

HOBBS - Pokémon trading application

Wireframes Description

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Version history

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Document certification

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Introduction

This document presents the main wireframes for the HOBBS Pokémon Trading Application, as well as a description of the user workflow throughout the application.

Wireframes are functional mock-ups that illustrate the structure, layout, and essential elements of each screen in the application. They provide a visual blueprint for developers and designers, helping the project team to understand how users will interact with the platform before detailed design and implementation begin.

Establishing and reviewing these wireframes at an early stage ensures that all critical features are represented, user navigation is logical, and the overall user experience is consistent and efficient. This document will serve as an authoritative reference for both the design and implementation phases, enabling effective communication among stakeholders and facilitating alignment with the project's functional objectives.

List of Wireframes

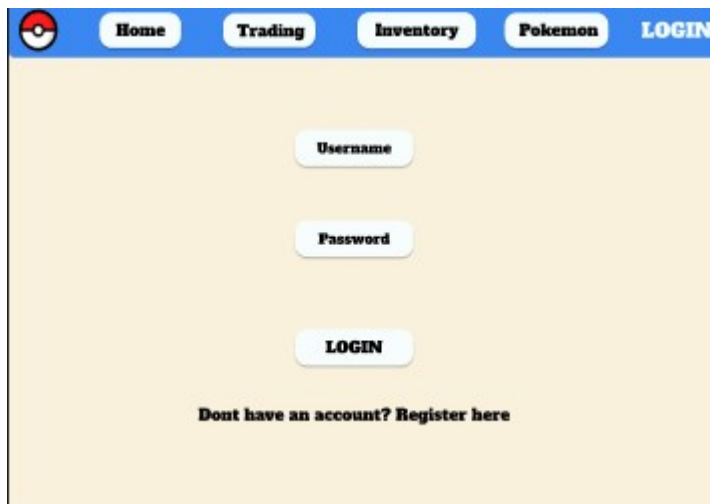
1. Home Page

This page is the first page that the user will see, but he will not have access to any other pages than the loginPage to login or register if he's not yet.



2. LoginPage

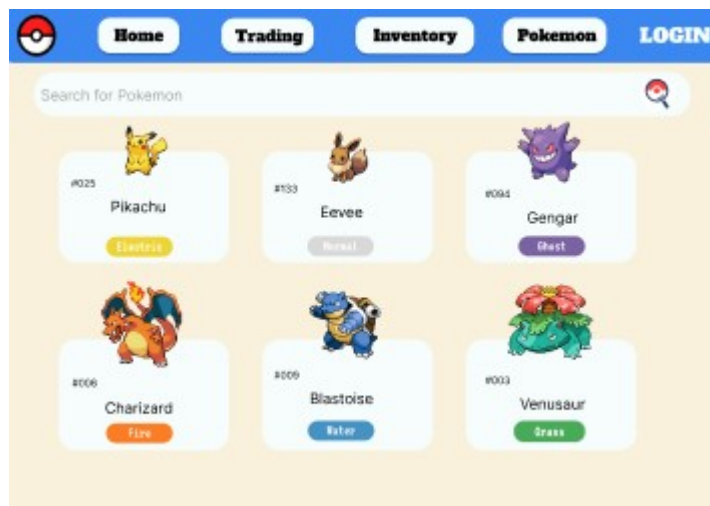
In this page, the user can login to access all the functionalities of the app. If he's not register yet he can do it by clicking on Register Here. The wireframe for RegisterPage would be the same with an additional field for email and a Register button instead of the Login button.



The LoginPage wireframe features a blue header bar with a Poké Ball icon and navigation buttons: Home, Trading, Inventory, Pokemon, and LOGIN. The main content area is a light beige color. It contains a central login form with three input fields: Username, Password, and a LOGIN button. Below the form, there is a link that says "Dont have an account? Register here".

3. Inventory Page

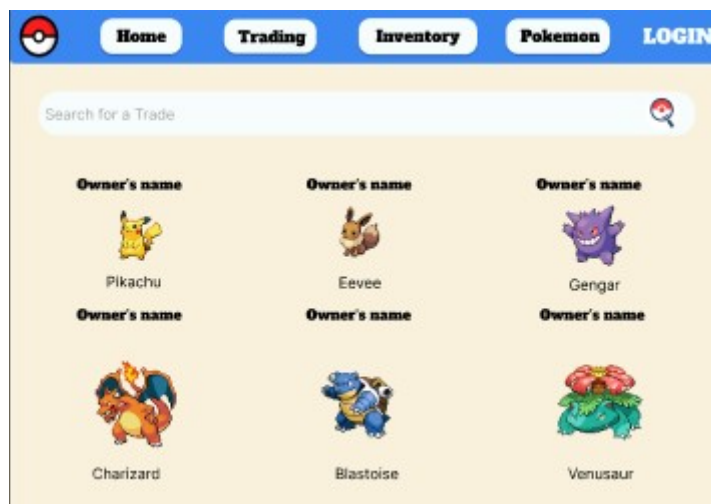
The page where the user can see all his pokemons and their categories. He can click on them to see details and decide if he want to add them on his trading list.



