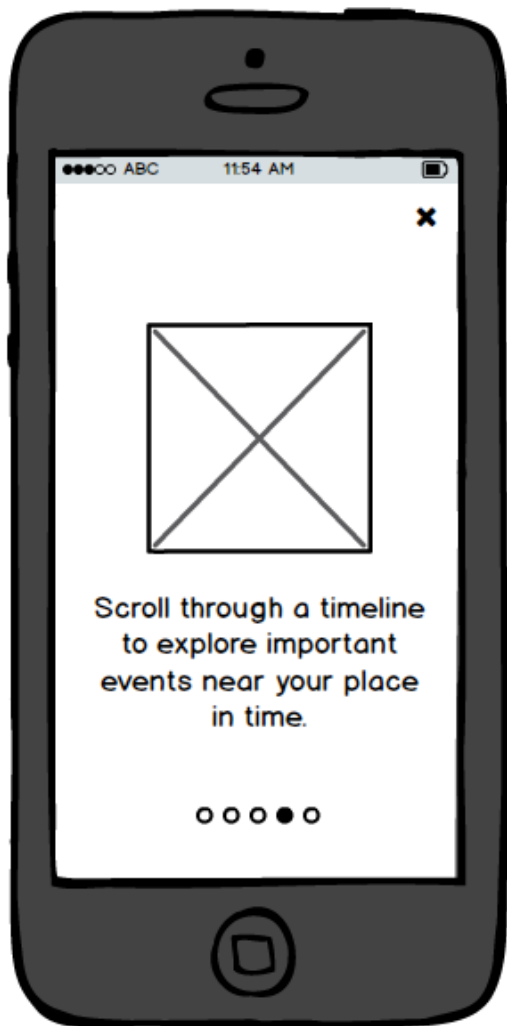
One method for users who know exactly what point in time they want to visit.

Onboard 3



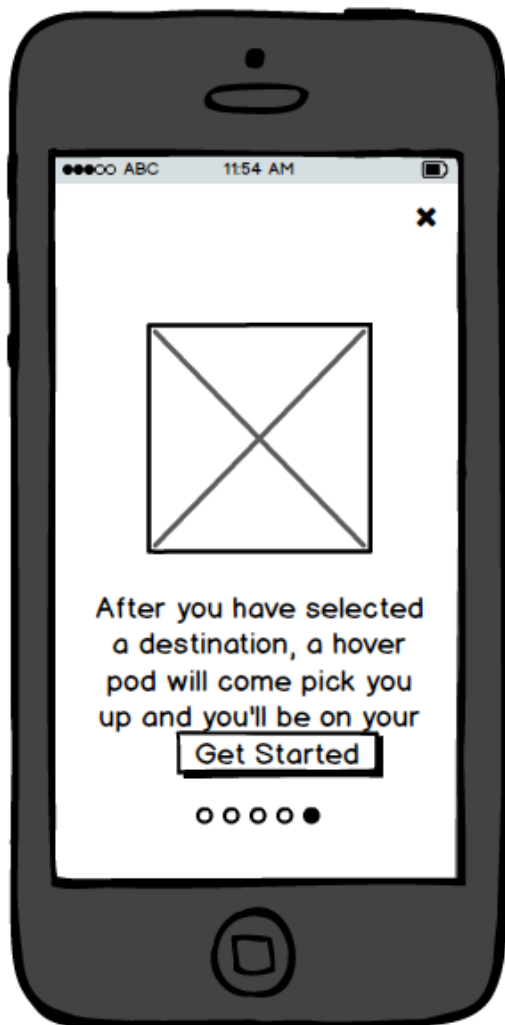
Another for users who are interested in exploring several different options based on their interests.

Onboard 4



And a third for users who are curious about important events, but short on time and don't want to travel too far.

Onboard 5



An awesome feature of this app is that after selecting where you want to go with your mobile device, a self-flying pod is used as a vehicle to safely and comfortably transport you through time.

