

OOAA Specification document

Over View

This app is to be called OOAA. It is going to be a price comparison app for many different local shops. Ranging from clothing stores, cafes, restaurants, real estate, food stores and toy shops. A user will be able to search for an individual item; the app will then tell the user which shops the user can buy that item from. The user will then be able to sort that list by a variety of things including price and distance from the users current location.

A user will also be able to search for a list of items like a shopping list. The app will then tell the user which shop is cheapest to buy the collection of items from.

The user will then be able to tap on the shop which they prefer. The app will then display the address and directions to the shop.

Core components of the app

- Users must be able to create a log in account.
- The app will save user details, like recently searched items, and shopping list history.
- The app must have a database which is accessible through the internet.
- Securely accept payments over the internet.
- The app will preferably be compatible with 80% of IOS and Android devices in use.
- The app must be able to get the user's location so that the app can filter by shops nearby.
- The app must be able to get the shop's location and put it into google maps and apple maps.
- Users can be authorized to allow them to input data into the database.

Colour scheme

The app is to have white, as its main colour, with black text.

The font used for readable text is arial.

The Log in Navigator

Log in Screen

The log in screen is the first page the user will see when they open the app for the first time. This is to be similar to Instagram's log in screen.

1. The logo of the app will be placed.
2. This will be where the user enters their username, email address or phone number. The text box will have the word "Username, email address or phone number" inside to indicate to the user that it is where they should enter their log in details.
3. If a user taps the log in button once with a username, email address or phone number which is not associated with an account, then the text "Your log in information is incorrect" will appear where indicated.
4. This is where the user will be able to type their password. The text box will have the word password inside to indicate to the user that this is where they will type in their password. As soon as the user starts typing their password the characters will be indicated with "•". Once the user has started to type an eye icon will appear inside the right-hand side of the password box this will allow them to see the characters which they have typed.
5. If the log in button is tapped and the username or password is not recognised then the text "**Forgotten your password?**" will appear in bold to indicate that it can be tapped on. When the text is tapped, it will take the user to the forgotten your password screen.
6. The log in button will send the user details securely to where it can be authenticated.
7. This will take the user to the signup screen.
8. When this is tapped a scroll picker will appear where the user can change which language is being used. This menu will use haptic feedback on IOS devices.

Additional Notes

If you are able to add login with Facebook or Google then please do so.

The text indicated at position 3 and 5 will be light, washed-out red when it appears.

The font size used for the text "Log in" will be bigger than the text used to display "Sign up". Button 7 will be blue and the button 6 will be a more intense blue.

When a user types in their username or password their phone's keyboard **must not** cover the Log in button.

Log In Screen

A hand-drawn wireframe of a login screen. The screen is enclosed in a rounded rectangle. At the top, there are four circles and two 'A's. Below this is a 'Username' input field, followed by the text 'This username doesn't exist'. Then is a 'Password' input field, followed by the text 'Forgotten your password'. Below these are two buttons: 'Log in' and 'Sign up', with the word 'or' centered between them. At the bottom right, there is a link that says 'English >'. Eight numbered lines point to specific elements: 1 points to the top circles and 'A's', 2 points to the 'Username' field, 3 points to the error message, 4 points to the 'Password' field, 5 points to the 'Forgotten your password' text, 6 points to the 'Log in' button, 7 points to the 'Sign up' button, and 8 points to the 'English >' link.

1 —

2 —

3 —

4 —

5 —

6 —

7 —

8 —

OOAA

Username

This username doesn't exist

Password

Forgotten your password

Log in

or

Sign up

English >

Sign up Screen

This screen exists so the user can create an account that they can log in with. I have chosen not to make the user type out their password twice as they can click “Forgotten password” on the login screen anyway.

1. Just like the log in screen, the logo is displayed in the same location at the top.
2. This is where the user will enter their email address. Once the user starts typing, the pre-populated text will disappear.
3. This password box is to be the same as the password box (4.) on the log in screen.
4. This checkbox will be pre-checked. When checked, it will cause the log in details to be saved directly to the user's device.

The text next to the checkbox, is to say “Save credentials to this device”.

5. The Signup button will be grayed out until the user enters text (following the 2 below rules) into both the above text boxes.

The email address text box must have at least 1 character in it.

The password text box must have at least 8 characters in it.

If the user taps sign up but the email address is already in the authentication database then a message box will pop up with 2 buttons at the bottom.

The message will say “An account with this email address already exists”.

Button 1 will say “Reset password”, this will take the user to the forgotten your password screen.

