

Brecken Carrieri

Low Fidelity Prototype (LFP)

03/02/2025

Madeline Lucas

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Subscription Management Application Figma Links:

[Figma LFP URL](#)

[Prototype \(Interactable\) Link](#)

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#1 Log-in page:

Login

username/email

password

☒ remember me

sign in

Don't have an account?

sign up

Desc: Upon launching the app, users will see a prompt to sign into their account, or to sign up and create a new account.

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#2 Sign-Up Page:

Sign-Up

username

email

password

confirm password

sign-up

Desc: After pressing the “sign-up” link, users will see a prompt to create an account and set up Two Factor Authentication for safety since our application handles sensitive personal data.

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#3 Two Factor Authentication Setup:

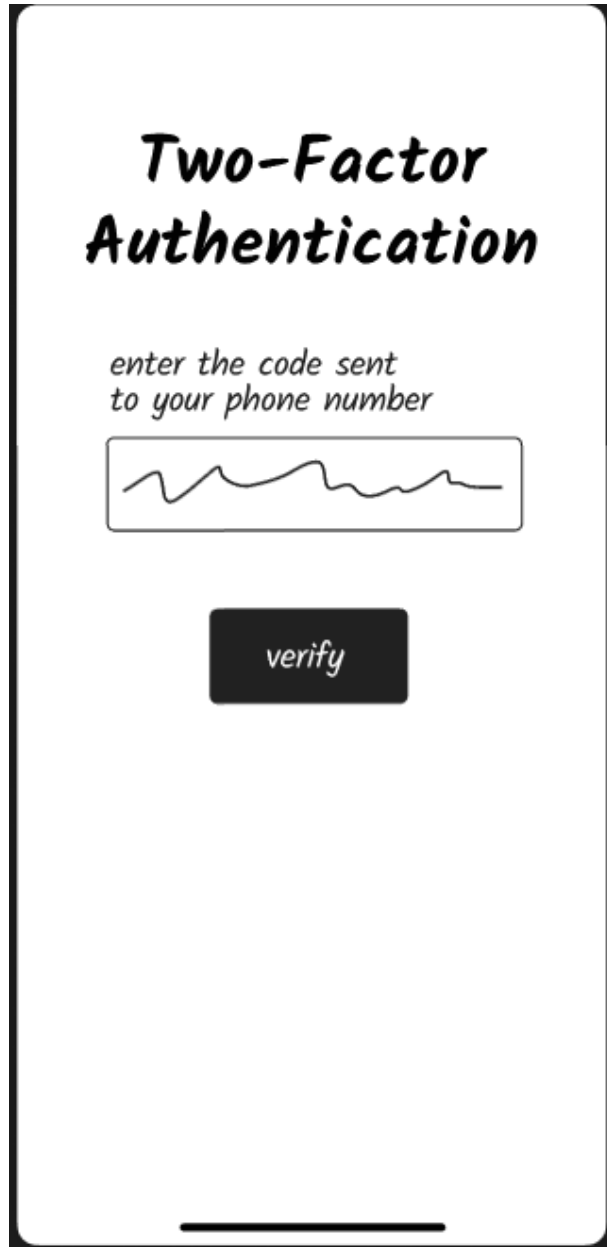
The image shows a low fidelity prototype of a mobile application screen for Two-Factor Authentication setup. The screen is enclosed in a thick black border. At the top, the title "Two-Factor Authentication" is written in a large, bold, black, handwritten-style font. Below the title, the text "Phone Number" is written in a smaller, italicized, black, handwritten-style font. Underneath this text is a rectangular input field with a thin black border. Below the input field is a dark gray rectangular button with rounded corners. The button contains the text "enable 2FA" in a white, lowercase, sans-serif font. At the very bottom of the screen, there is a thin horizontal black line representing a mobile home indicator bar.

Desc: This is where you do your authentication to make sure it is you getting into the app and someone does not break into your app and get your personal information.

