

MILESTONE 4

**WIREFRAMING, DIGITAL INFORMATION
ARCHITECTURE, AND INTERACTIVE LOW-
FIDELITY FIGMA PROTOTYPE**

Full Stack Force - PetQuest

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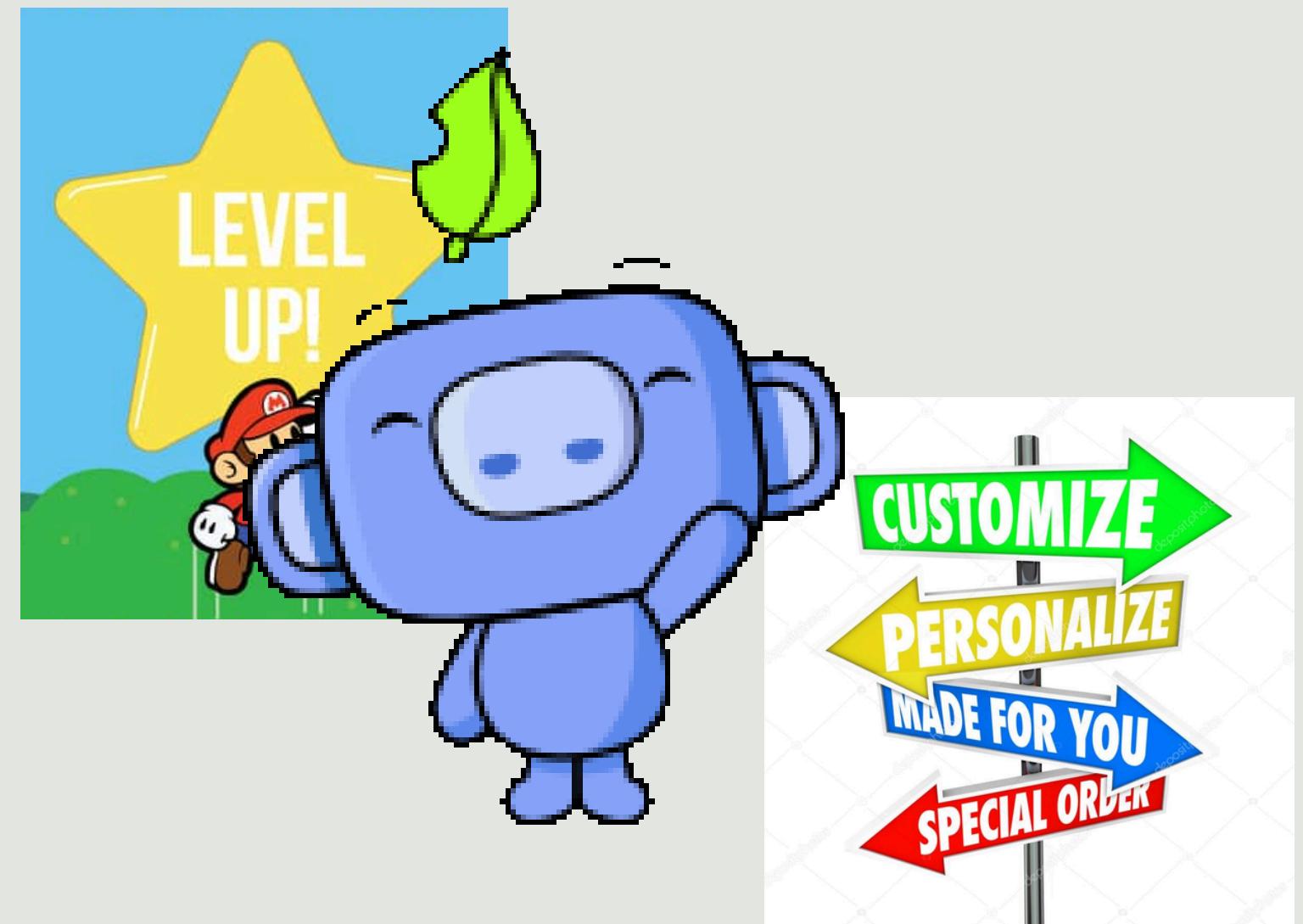
OVERVIEW & AGENDA

- Introduction
- Paper Wireframe 1
- Paper Wireframe 2
- Paper Wireframe 3
- Figma: Login
- Figma: Base Pages
- Figma Task Pages
- Figma Pet Pages
- Figma: Account Pages
- Conclusion / Q & A

