Thumbs up

ESTHÉTIQUE '21 - UI / UX HACKATHON

Application Prototype

DevPort - 09

This mobile application is a social application for prevent certain global issues. Anyone can use this application who wants to participate to prevent global issues.

Thumbs up is a charity service application. Also, social media applications can connect & communicate millions of users together.

Prototype interface #01

So, this is starting interface of our prototype



Prototype interface #02

Login:

This is the interface for login to this application. If user already have an account, he/she can login by giving their Email or Username and Password. If not can login via Facebook or Google.

Change Password:

If user forget their password, they can change their password by clicking button called Forgot password.



Prototype interface #03



Create:

This is the interface for who join first time to the application. That means, if user do not have an account, they can create new account for here. New user can create new account by clicking button called Create account inside the login interface.

Prototype interface #04

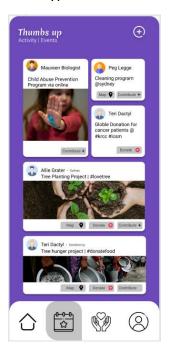
News Feed/ Public Wall:

This is the interface for share everything related to the main topic of this application. That means, assume someone did a donation for some event or someone organized an event related to the main topic, then it was successfully completed, then they can post that here and share it with other.

Assume someone share a post related to the main topic on here, and anyone can put a comment, share with others, and like for that post.



Prototype interface #05



Activity – Event:

This is the interface for Events. If someone wants to create an event, there is a plus mark on the top right corner to create a new event.

As you can see there are some posts of about events, in some pots have buttons called Contribute, Donate, and Maps.

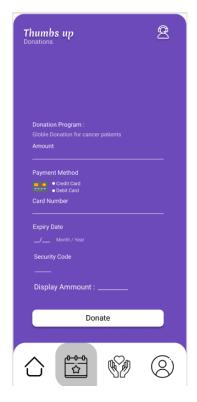
Let me explain those buttons one by one,

Contribute (Button): Using that button anyone can join that event who like to participate.

Donate: Using that button anyone can put donation as they can.

Map: Using that button we can find the location of that event.

Prototype interface #06#07#08







Donation:

This is the interface for Donations. There is a button called Donation inside the Event interface. When user click this button, the user redirected to donation interface.

In here user can fill the below details and do the donations for the event.

Event Locator:

Using this interface user can find the event location, Mainly the interface appears the Event name, Country, and the Host. After clicking Locate Event user will assign to google map or anther map application.

Contribution:

If user wants to contribute for the event, he can click the contribution button and he will direct to the interface. In this interface user need to fill the full Name, Phone Number, Address, Contribution Hours and send it to host.

Prototype interface #09



DevPort - 09

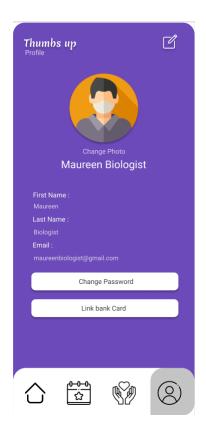
Top Donors:

This is an interface called Top Donors, After the donation doner name and details will appear on top of this interface. The main purpose of this is we can motivate our donors and we can help them with his donation details.

prototype interface #10

Profile:

In this profile interface you can change you Names, Passwords, and you can link the bank card on this application.



Dev Team

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Figma project file -

https://drive.google.com/file/d/1KCzS7fKUPfqa NqwV9GnQpuKwpC9BvBc/view?usp=sharing

Figma project link -

https://www.figma.com/file/5uUjmKN3u0h9pAXEVXof6z/Thumbs-up?node-id=0%3A1

Video Presentation Link

https://drive.google.com/file/d/1mu3SJxvK1Mwz2P bs3l8lvm3r jaFW-N/view?usp=sharing