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#4 Two Factor Verification:



A low-fidelity prototype of a mobile app screen for Two-Factor Authentication. The screen is white with a black border. At the top, the title "Two-Factor Authentication" is written in a large, bold, black, handwritten-style font. Below the title, the instruction "enter the code sent to your phone number" is written in a smaller, italicized, black, handwritten-style font. Underneath the instruction is a rectangular input field with a thin black border, containing a wavy line representing a verification code. Below the input field is a dark gray rectangular button with the word "verify" written in a white, italicized, handwritten-style font. At the very bottom of the screen, there is a thin black horizontal line representing a mobile home indicator bar.

Desc: This is where you type in your verification code.

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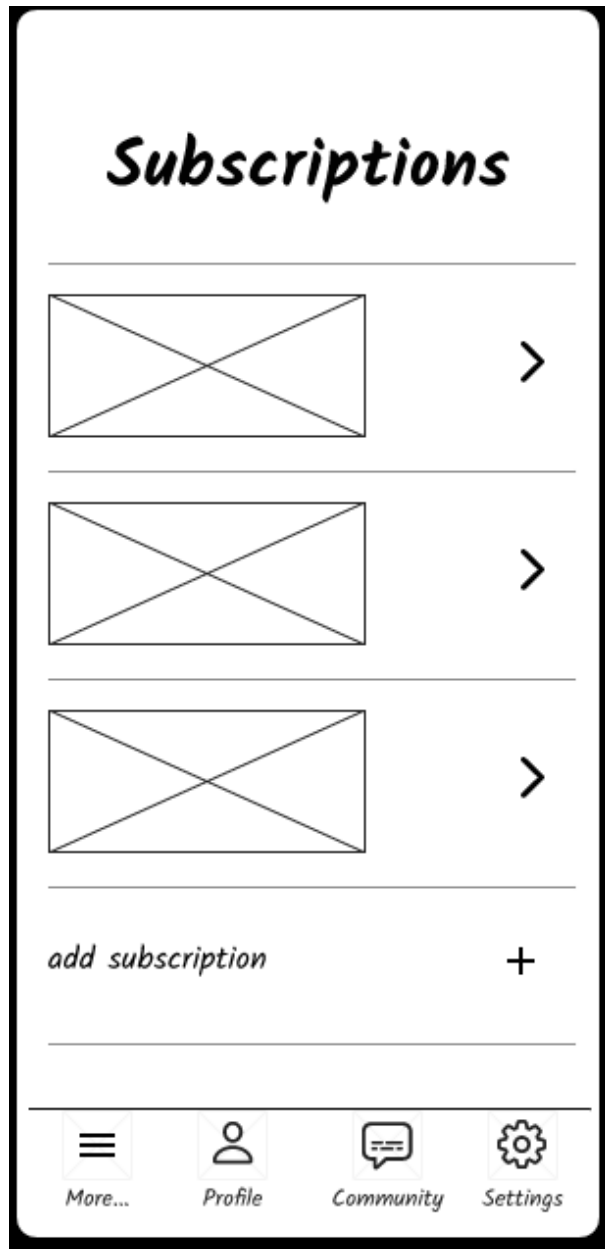
#5 Dashboard (for new users):

Desc: This dashboard contains all subscriptions added to a user's account, and for new users will simply contain an option to “Add Subscription.”

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#6 Dashboard (for returning users):



Desc: This dashboard contains all subscriptions added to a user's account.