Button 2 will say “Cancel”, this will remove the popup message.

Tapping outside the message box will do the same as tapping button 2.

6. The text “Already have an account? Log in” will act like 1 button. When tapped it will take the user to the log in screen.

7. Will act the same way as (8.)on the log in screen.

Note: I forgot to add it to the diagram but I need to get the user's age.

When the user logs in, for the first time, there needs to be a walk through which shows the user the core components of the app.

Sign up Screen

A hand-drawn sketch of a sign-up screen. The screen is a rounded rectangle containing the following elements from top to bottom: 1. A header area with two circles and two 'A's. 2. An input field labeled 'Email address'. 3. An input field labeled 'Password'. 4. A checkbox labeled 'Save credentials to this device'. 5. A 'Sign up' button. 6. A link 'Already have an account? Log in'. 7. A language selector 'English' with a dropdown arrow. To the left of the screen, numbers 1 through 7 are connected by horizontal lines to their respective elements.

1 — ○ ○ A A

2 — Email address

3 — Password

4 — ☒ Save credentials to this device

5 — Sign up

6 — Already have an account? Log in

7 — English ^

Forgotten your password Screen

This screen is designed to make it easy for users to reset their passwords.

1. Just like the log in screen, the logo is displayed in the same location at the top.
2. This is just text "Find your account", large font.
3. This is just text "Type in the email address for your account." small and readable font size.
4. This is where the user can type in their email address. The border will be green when the email address matches an email address in the database.
5. This button is to say "Send a recovery email". This button is to be grayed out when the email address is not found in the database. The button is to look like the log in button (3.) on the log in screen.
6. Just as the Sign up Screen, this text is to bring to the user back to the Log in Screen.
7. Just as the log in screen, this allows the user to select the language.

Forgotten your password

1

OOAA

2

Find your account

3

Type in the email address for
your account

4

Email address

5

Send recovery email

6

Already have an account? Log in

7

English ^

The Top Navigator Overview

The top navigator will host; the user profile (similar to LinkedIn), the search bar and the filter.

User Profile

The user profile opens up as a drawer navigator from the left. This can be opened by tapping on the icon. Or by sliding a finger in from the left side of the screen.

As the drawer opens up, the portion of the screen which isn't part of the navigator will darken.

Tapping the slim dark portion of the screen on the right will close the drawer.

The user can also slide the drawer to the left to close it.

Search Bar

When the user taps on the search bar, the search bar gets a little bit taller, the rest of the screen darkens and the keyboard opens up.

If the user taps on the darker area where the search bar isn't then the screen will return back to its previous state. This can be used to cancel typing into the search bar.

If the user starts typing then a drop-down appears with related auto-fill options (similar to google 2autofill).

If the user taps on the drop-down text, then the app will search the database for that product.

There will be an arrow on the right-hand side of the autofill which will push the text into the search bar. It does this without searching for that product so the user can continue typing.