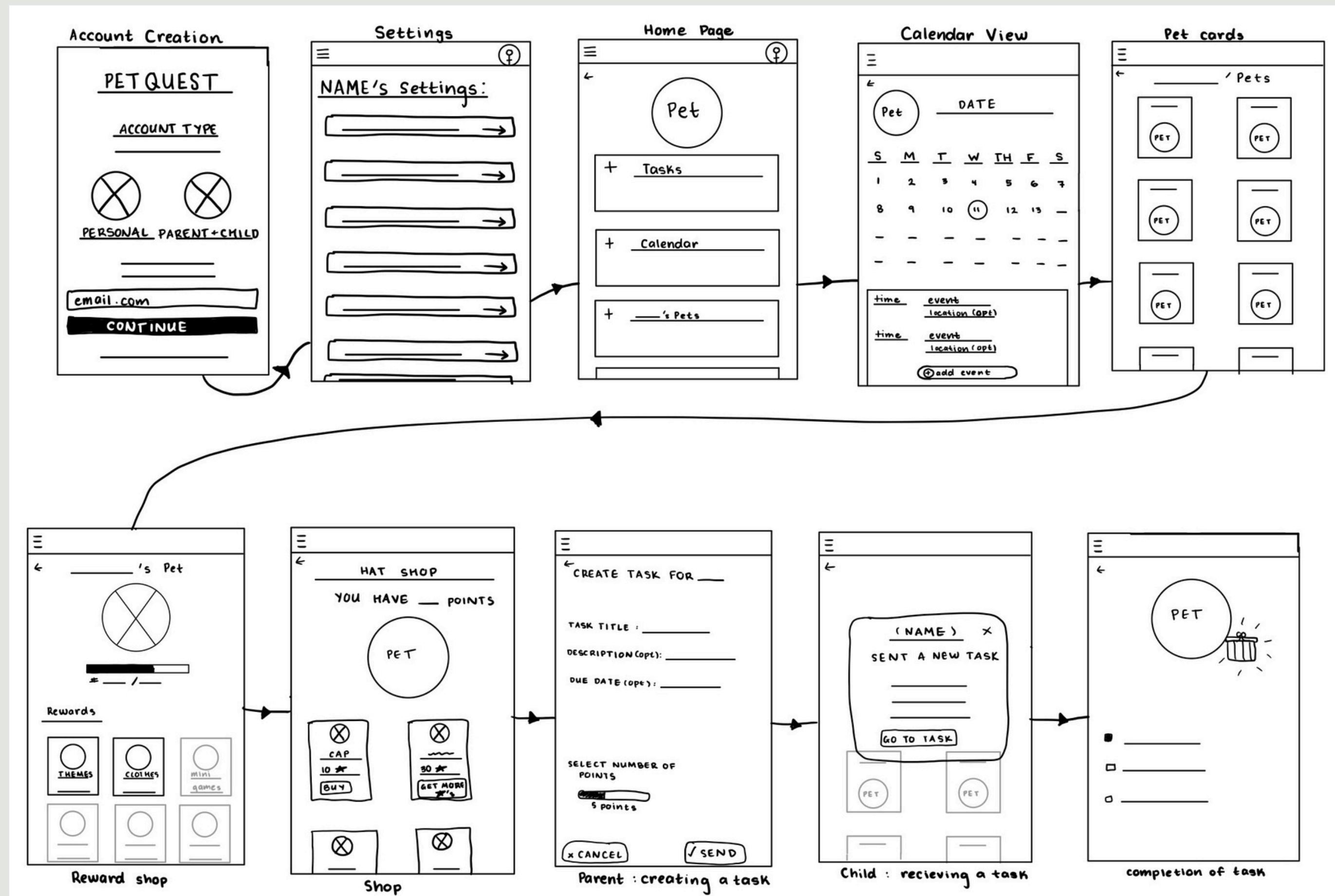
INTRODUCTION

PetQuest

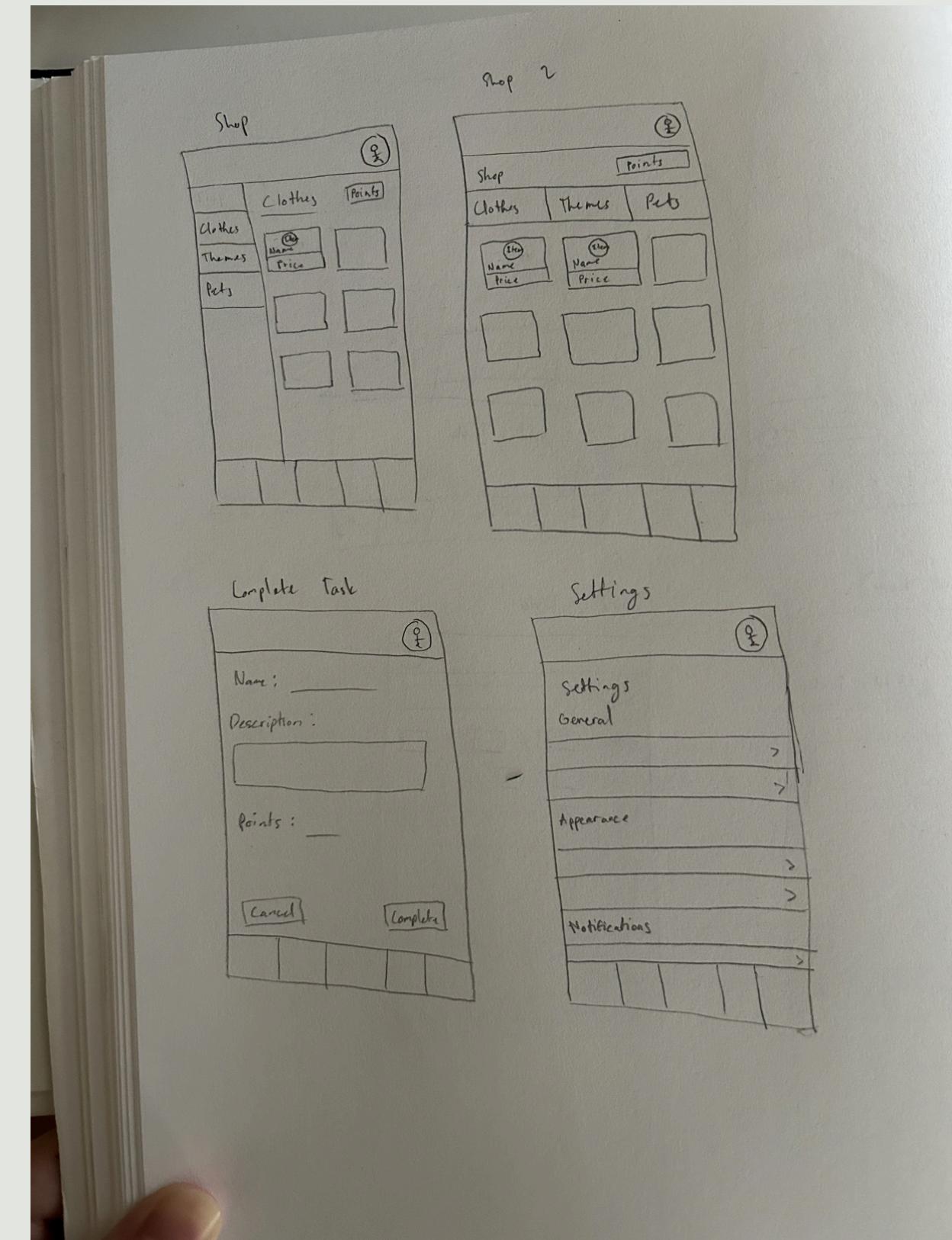
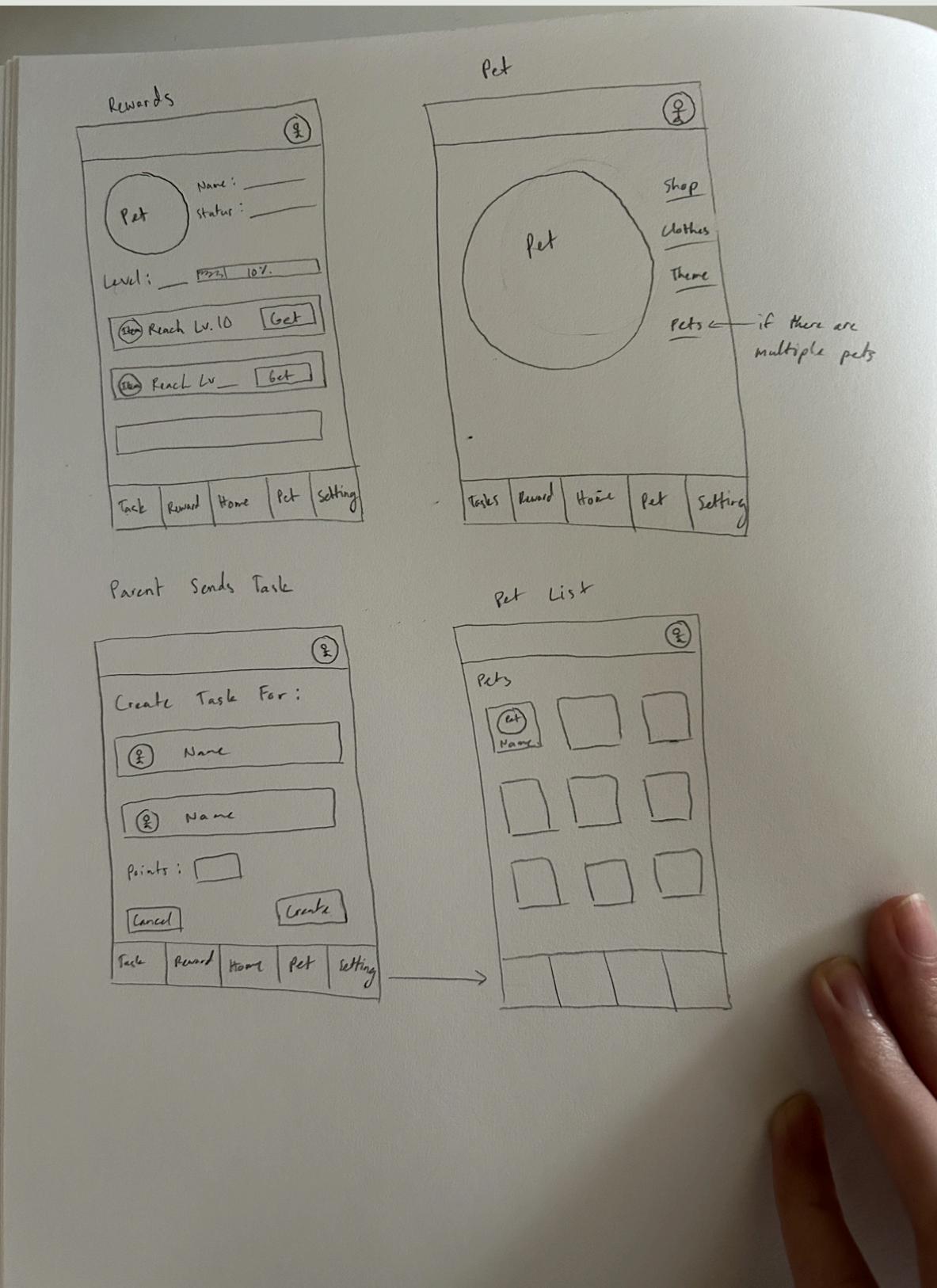
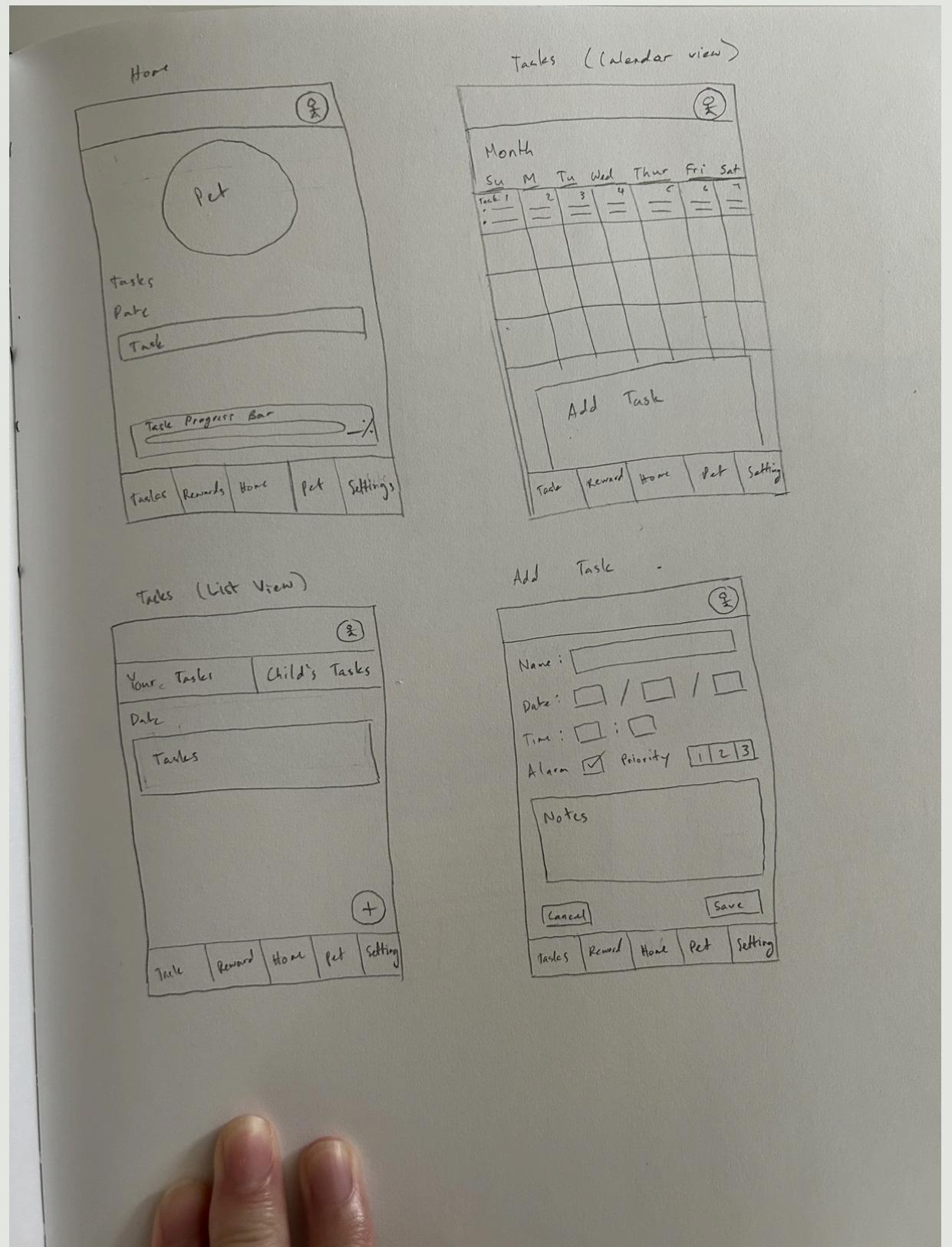
- Combine a **calendar and to-do list** that helps individuals and parents manage their own time and their children's time.
- Pet simulator** that can be used to level up or customize a fictional or realistic pet for younger users.