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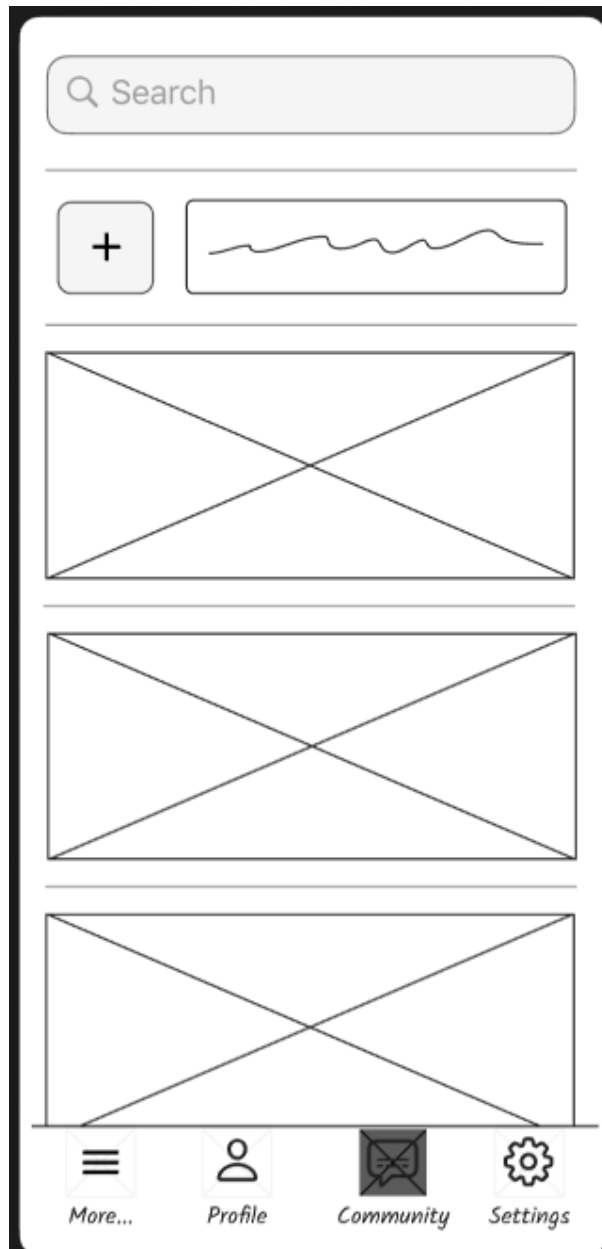
#7 Adding a Subscription:

A low fidelity prototype of a mobile app screen for adding a subscription. The screen is enclosed in a thick black border. Inside, there is a rounded rectangle containing the main form elements. At the top is a dropdown menu with the text "select service" and a downward arrow. Below this is a text input field with the placeholder "[service] email/username". Underneath that is another text input field with the placeholder "[service] password". At the bottom of the form is a dark grey button with the text "confirm". Below the main form area is a horizontal navigation bar with four icons and labels: a hamburger menu icon labeled "More...", a person icon labeled "Profile", a speech bubble icon labeled "Community", and a gear icon labeled "Settings".

Desc: This section allows you to manage your subscriptions and view the details. You also can add another subscription if you want.

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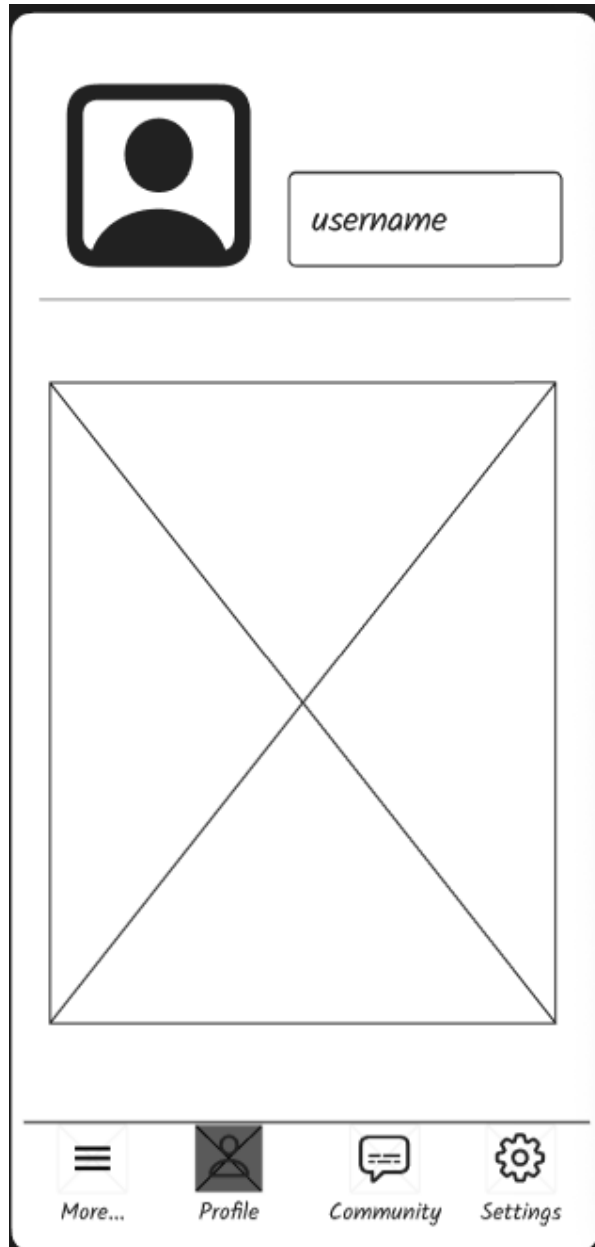
#8 Community page:

