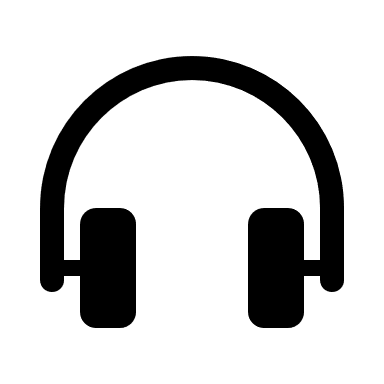
# **Blank screens to design your App!**

*To virtually draw on your mock-up screens, on Microsoft Word, click the ‘Insert’ tab, and then ‘Shapes’ to drag and drop elements.*

# **A screenshot of a cell phone Description automatically generated**

Total saved, total needed, need how much more

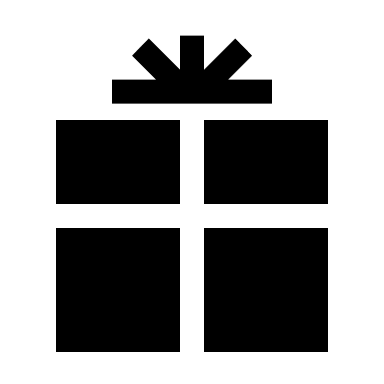
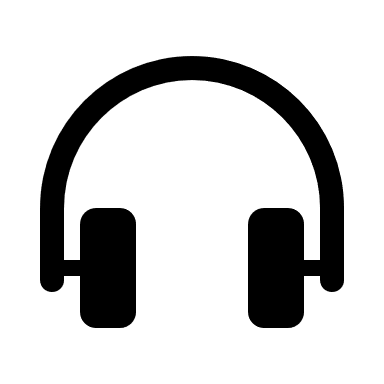
Amount and priority (numbered from most to least) 

Put white space between my list and names

Names

Goal names with category logo on the left and lines between each goal

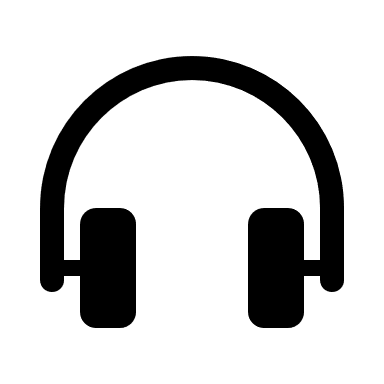
**My list**

Edit goal type by category eg. Gift, electronics, Other (can customise)… put each type in boxes side by side   
Save by date

Transfer money

White space

Savings goal, shows how much more money needed to reach goal

Progress bar, shows balance on left, end goal on right 

Save

Delete

Name and account details

**Goal name** 

Bank logo and name

|  |
| --- |
| Design Principle 1:  Accessibility- headphone icon on the bottom right hand corner of each screen so the user can have the text read to them – helps those with lower literacy skills  Visibility of system status- shows progress of savings  Skewmorphism with bank logo  Aesthetic and minimalist design – use white space easier on the eyes to read |

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| --- |
| Design Principle 2:  Skewmorphism – categories resemble real world counterparts to give familiarity  Aesthetic and minimalist design – Commonwealth Bank colour scheme, enforces idea that this is this bank’s app, but also simple. The delete button is in a brighter more eye catching colour to make sure user deletes goal only if they really want to, use buttons for important action save and delete |

|  |
| --- |
| Design Principle 3:  Consistency and standards – the screen scrolls vertically  Help and documentation – the goal name returns to original place when the user puts priority in the wrong order (highest number to lowest instead of lowest to highest top to bottom) |