PAPER WIREFRAME 1



PAPER WIREFRAME 2



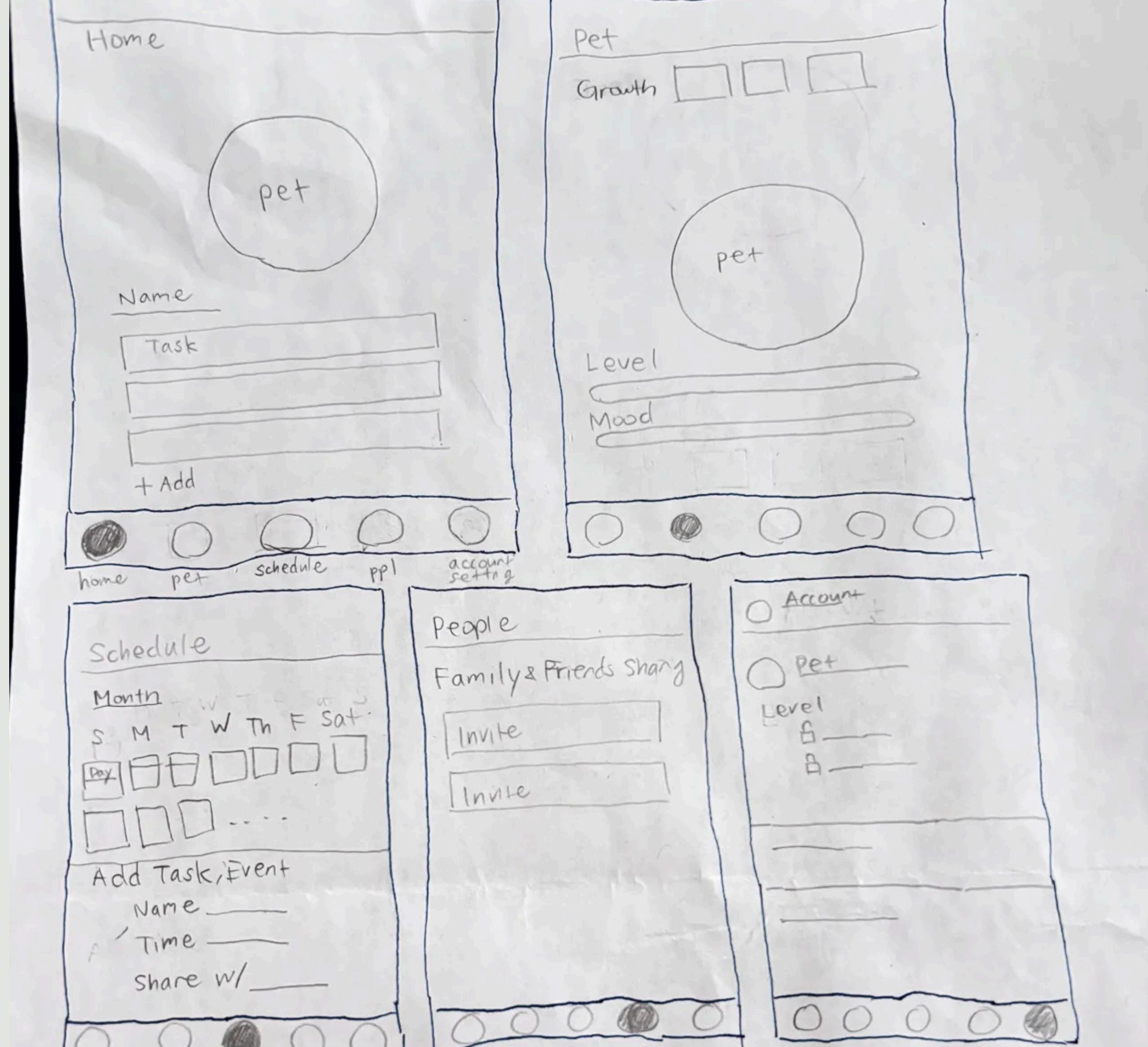
PAPER WIREFRAME 3

wirefram emphasized visual clarity with intuitive input areas. ex. We have the Home screen that serves as the daily dashboard to view and add tasks.

On the top right Pet screen we have these Visual indicators that help the user understand how their habits are affecting the pet's level and mood.

Above will show you some tasks like feeding or grooming and anything that you could do to grow your pet.

to align with our goal of helping the users stay organized and collaborate, there will be a calendar view for the current month, where users can add events, tasks, and availability. The People screen allows for family and friends sharing.