Desc: A section that allows users to search for and add other users. This section will also allow users to create and view posts related to subscriptions on a message board.

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#9 User-Profile page:



Desc: This is where the user can make modifications to their profile and update pictures or information regarding their account.

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#10 Settings:

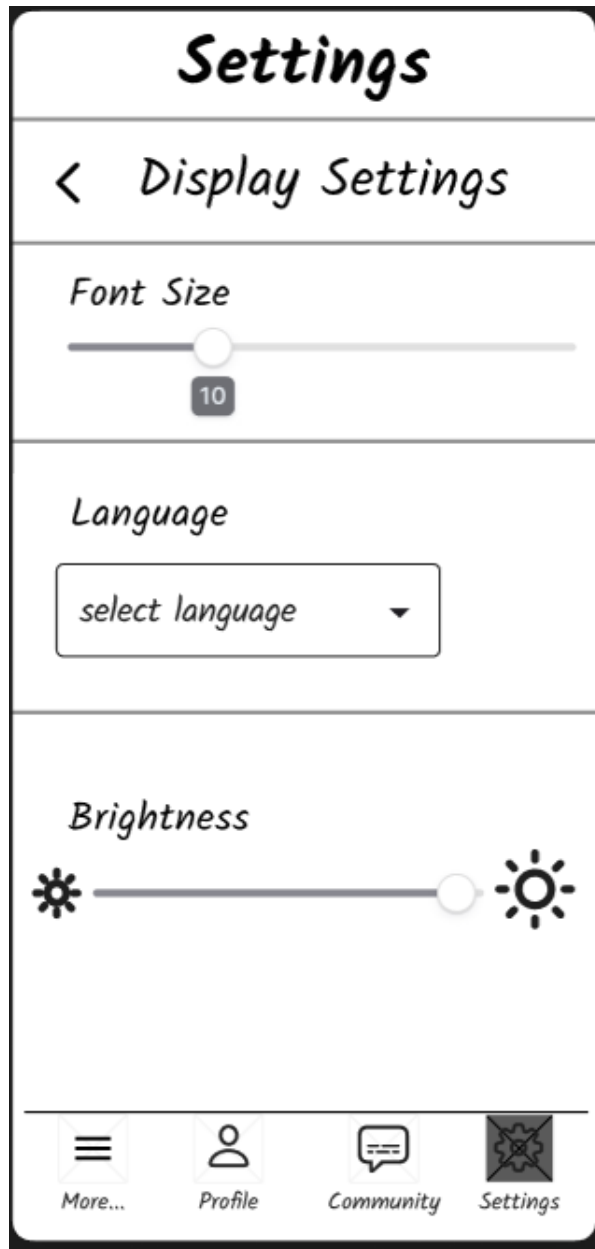


Desc: This is the settings page where you can select what specific settings options you would like to view and/or modify.

