

# BUCKETLIST

2017 March 8th - 9th

**PROGRAMMERS** YOUNGSOO HAN

SEUNGRYEOL LEE

WONSUK CHOI

**UX/UI DESIGNER** EUIJEONG CHOI



What is  
your bucket lists?

## Project Goal

D-day를 이용해 사용자에게 버킷리스트를 인지,  
독려를 통해 계획했던 목표를 이루고  
사용자가 성장할 수 있도록 돋는다.

# UX Concept



사진을 이용해  
목표를 쉽게  
인지하는

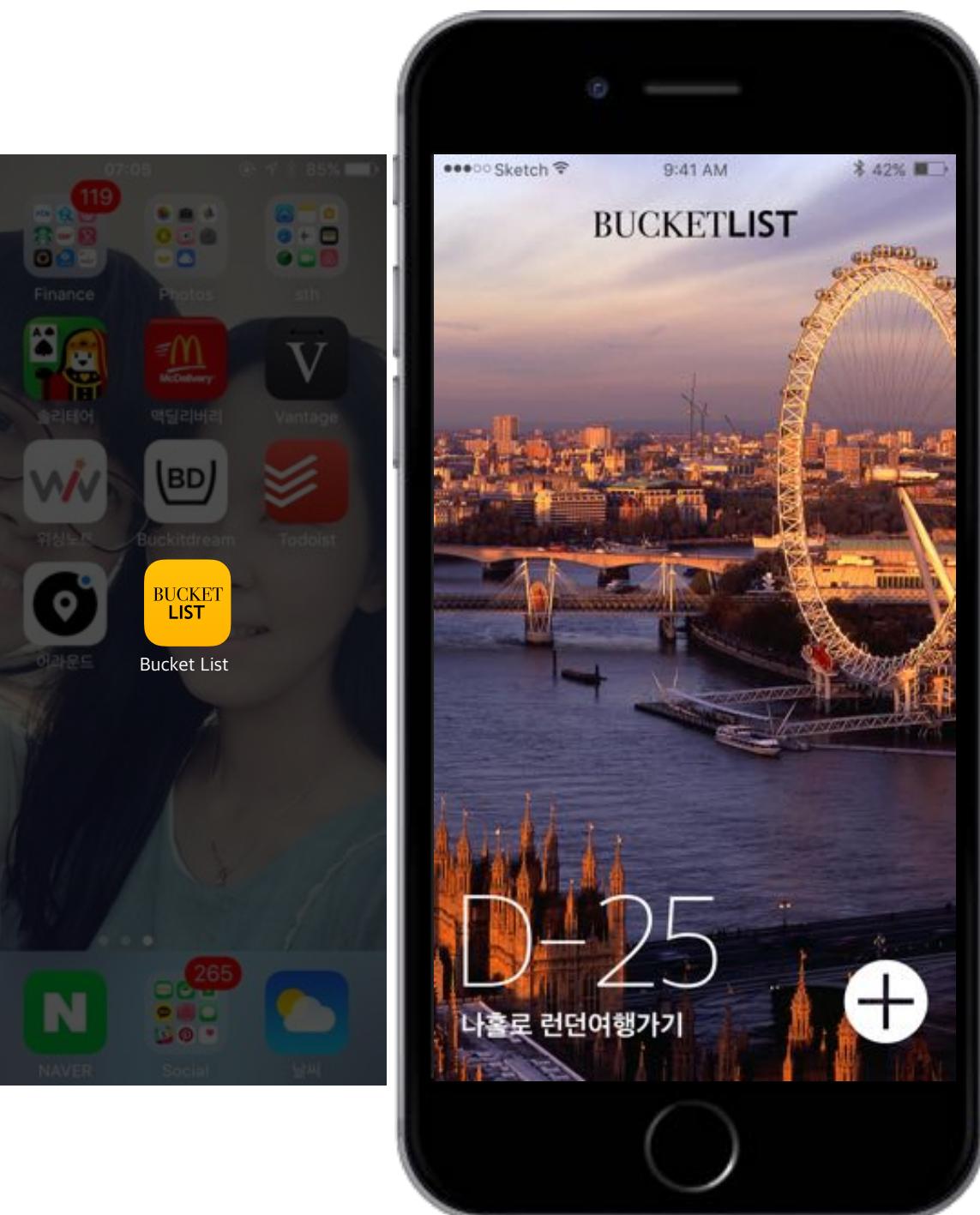
탭으로 입력하고  
스와이프로  
삭제하는

## UI Concept

# BUCKETLIST

밝음과 긍정을 상징하는 노란색을 통해  
사용자의 가능성을 나타낸다.

# Developed & Developing



The image displays five wireframe screens for the Bucket List app, each showing a different part of the user interface:

- Bucket List Home Screen:** Shows a large image of the London Eye at sunset, a "D-25" countdown timer, and a "나홀로 런던여행가기" (Travel solo to London) button with a plus sign.
- Bucket List Category Screen:** A grid of cards for different categories: "도전 목록" (Challenge List), "완료한 목록" (Completed List), "실패한 목록" (Failed List), and "새로운 도전" (New Challenge). Each category has a representative image and a red delete button.
- Bucket List Item List Screen:** A list of bucket list items with due dates (D-52, D-60, D-153, D-206) and completion status indicators (red minus sign for incomplete, green checkmark for completed).
- Bucket List Item Detail Screen:** A detailed view of an item, showing a photo of a person jumping over a river, a "D-1" countdown timer, and a "변지점프하기" (Jump over a river) button with a plus sign.
- Bucket List Bottom Navigation Bar:** A shared navigation bar with icons for Home, Bucket List, Completed, and Failed.