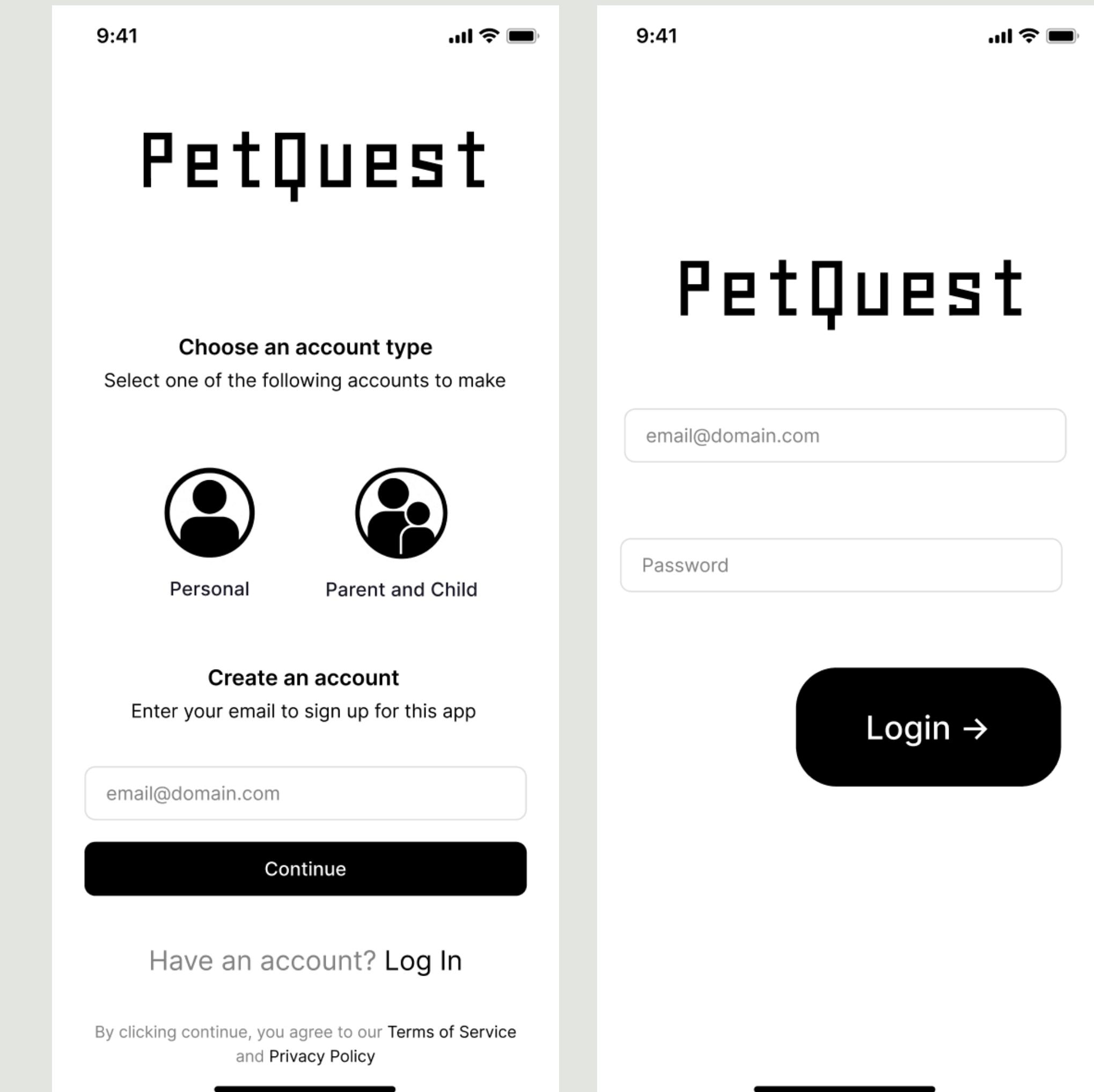
DIGITAL INFORMATION ARCHITECTURE

- Main Pages on the left
- Each page has different different options going to the right.



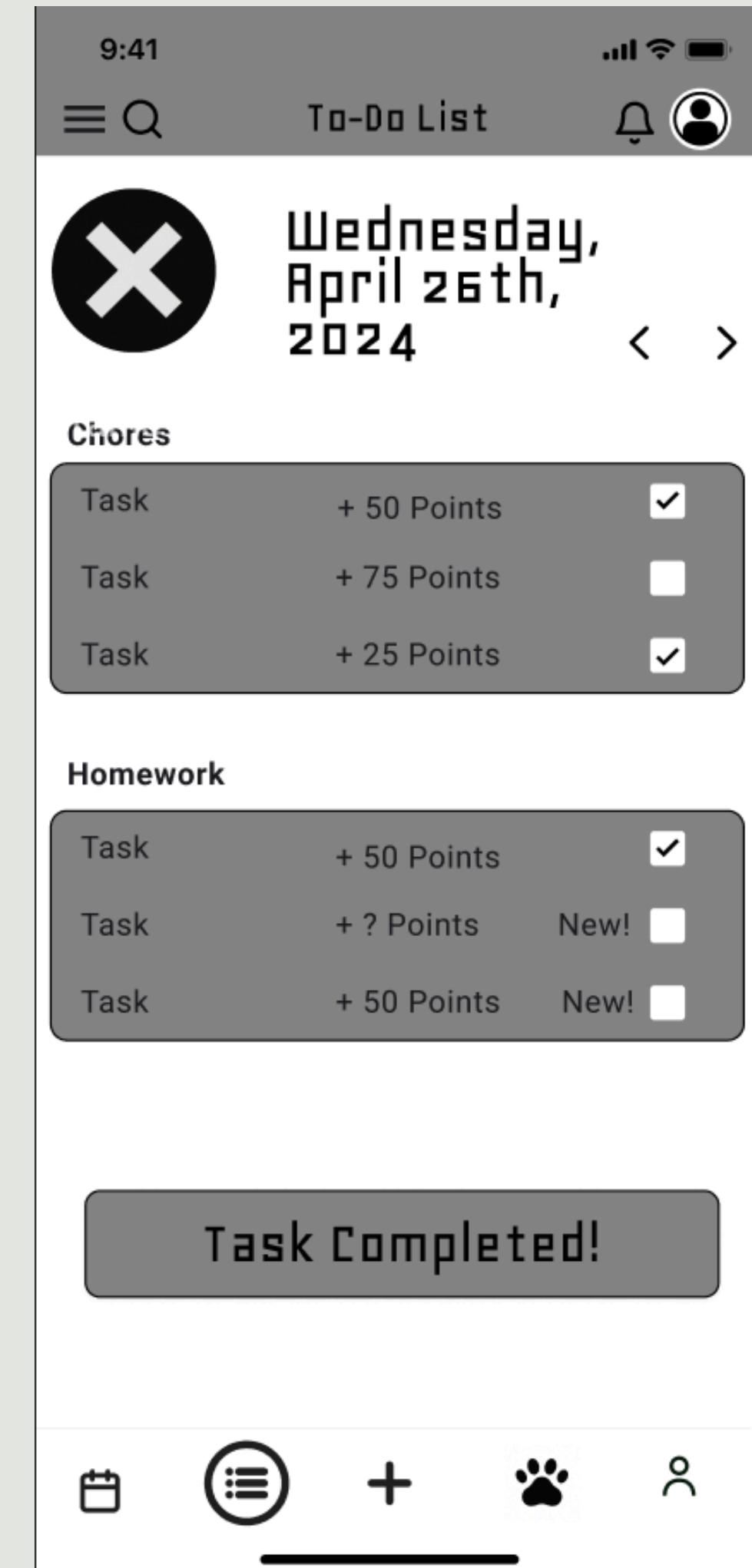
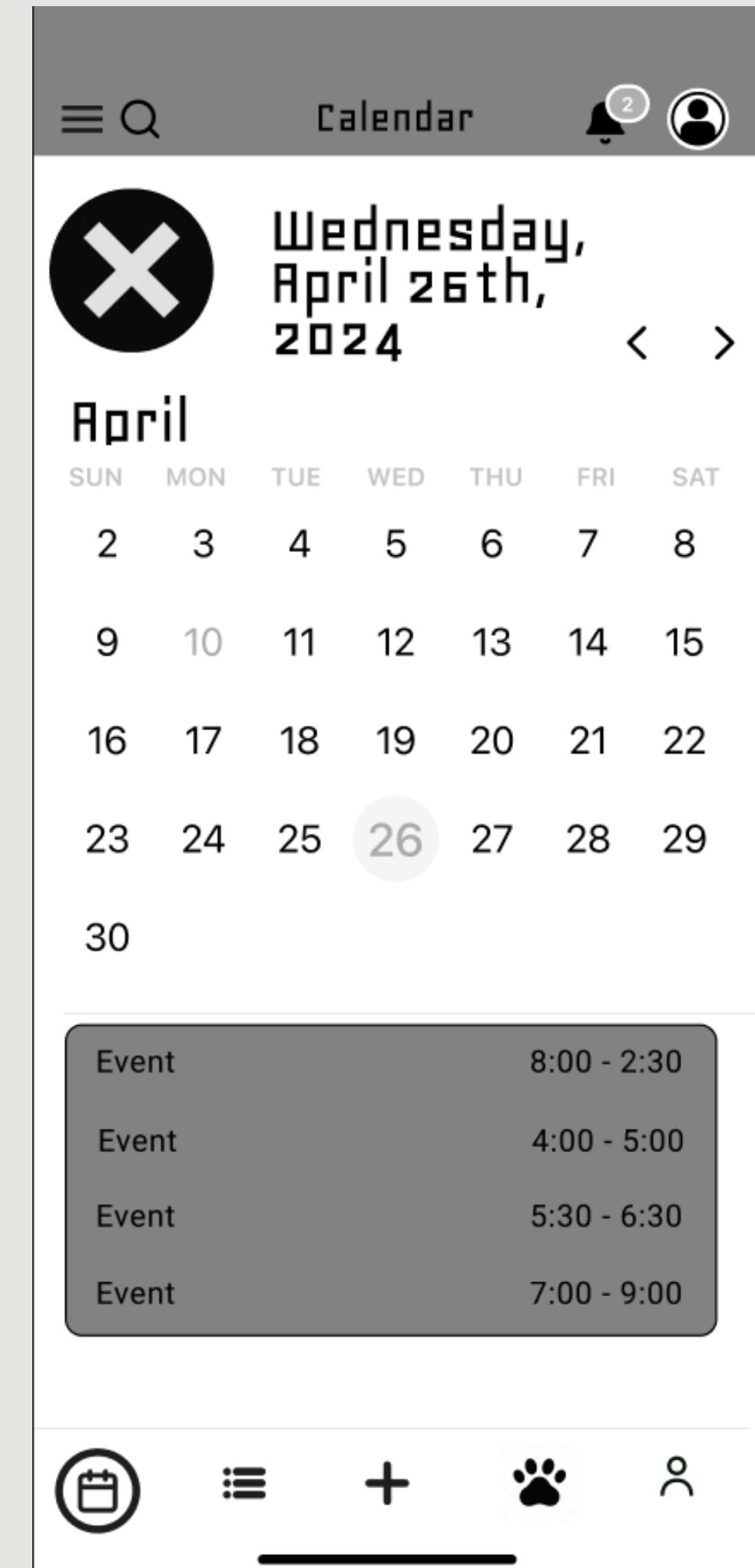
FIGMA: LOGIN & SIGN UP