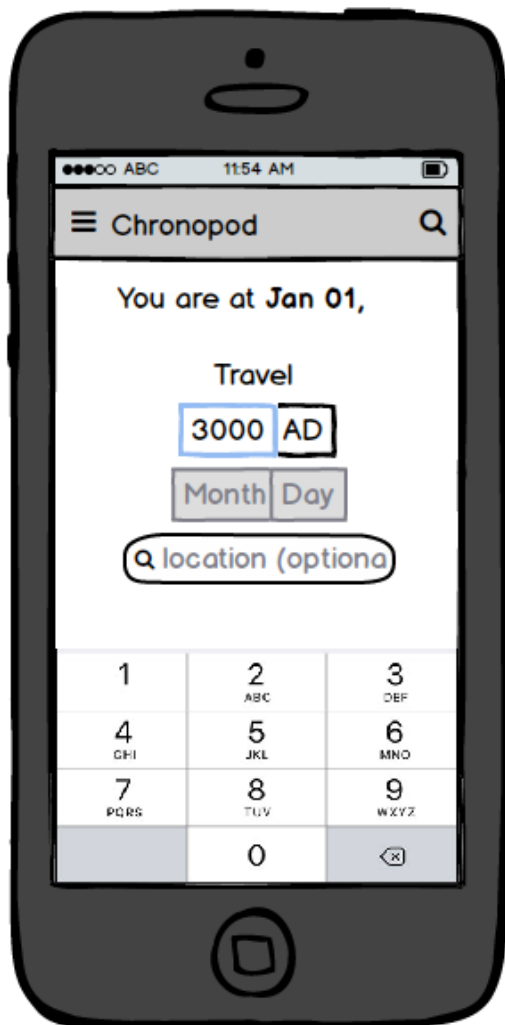
Go to 1



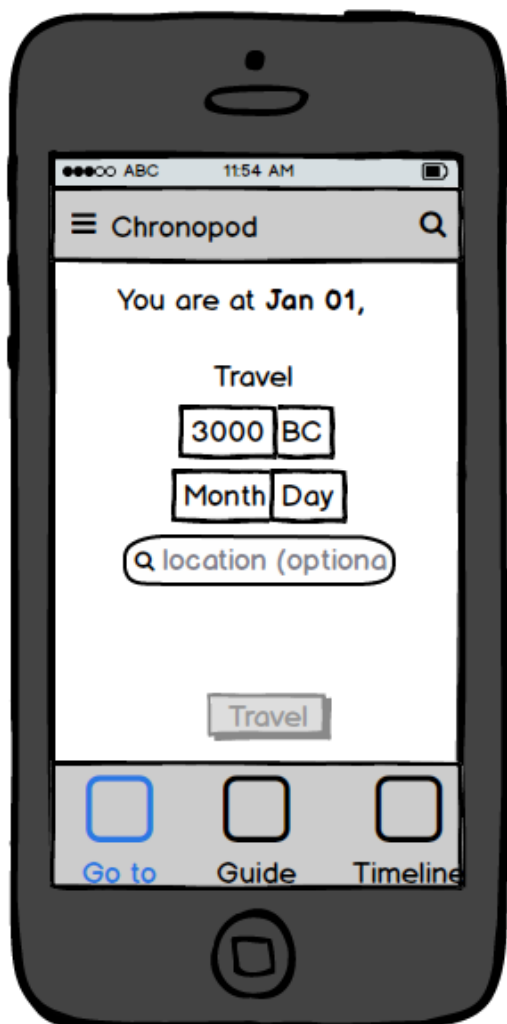
Users can use the 'Go to' method of time travel selection if they have a very specific time that they wish to visit. Month and day are disabled until the user inputs a year because a date picker is used to select the month and day. This decision was made to help the user see which day of the week falls on which day (different for some years).

Note: I realized that I needed hours and minutes later on in the process and included it in my high-fidelity mockups.