The Filter

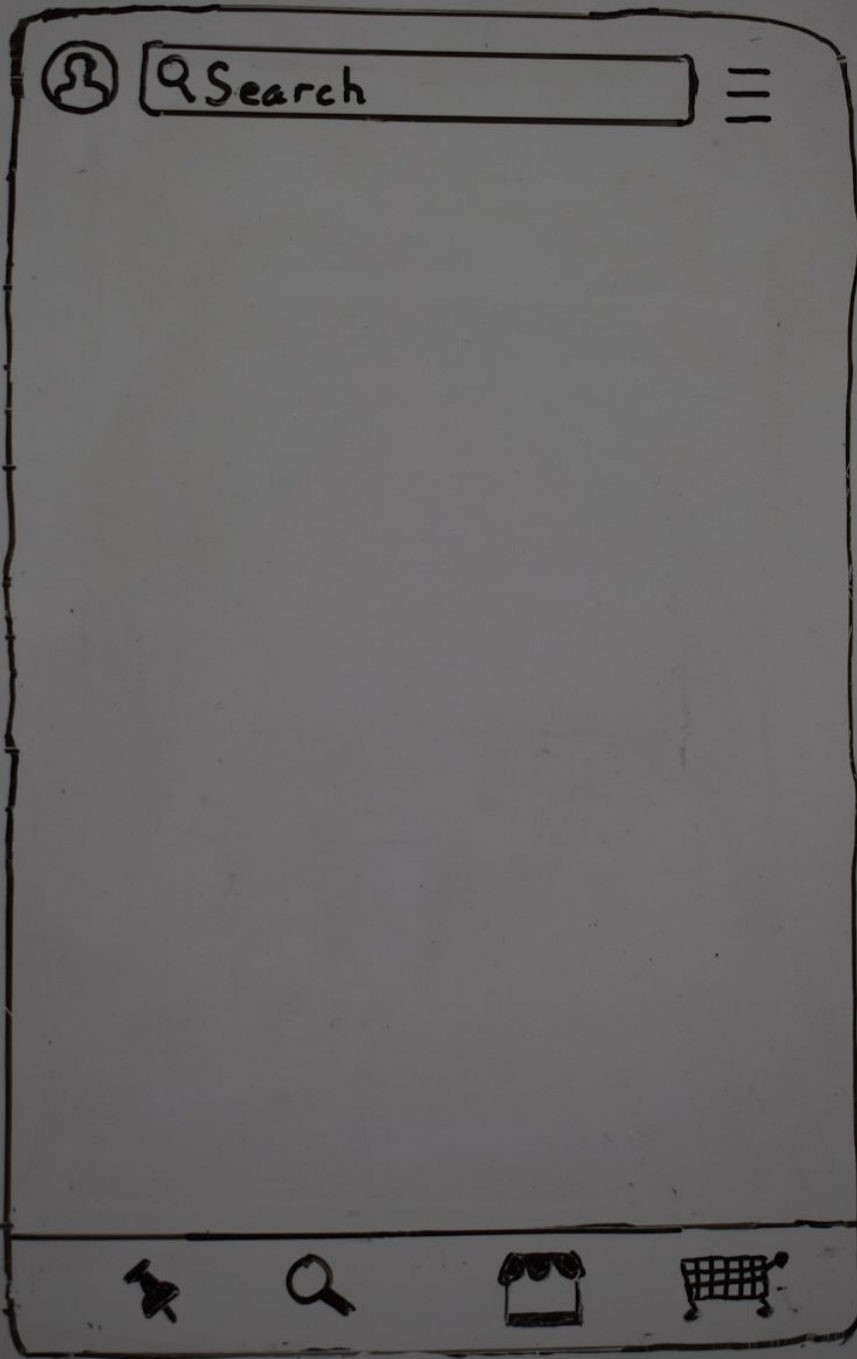
The filter opens up on the right as a drawer navigator. This can be opened by tapping on the icon. Or by sliding a finger in from the left side of the screen.

As the Drawer opens up, the portion of the screen which isn't part of the navigator will darken.

Tapping the slim dark portion of the screen on the left will close the drawer.

The user can also slide the drawer to the right to close it.

Navigation



User Profile

This is a page which can be displayed by the user swiping their finger in from the left side of the screen, or by tapping on the profile icon in the top left corner. The sole purpose of this page is to show things the user can modify to change their long term experience of the app.

1. This icon, a user can tap to display the drawer page. It will do this with a sliding in animation. If the user taps the icon when the page is open or any other part of the screen that isn't part of the drawer then the page will disappear back into the left.

2. This link will take the user to the individual page "My Yard".

3. This will expand with a list of sub-menus consisting of; unopened, available, and used. Each submenu item will have a number on the right indicating how many of that type of coupon a user has. If a user taps on either one of these drop-down menu options then the user will be able to see what coupons are part of that sub list. The coupons will have an image of what shop they are for and an image for what they can be used for with text over the top which says what the coupon is for E.G. "20% off milk at Tesco".

If the user has a new unopened coupon then there will be a small red notification counter on the profile icon (1.)

When a bar code for a coupon is shown the screen brightness must go to full brightness

4. This is simply to enable the users to enter addresses they use. Address details can be shared with users. For instance, someone could share their address with a family member or friend. Users can have as many addresses as they want, they can also set 1 default address. The address details layout can be copied from amazon.

5. Dietary requirements. If a user taps this drop-down then the user will be provided with the ability to set whether they have a; standard dietary requirement, religious restriction, or a common food allergy. Details about each one can be found here in the link below.