- Standard sign up and login page for the application
- Sign up page includes an option for both parents & children and personal use
- A simple interface without too many options to get lost
- If an account is already made they have the ability to login
- Login page only accepts username and passwords

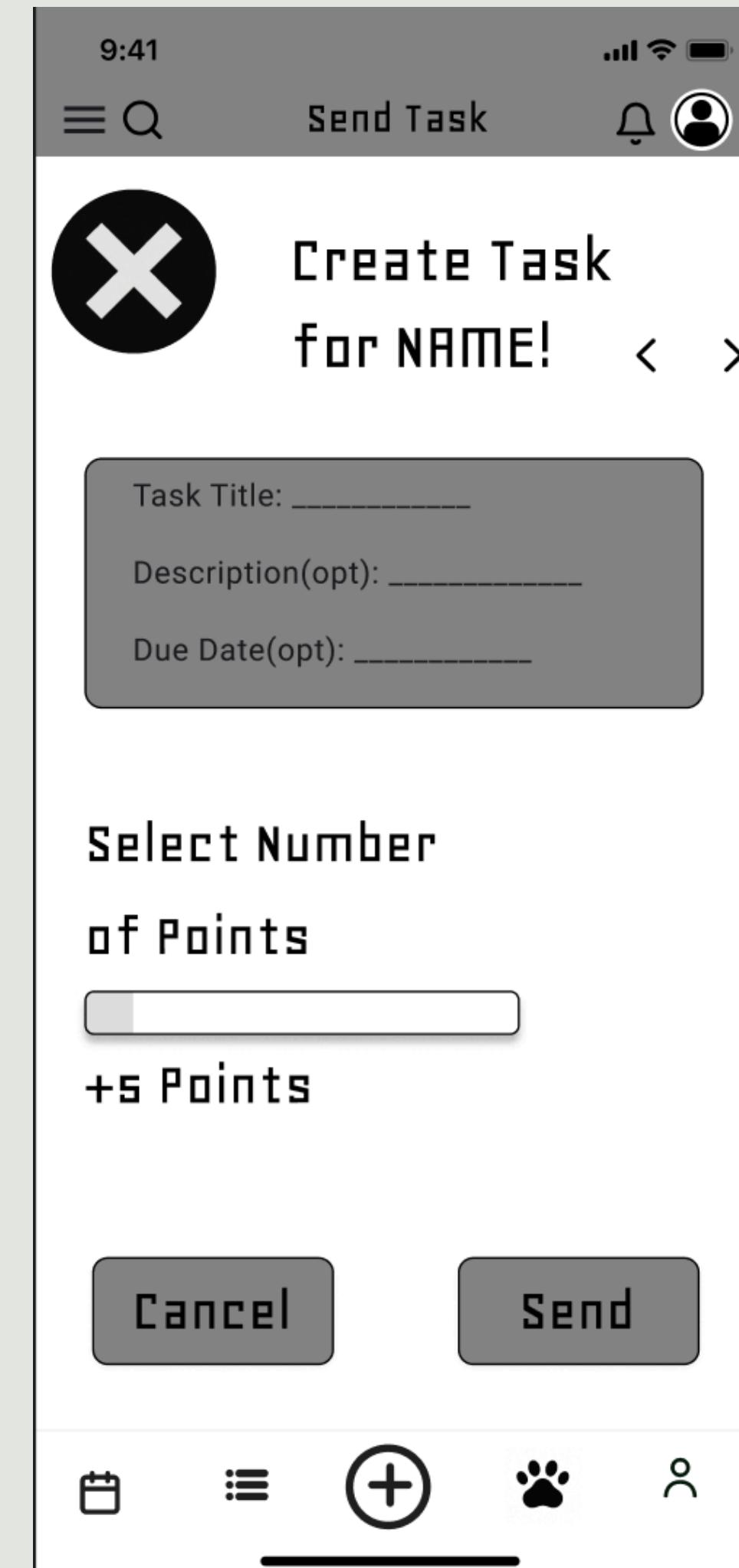
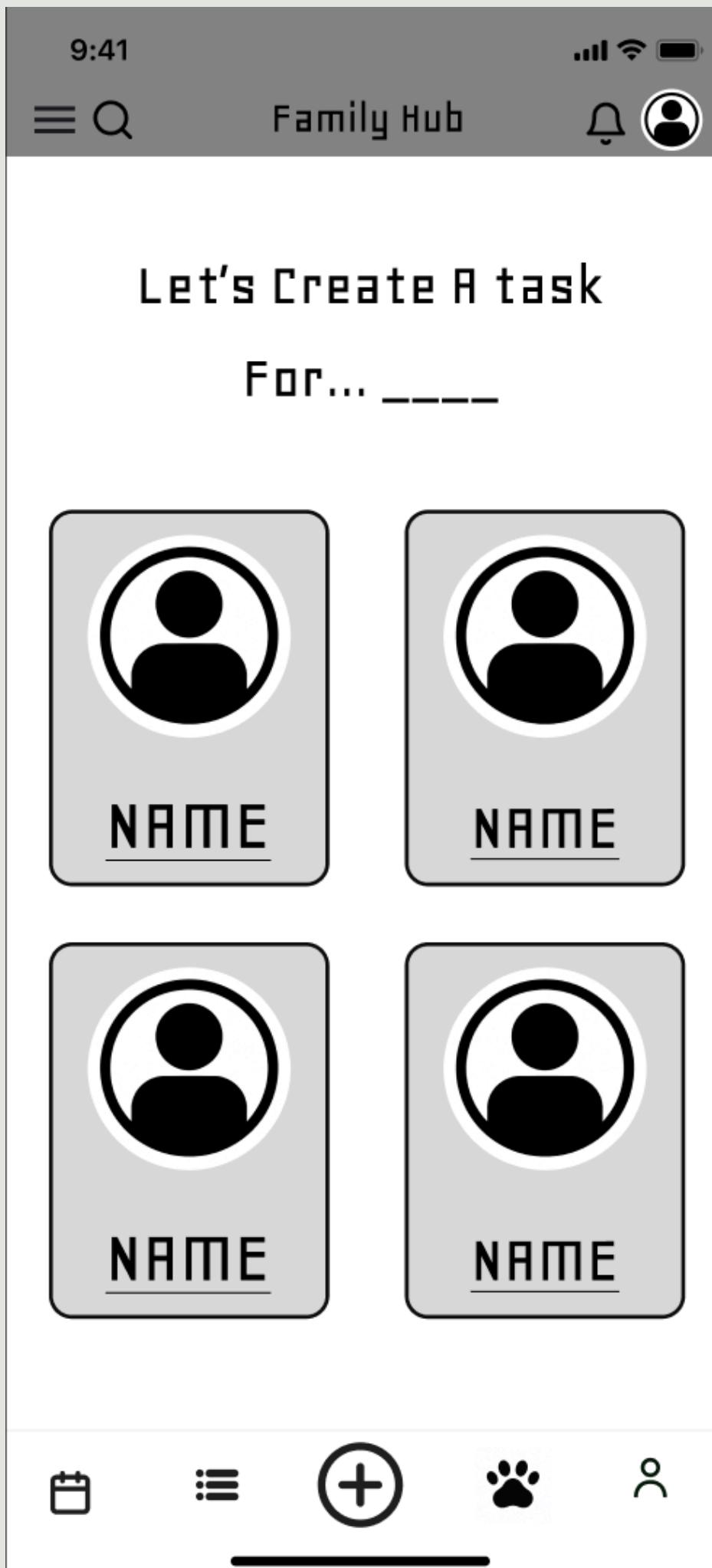


FIGMA: BASE PAGES

- Our two main pages, calendar and to-do list.
- Animal Picture in the top left
- Acknowledgement of completion
- Easy navigation through days and months
- Users can check tasks off
- To-do list broken up by task categories
- Separated but easy to see both days