Go to 2

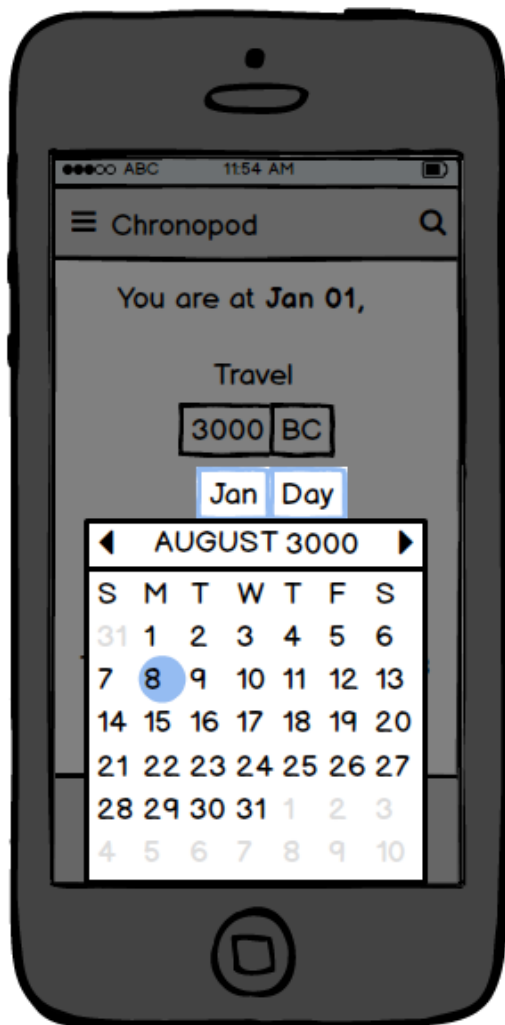


Go to 3



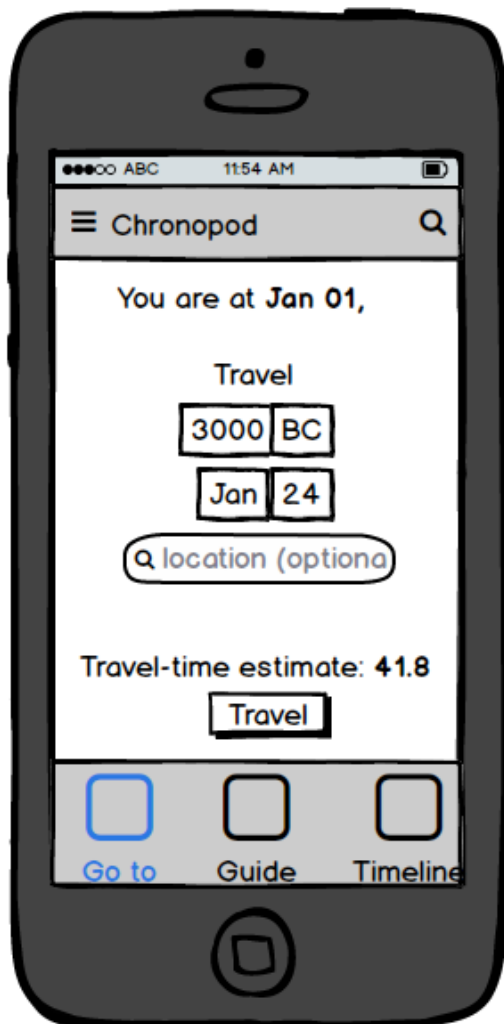
After inputting a year, the month and day input fields become enabled.

Go to 4



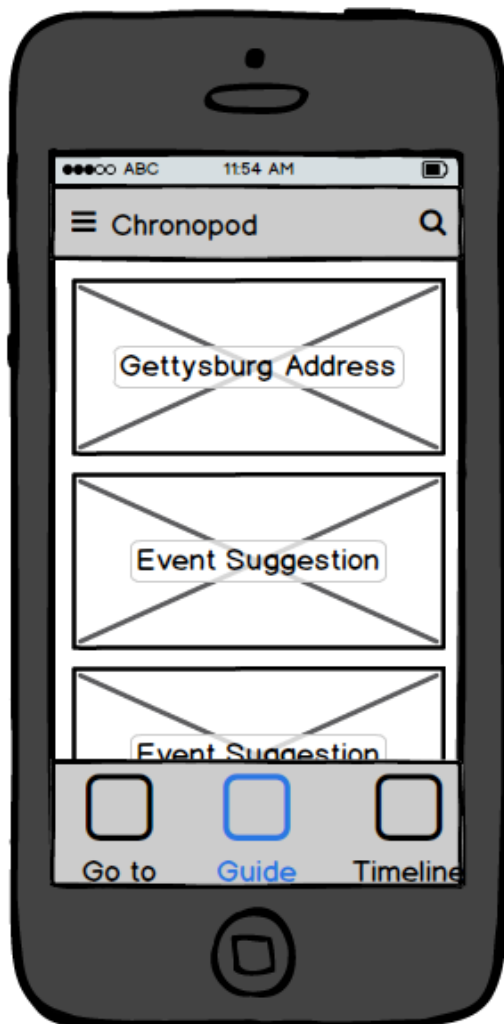
I decided to use the date picker here to help the user visually see which day of the week falls on which day.

