Hunter Groff - GETHOME App XD Prototype
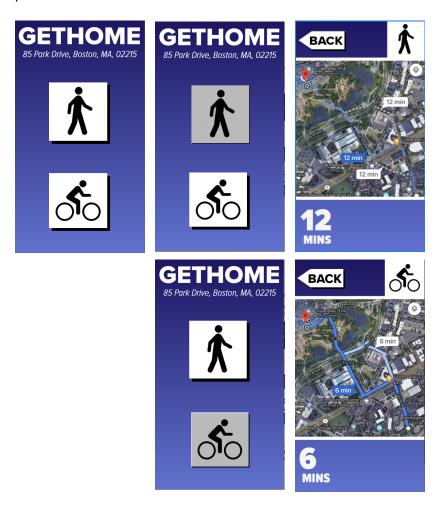https://xd.adobe.com/view/16b5b52e-58bd-4d1d-bb44-5537660ac9aa-43e6/

My GETHOME app allows the user to navigate to their specified location in one simple step: the press of a button.

1. The app autofills home address data gathered from the user's phone.
2. The app presents the user with two options: walk, or bike. These options are represented with icons for quick comprehension, and presented on buttons, signified by a "shadow" underneath them and a hover animation that imitates pressing.
3. When the user presses a button, they are taken to a screen showing the directions for that mode of transportation. The transition to this screen shows the icon they clicked moving into the top right corner, giving feedback that they are going to the right screen. The screens for walk and bike are designed to look the same despite being different screens, simplifying the conceptual model of the program.
4. Each direction screen has a back button, denoted with an index saying "back" and signified with button effects resembling those on the home screen. This button points to the left, which enforces the user's conceptual model that this button will take them to the previous screen. This, of course, relies on the western ideology that left = previous.