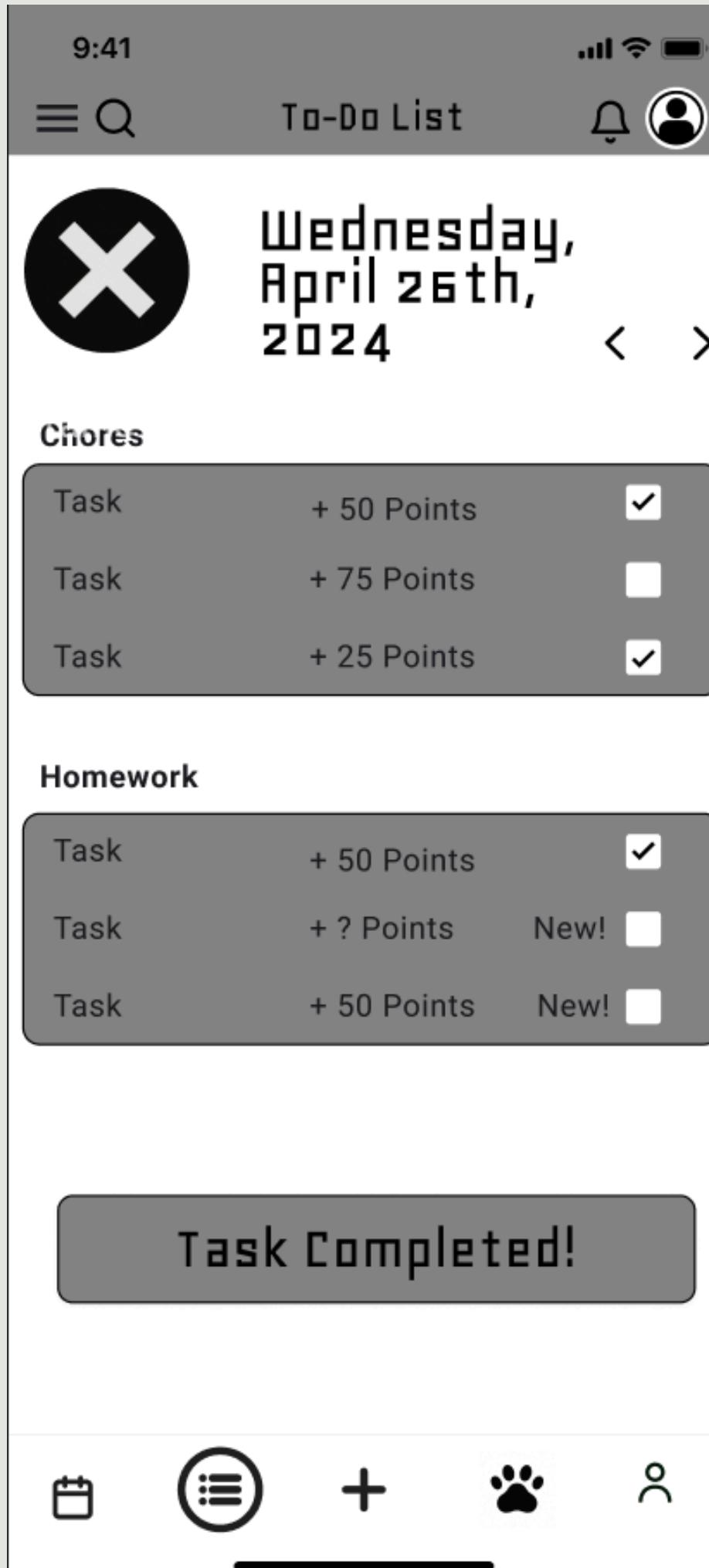
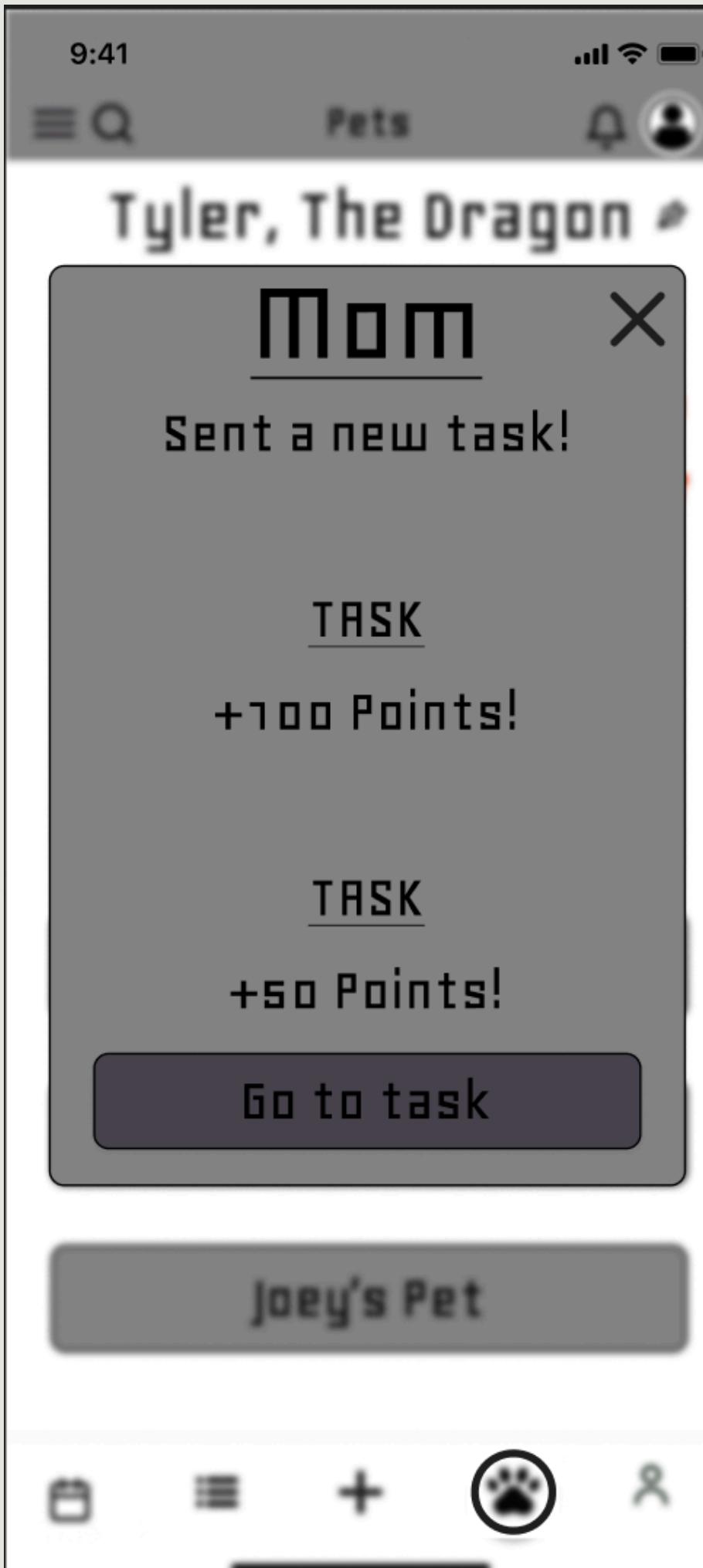


FIGMA: TASK PAGES



- For a parent to create a task they will have the option of which child to choose.
- Once chosen they will be prompted to fill in
 - Task title
 - Description*
 - Due date*
 - Number of points
- They will send the task for their child of choice