Go to 5



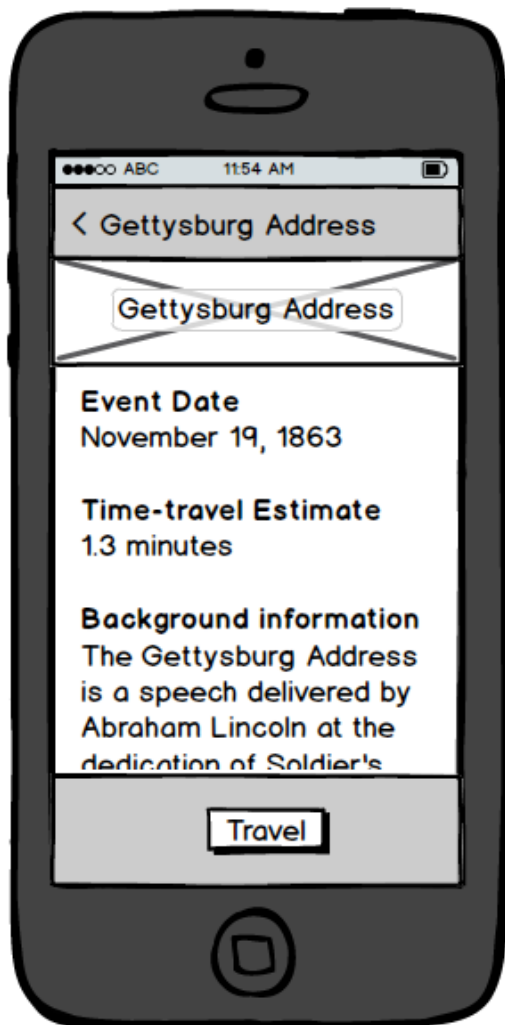
After all the required fields are completed, the travel button becomes enabled and the system lets the user know its estimate for travel time.

Guide 1



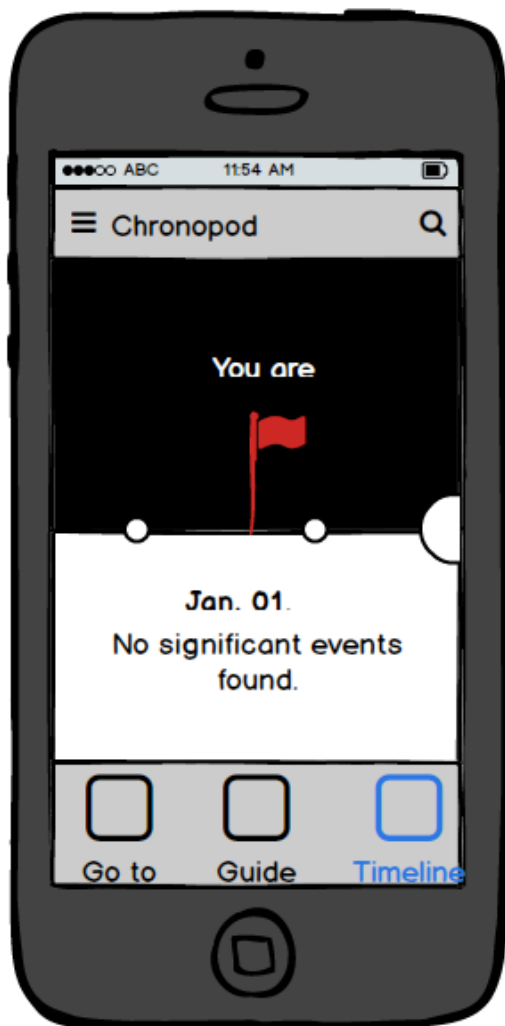
The second method of time travel selection called 'Guide' is a curated list of time travel suggestions based on the user's previous visits. For first time users, a list of popular visits amongst the app's userbase is shown instead.

Guide 2



Tapping on one of the event cards expands the card to full screen and gives the user more details about the event. The user can travel directly from this screen via the button at the bottom, or hit the back button to return to the Guide.

Timeline 1

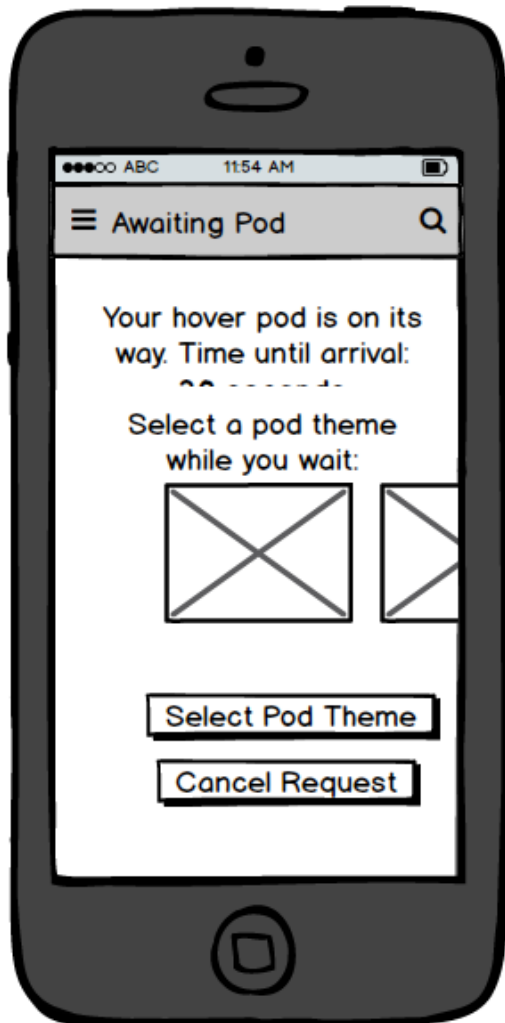


The third method of time selection is the 'Timeline' mode where users can explore significant events that have occurred near them in time. Dragging the screen right or left automatically 'pops' over to a nearby event based on the force and velocity of the drag (see next screen).

