**Design of Tagify**

Coming up with the flow of Tagify was easy for us, as the concept of the app described what screens we needed. We needed a screen with a map and icons, a screen displaying a message, and a screen where we could write new messages. We also decided to have a loading screen to display to users while the app downloaded messages and connected to google maps. Originally, we were also going to have a settings screen, but ended up deciding that we only really had one setting that users could change (the distance users can get messages from), so we didn’t need a whole new page for it. Instead, we decided to just add a button to the action bar on the map screen where users could toggle through available options.

Since the concept of Tagify is to be a virtual graffiti app, we decided the logo should reflect that, and ended up deciding on a pixellated spray can. We also decided to keep the look consistent between the map and the message screens, and decided to have a speech bubble background on the message and the new message screen that resembled the message icons on the map.

10744510_10153223714888362_1831809544_n.jpg

This image shows our original design, with the extra settings page. It also lists our first ideas of what the database might need to store for each message, and our original idea of only having a certain amount of characters for each message. It also shows our first idea for a logo: a spraycan that’s pixellated at the bottom.