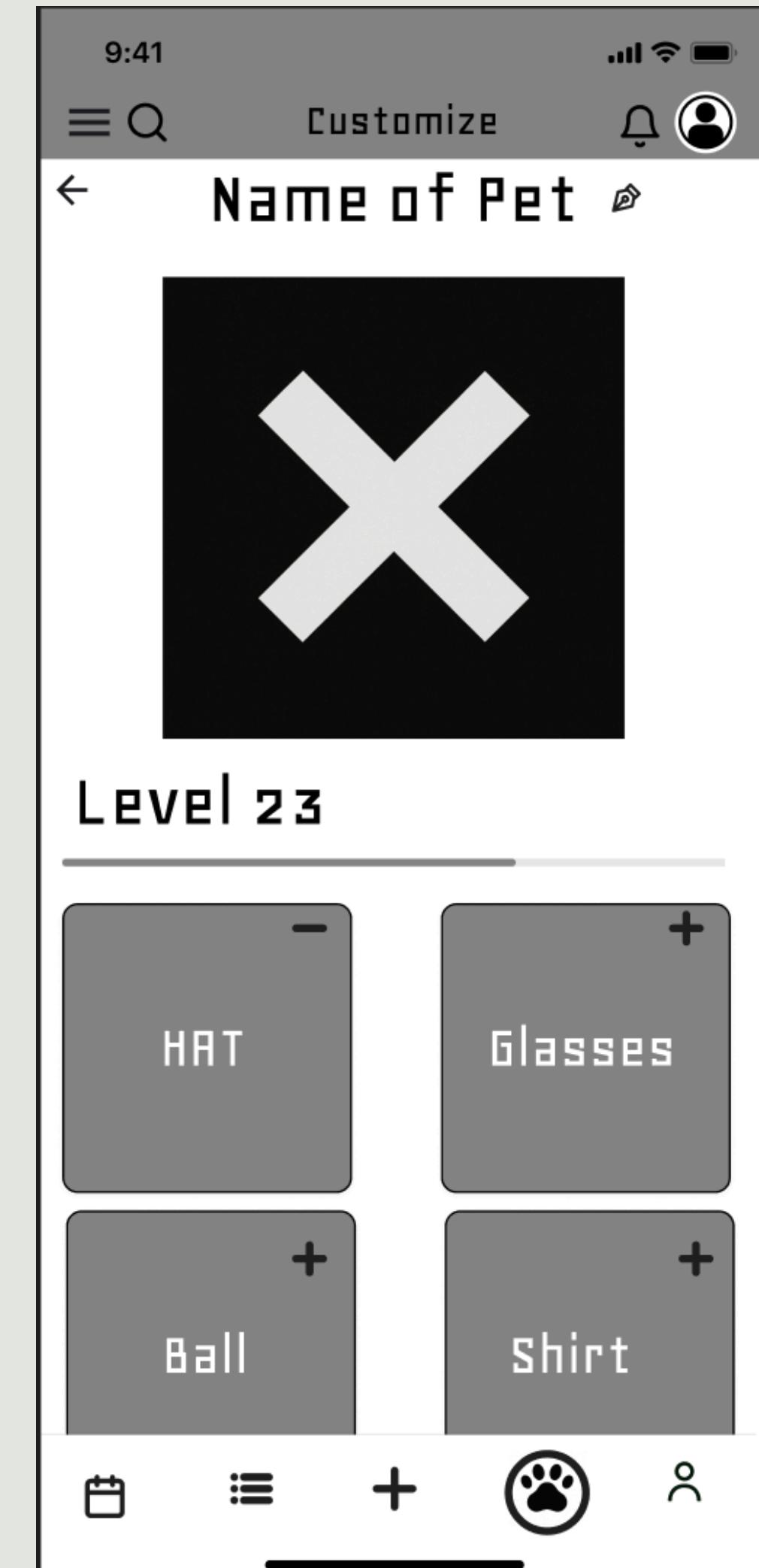
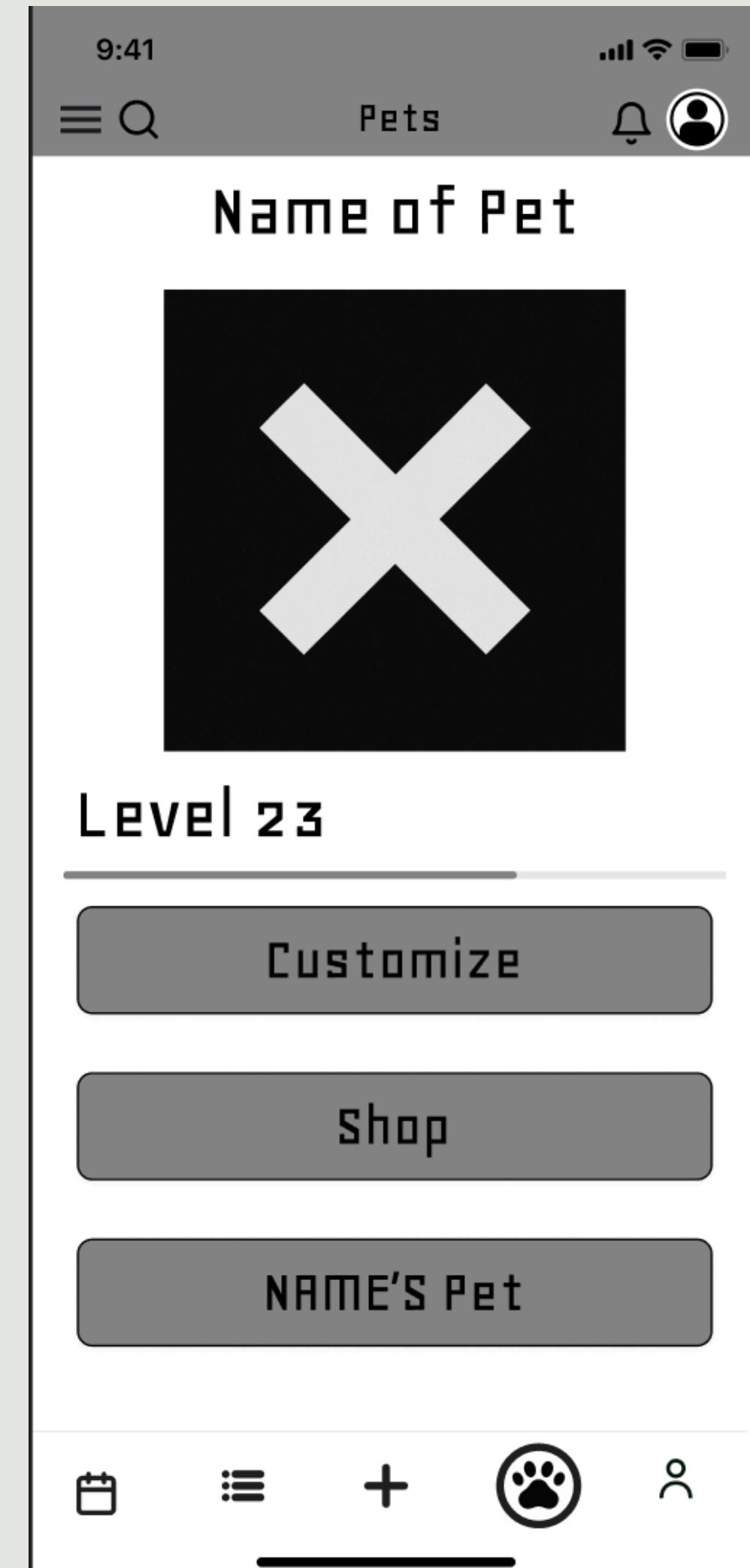
FIGMA: TASK PAGES



- Once a child receives a task they can either go to the task or exit the screen.
- The notification will include the task, how many points it's worth, and due date if provided.
- If they go to the task it will show them the date and what to do.

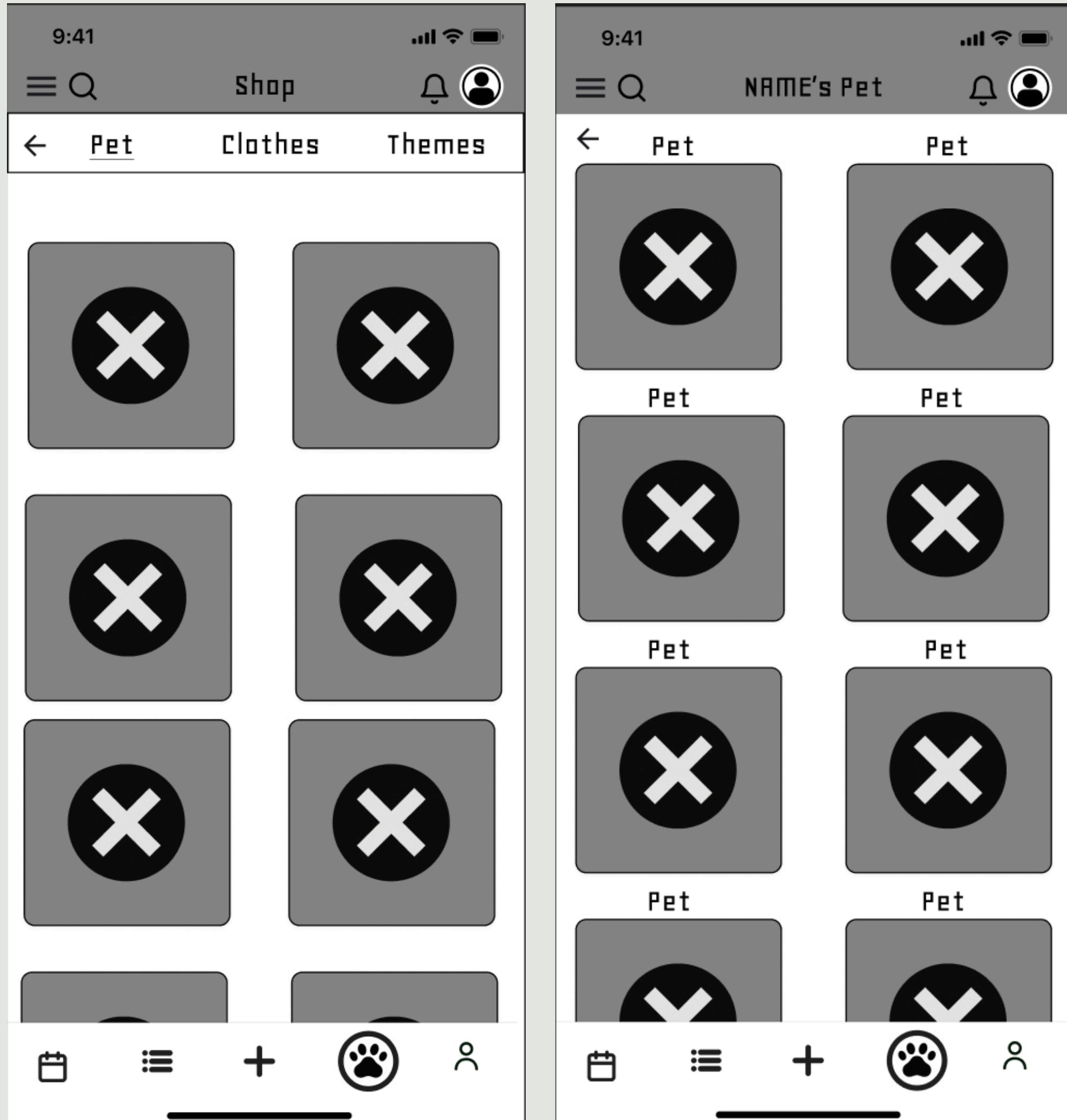
FIGMA: PET PAGES

- The base pet page will have the selected pet on the front and the pet's level.
- The user will have options to
 - Customize
 - Shop
 - Total pets
- For the customize page the user can add or take away any accessories.
- It has to be the selected pet