Timeline 2

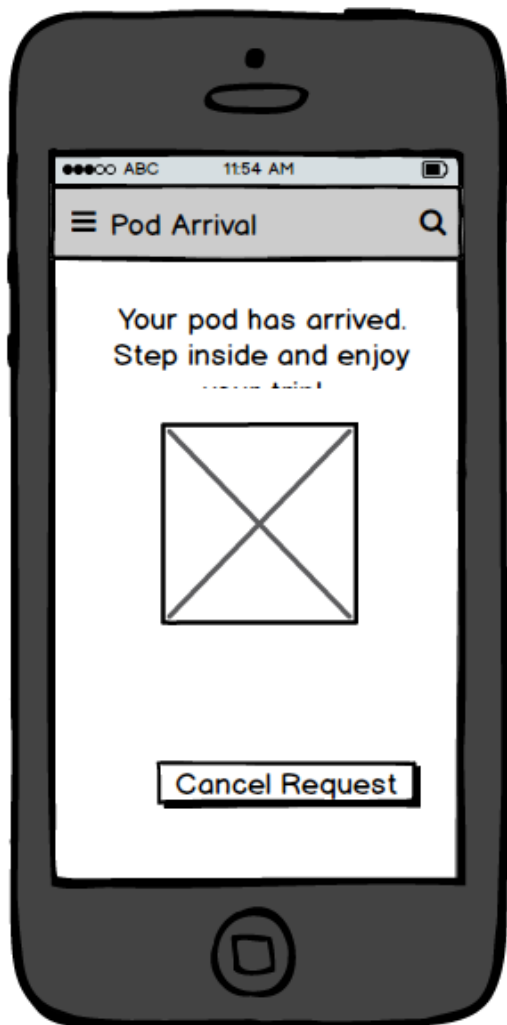


Submit



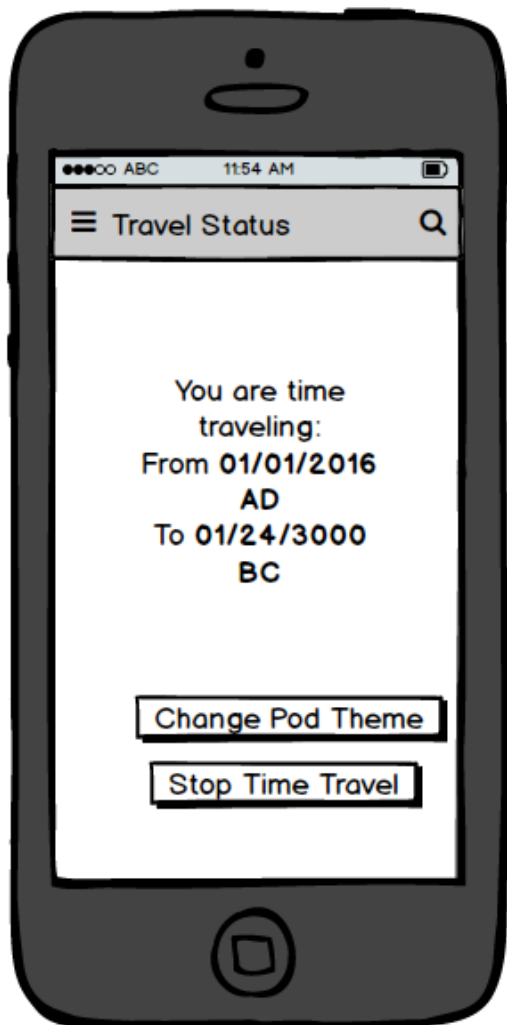
While the hover pod is in transit, the user can select a theme to project inside the pod. Even though it shouldn't take long for the hover pod to arrive, this gives users something fun to do so the wait doesn't seem so long.

Pod Arrived



Once the user steps into their pod, the app automatically recognizes the pod and moves to the next stage of the app.

Travel Status



Arrival



Stop Travel



In case the user wants to stop traveling.

Menu