The InventoryPage wireframe features a blue header bar with a Poké Ball icon and navigation buttons: Home, Trading, Inventory, Pokemon, and LOGIN. Below the header is a search bar labeled "Search for Pokemon". The main content area is a light beige color and displays a grid of six Pokémon cards. Each card shows the Pokémon's name, number, and a button to add it to the trading list. The cards are: Pikachu (#025, Electric), Eevee (#133, Normal), Gengar (#094, Ghost), Charizard (#006, Fire), Blastoise (#009, Water), and Venusaur (#003, Grass).

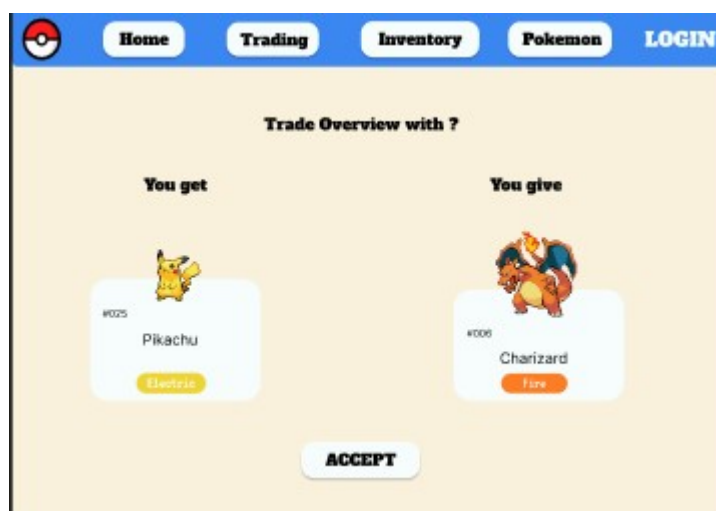
4. Trading Browser

The main page for trading, here the user can see all the pokemon on the market with their owner's name. He can so propose a trade to him and then he wait for the response.



5. Trading Page

Once the trade is accepted, it become materialized on this page. Both users can see what they give and receive. If they agree they click on Accept and the trade is done.



6. Pokemon Acquisition Page

Once the trade done, each users see a detail page of the pokemon they just received with a short description and a continue button to get back to their Inventory.



7. Pokemon Details Page

A small Page to see the attacks, characteristics, etc.. of the pokemon.



Description of Application workflow

The user workflow for the HOBBS Pokémon Trading Application has been designed to ensure an intuitive and engaging experience for all users. The following sequence outlines the typical interactions and navigation paths within the application:

1. User Authentication

- Upon accessing the application, users are prompted to log in or register an account via the Login Page.
- Successful authentication grants access to the main features of the platform.

2. Home Page

- After logging in, users are directed to the Home Page, which serves as the central hub for all primary actions, such as viewing inventory, browsing trades, and accessing new Pokémon acquisitions.

3. Pokémon Acquisition

- When a user receives a new Pokémon (through daily rewards or milestone achievements), a dedicated screen displays the acquired Pokémon's details.
- The user can acknowledge the acquisition and proceed to their inventory.

4. Inventory Management

- Users can access their Inventory to view, filter, and manage all owned Pokémon.
- From the inventory, users can select an individual Pokémon to view detailed information (via the Pokémon Details screen).

5. Pokémon Details

- This screen presents comprehensive information about a selected Pokémon, including its attributes, rarity, and potential evolution status.

6. Trading Browser

- Users may navigate to the Trading Browser to explore trade offers posted by other users.
- Filtering and search functionalities are provided to streamline the process of finding desirable trades.

7. Trading Page (Create Offer)

- Users can initiate a new trade by creating a trade offer, specifying which Pokémon they are offering and the Pokémon they seek in exchange.
- Upon submission, the offer is made visible to other users in the Trading Browser.

8. Trade Completion

- When a trade is accepted, the application processes the exchange, updates the respective inventories, and notifies both parties of the successful transaction.

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