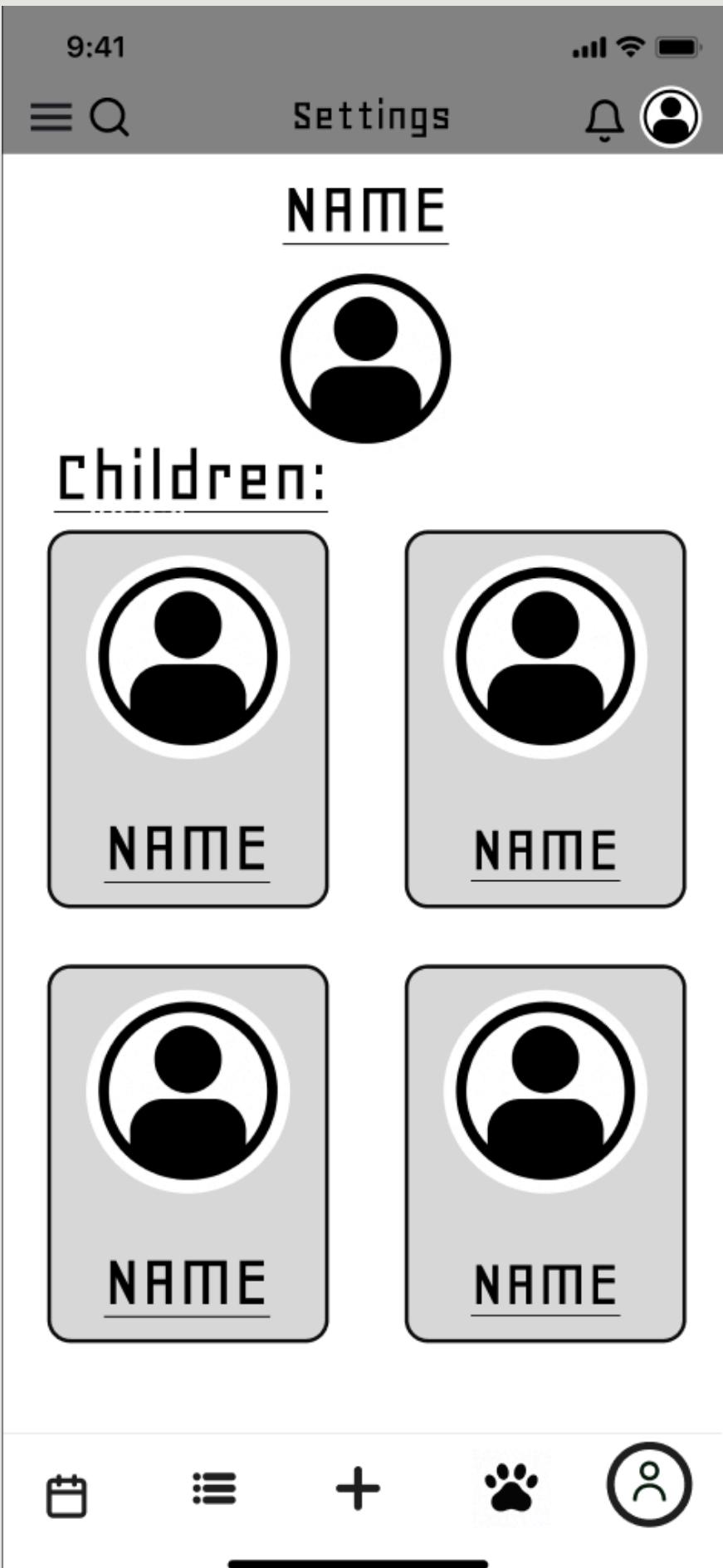


FIGMA: PET PAGES

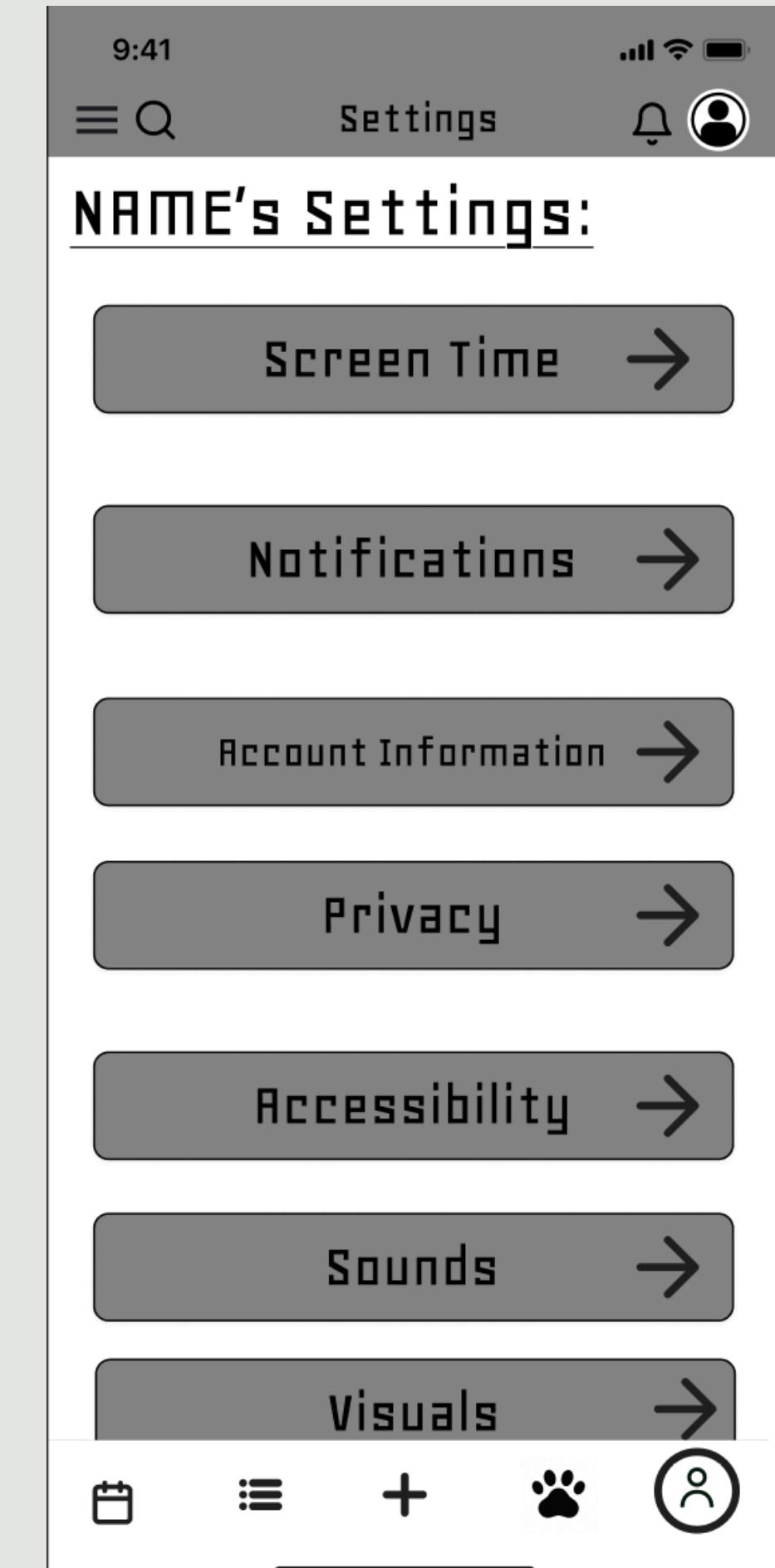
- There will be a shop page for children to purchase
 - Different pets
 - Clothes
 - Themes
- They can use the points earned from completing tasks
- They will also be able to select which pets they would like to have active.



FIGMA: SETTINGS PAGES



- Parents will be able to change settings for each child.
- Different setting options will be available for everyone
- Will give users the ability to toggle the pet option
- Simple interface for users to navigate.
- Options like
 - Screen time
 - Sounds & visuals



CONCLUSION

Overall, we will use these ideas from our wire framing and low fidelity design to further boost our application for next semester. These have laid a great foundation for us to build off of when we start to develop our app. We are excited to put these ideas to use and build our app PetQuest.

Thank You

Questions?