<http://www.webster.edu/specialevents/planning/food-information.html>

Standard dietary requirement

Vegan

Ovo-Vegetarian

Lacto-Vegetarian

Lacto-Ovo Vegetarian

Pescetarian

Religious restrictions

Bahá'i

Buddhism

Christianity
Hinduism
Judaism
Islam

Common food allergies

Peanut
Milk
Egg
Wheat
Soy
Fish
Shellfish
Other - Enter manually

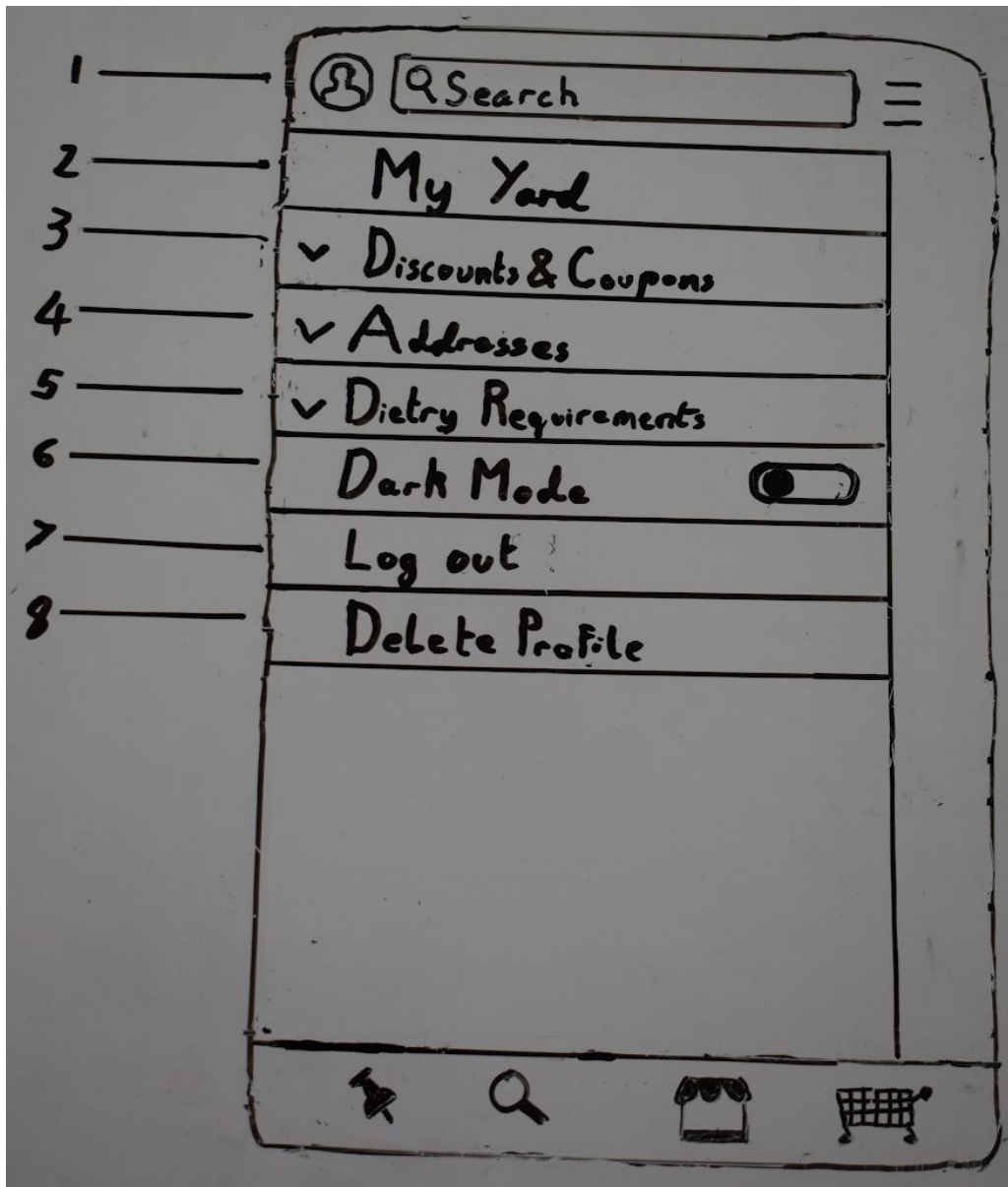
When looking at restaurants, menus food which conflicts with people dietary requirements will be grayed out. This is because people will tend to go to restaurants with other people who may not have the same dietary requirements.

6. This switch will allow the users to turn on dark mode.

7. This will take the user back to the login screen.

8. This will remove all of the user's data, including all of their items in my yard. If the user taps this then a confirmation box will pop up to make sure a user doesn't delete everything accidentally.

I forgot to add this to the diagram below, but users need a couple buttons which will allow them to change their password and display name.





Filter

Like the profile page, the filter page can be drawn out from the side of the screen. However, it is now drawn out from the right side of the screen.