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#11 Settings (Display):

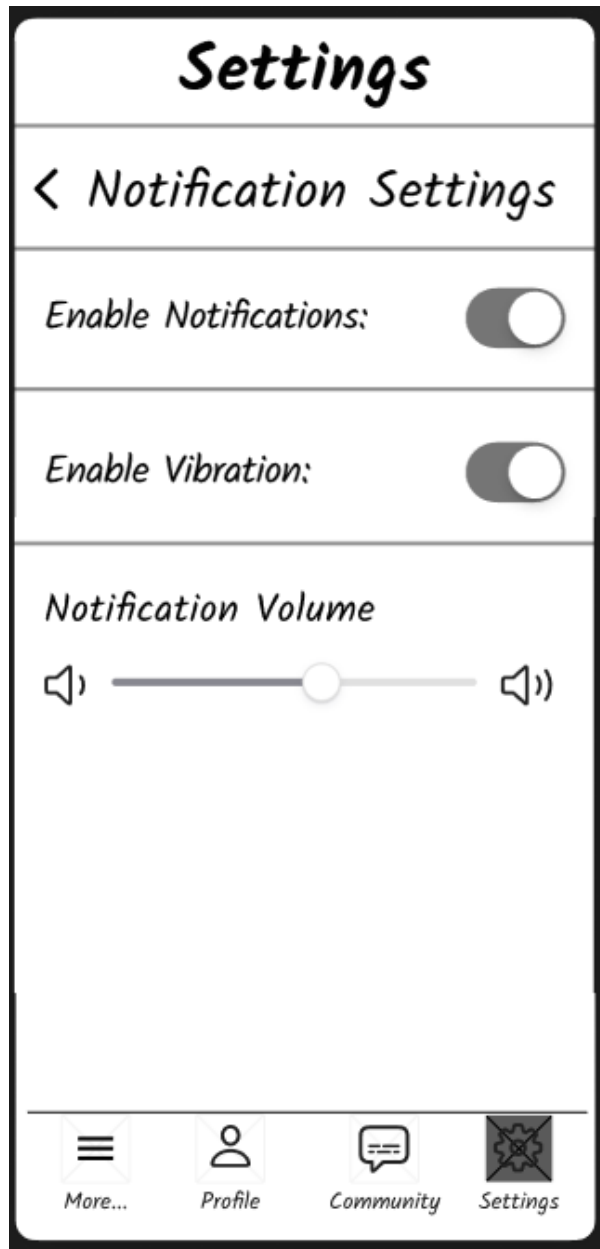


Desc: Allows users to customize certain display settings (such as dark/light mode, brightness, font-size, etc.)

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#12 Settings (Notifications):

