

MVP Wireframes

Home Page
(p.1)

Intro section describing how the application work

Will contain a hockey related image

Age input - user will select their age from drop down

Height input - user will select their height from the two drop downs - first drop down is their height in feet, second drop down is for the height in inches

Weight input - user will select their weight in lbs from drop down

Position input - user will select their position from drop down - C, LW, RW, or D

Playing style input - user will select their playing style from drop down (passer, shooter, prefers slapshots, etc.)

Max Price input - user will select the max price they want to pay for a stick

Stick It

Find Your Stick

Suggest A Stick

How to Shoot

Subheading

Age:

Option 1

Height:

Option

Option

Weight:

Option 1

Position:

Option 1

Playing Style:

Option 1

Maximum Price:

Option 1

Submit

Will contain a hockey related image

This box contains the actual Stick It application

Submit button - will submit user information and display results

Results Page (p. 2), after 'Submit' is clicked

What's This question mark: Users can hover cursor over question mark to receive explanation of what that result category means

Stick name - contains name of stick

Flex - will show flex number of stick

Curve - will show blade pattern of the stick

Age level - will show what age bracket stick is in (Senior, Intermediate, Junior)

Price - will show the price of the stick (based on purehockey.com)

Stick It

Find Your Stick

Suggest A Stick

How to Shoot

Subheading

Stick name: Lorem ipsum dolor

Flex: Lorem ipsum dolor

Curve: Lorem ipsum dolor

Age Level: Lorem ipsum dolor

Price: Lorem ipsum dolor

Buy Now

Restart

Will contain an image of the stick

Will allow user to be sent to Pure Hockey's website to purchase the stick they received as their result

Will allow user to return to the beginning of the app to use the application again, back to p. 1 wireframe

Stretch Wireframes

Suggest A Stick
(p. 3) after selecting link from menu

Stick name can be entered by user in the text box

Stick flex can be entered by the user from the drop down menu - drop down menu used because sticks only come in certain flexes

Stick curve can be entered by user in text box

Stick age level can be entered by the user from the drop down menu - drop down menu used because sticks only are made for a few age levels

Stick price can be entered by user in the text box

Stick It

Find Your Stick

Suggest A Stick

How to Shoot

Suggest A Stick

Stick name: Text

Flex: Option 1

Curve: Text

Age Level: Option 1

Price: Text

Submit

Instructions for how to submit a suggestion

Submit button will submit the stick suggestion upon clicking it - Error message will appear if not all fields completed

Suggest A Stick
(p. 4) after submitting suggestion

Thank message confirming that stick suggestion was successfully submitted

Stick It

Find Your Stick

Suggest A Stick

How to Shoot

Suggest A Stick

Thank message confirming that stick suggestion was successfully submitted

How to Shoot(p. 5)

Section heading for type of shooting skill - backhand, slapshot, snapshot, one timer, etc.

Text explanation of how to execute specified shot

Stick It

Find Your Stick

Suggest A Stick

How to Shoot

Shooting Techniques

Technique 1

Technique 2

Video demonstration of how to execute specified shot