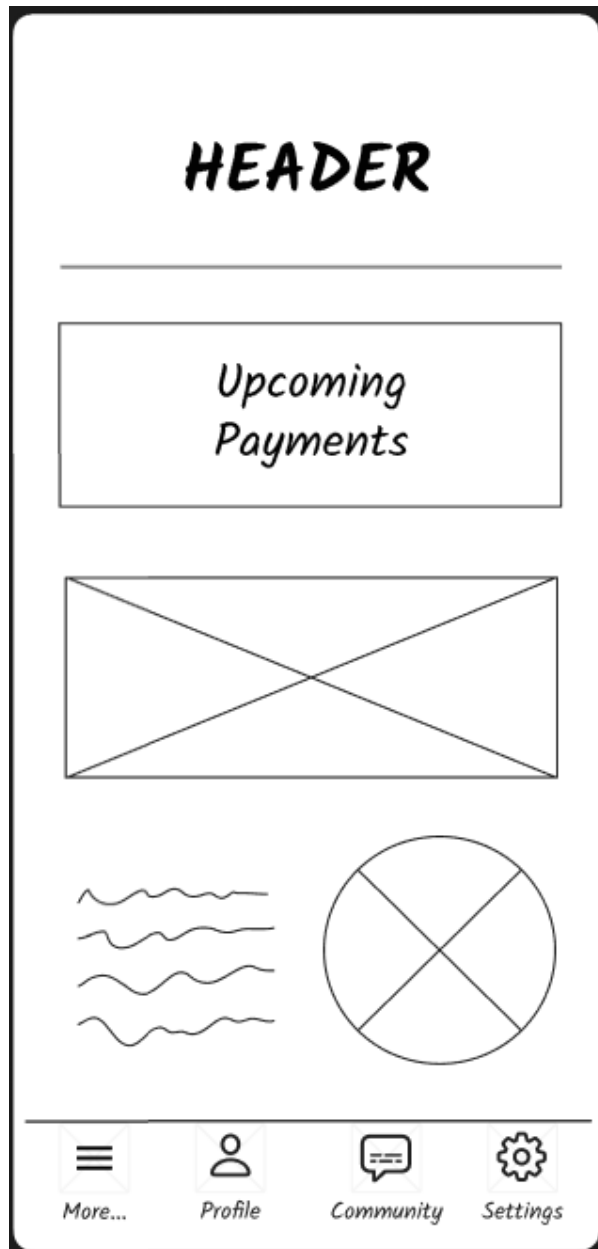


Desc: This is the notification settings where the user can customize how or if they get notifications from this app.

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#13 Subscription Service Information:

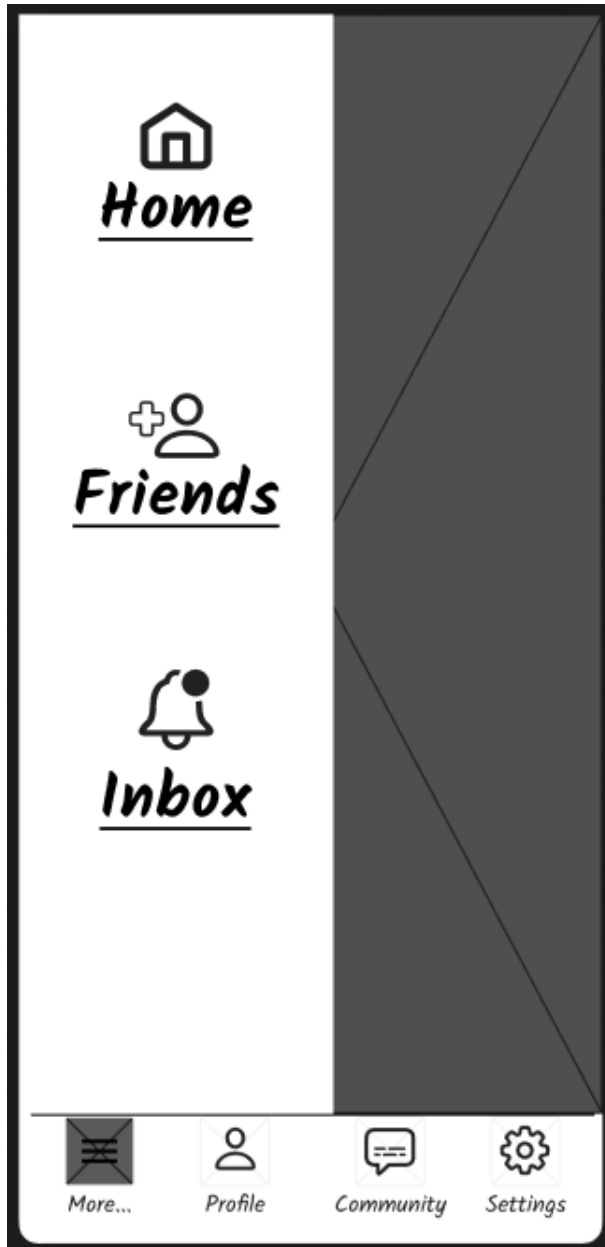


Desc: This is where the app will tell the user what subscription they are subscribed to, when the next payment is due, and how much is due.

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#14 Menu Options Tab:

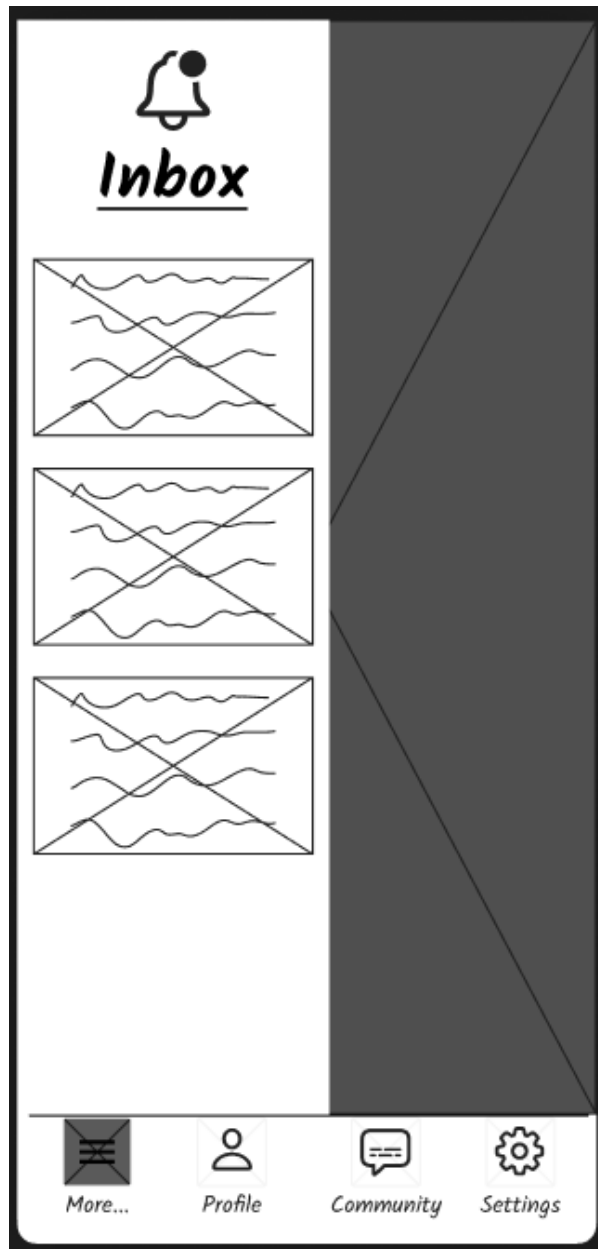


Desc: This is where you have your menu option. You can go to the home page to see your friends or check your inbox so you can get them all on this one menu.

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#15 Notification Tab:

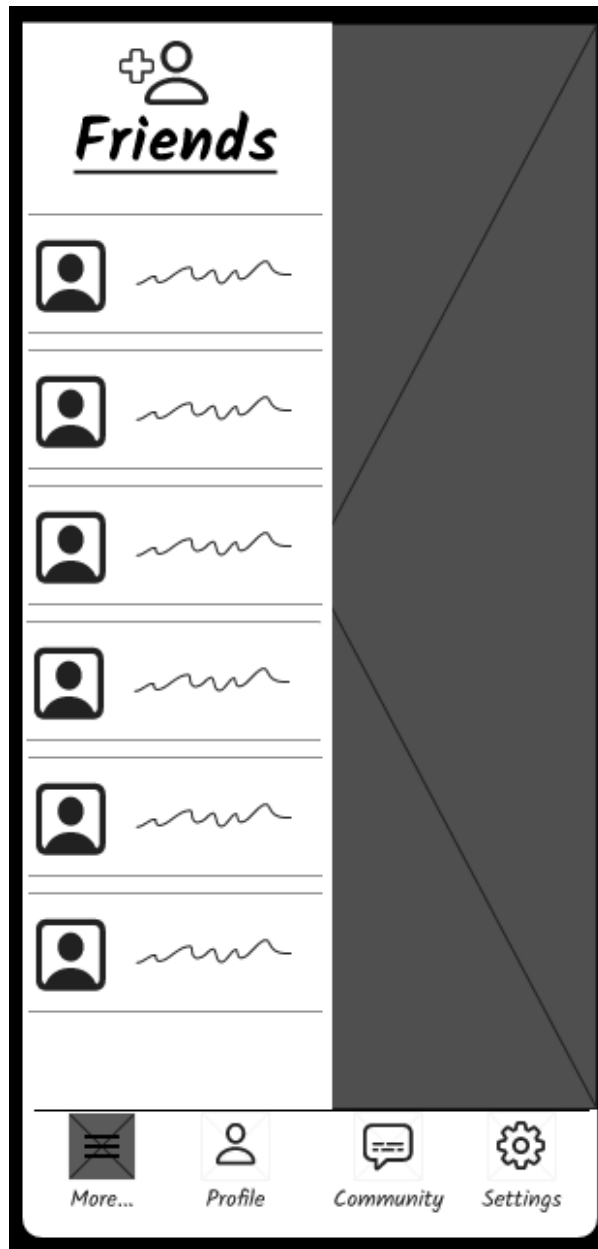


Desc: This is where the user can go to get their notifications in the app regarding their subscriptions like payment schedules, when a payment is due, and the price of upcoming payments.

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#16 Friends Menu:



Desc: This is where users can add friends and view existing ones.

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Design Principles

1. The first design principle we are implementing is **constraint**. We want to make sure our users are set up properly and secure before anything else. So, this is why we are making our users create an account and then set up their two-factor authentication. Therefore, our users' accounts will be secure and ready to go. Constraint is a method that locks you into something that you must complete before moving on to the rest of the app
2. For the second design principle we will be using **discoverability**. It is crucial that our users can locate the “Add Subscription” option. We made sure to put it in the center of the screen so that it is easily visible. We want users to lock it in right away and not have to look around for it.
3. Our third design principle will be **feedback**. When users are renewing or canceling subscriptions, we want to give them confirmation on whether their transaction was successful or not. If there is an error, we will notify the user with a message through the app. We want the user experience to be stress free and feedback allows them to see if their actions through the app have been processed.
4. Our fourth design principle will be **proximity**. Our app will provide subscription details with the subscription name, billing information, and start date. Therefore, we want all this information to be organized into one group.
5. Our fifth design principle will be **affordance**. We want our design to be straightforward and guide our users with a clear path. We certainly do not want our users to be confused by our interface and need a more detailed explanation. We want to make sure our page is easy to use and interact with.
6. Our sixth design principle will be **signifiers**. Our goal is to ensure users have smooth and user-friendly experience with the app. Implementing signifiers within the app to help direct and guide our users in what to do is crucial. Visual cues such as a lock icon next to “Change password” will alert the user they are dealing with a security action.
7. Our seventh design principle will be **mapping**. We want to map out an interface that users enjoy and eliminate any confusion within the app. Also, knowing how to properly interact with each element within the app is important. So, we want to do our best to make that as easy as possible. Clear mapping makes all the difference for users.
8. Our eighth design principle will be **common region**. This design principle is helpful because it groups similar elements together to allow the users to understand the relationship between the elements. To apply it to our app, we plan to use common region to group related actions or elements such as payment methods.

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9. Our ninth design principle will be **continuity**. This principle is important because it allows the user to flow and not be disrupted while scrolling or navigating through the app. We want our users to have a consistent flow. Our mission is to design an interface that is predictable and allows our action buttons to be in order overall giving the user a smooth experience.
10. Our tenth design principle will be **closure**. This design principle is neat because it uses visual cues to allow users to perceive unfinished elements as complete. We plan to use this design principle to guide the user's actions and ultimately improve usability. For example, if we have a status update "Subscription canceled" with an outlined box or section around the message. More than likely they will place their focus on the message, and it will appear complete.