1. The first filter allows the user to sort the items by price from high to low and low to high.
2. The second filter allows the user to only view items within a certain price range.
3. This filter allows the user to only see items in shops that are open. By default, it is on. However, users can switch it off in case they are searching for a product late at night which they intend on picking up the next day.
4. This filter will allow a user to block all items which use plastic in their packaging.
5. This filter is a 3 position switch which can be “on” “both” or “off”. If off, then products which people are trying to sell through their My Yard will not be displayed. If on then only items from shops will be displayed. If both, then (you guessed it), items from shops and peoples yard sales will be displayed, this is the default. If the user taps on the text yard sales then, it will take the user to the my yard page.
6. Shop size. This will enable the user to prevent items that are sold by big shops from being displayed. The dropdown will have 3 options, “Local”, “Local and International” and “International”
7. Weight, A user will be able to sort items by weight from “high to low” and “low to high”.
- 7.5 I forgot to add this to the diagram, but I would like a weight range to be added, similar to the price range.
8. This is a unique aspect of the app. This will make the app only display the cheapest food products, disregarding how eco a product is, how close it is to the user. A side effect of this filter is that the products displayed will all be gold items (as described below in the item component page.).
9. Dietary requirements. When tapped this will take the user to the dietary requirements section of the user profile page. This also needs an on-off switch which was not added in the diagram.

Filter



Price	High to Low	▼
Price Range	5 £	£ 500
Only display Shops which are open	<input checked="" type="checkbox"/>	
Eco Priority	<input type="checkbox"/>	
Yard Sales	<input type="checkbox"/>	
Shop Size	Local	▼
Weight	High to Low	▼
I'm Broke	<input checked="" type="checkbox"/>	
Dietary Requirements		

The Bottom Navigator Overview

The bottom navigator will allow navigation to the 4 main screens; Pinned, Search, Establishments & Cart.

The user will be able to swipe between screens and tap on an icon to navigate to the corresponding screen.

A sliding animation will occur when navigating between these screens.

On any page with dynamic information, the user must be able to scroll up to the top of the page, drag their finger down to refresh the page.

When a user scrolls vertically down on any screen the top and bottom navigation menus will slide vertically out of view. When a user scrolls up these will slide back into view.

Pinned

The pinned screen allows users to easily navigate to items which they like. These items are categorized into 2 core sections; public and private.

Each of these sections automatically sorts the items inside.

These can be searched for in different ways; alphabetically, price, newest and average customer review.

Users can share a link to allow people to see their public lists. This might be done on birthdays and special occasions like weddings and birthdays etc.

The private list can't be shared, this can be used for more mundane things, like groceries. This can also be used for more private things like sexual products.

Search

The search page is designed to allow users to peruse through items. It allows users to navigate through a folder-like structure, but instead of words being used, images are used.

Using the search screen, users can search for physical items. Food from shops, toys, furniture, computers, phones, etc. lots of things.

Establishments

This is similar to the search screen. However, it allows users to search through services like hairdressers, energy providers, internet service providers, gyms, restaurants, cafes, rental cars, busses.

The search bar is shared between the Search screen and the Establishment's screen but if you are on the Search screen, it allows users to search through tangible goods, whereas the Establishments page allows users to search through services provided by people.

Cart

The cart screen acts like a typical shopping cart. It allows users to have a collection of items that they wish to buy. Using the cart page, users are able to start the process of making payments.

Users are also able to request for a shop to store the items aside to be picked up later on.

Pinned

The purpose of the pinned page is to allow the user to pin products which they frequently buy, like tomato sauce or a special brand of bread. The user can then use the pinned page to quickly apply their items to their shopping cart.

People can see people's public wish list which can be used for hinting birthday presents.

Watchlist: users will be able to add products they want to keep an eye on. For instance, if they want a pair of bose headphones /diapers. When the selected product goes on a significant sale the user will be notified so they can buy them as soon as possible.

If a user buys products on a regular basis like dog food, the app will offer the user the option to get this product delivered on a regular basis.

1. This is a tab system. There are 3 by default, more can be created by tapping the "+" icon on the right-hand side. The first tab is the "watch list", the second tab is "private pinned" and the third tab is "public pinned" which can be shared.

New tabs can be created which have to be provided with a name. The first letter of the tab is used as an icon.

All tabs can be reordered by holding down on the tab. After about half a second all the icons will expand to indicate the user can drag the tab where they would like it.

The user can also drag a tab to the top of the screen where it can be removed this will be indicated by a red trash section.

The user can also horizontally scroll through the tabs.

The plus icon always stays in the same place.

2. The name the user provided to the tab will be displayed first on this row.

The search bar will then be provided. Users can use this to search through the items which they have in that pinned list.

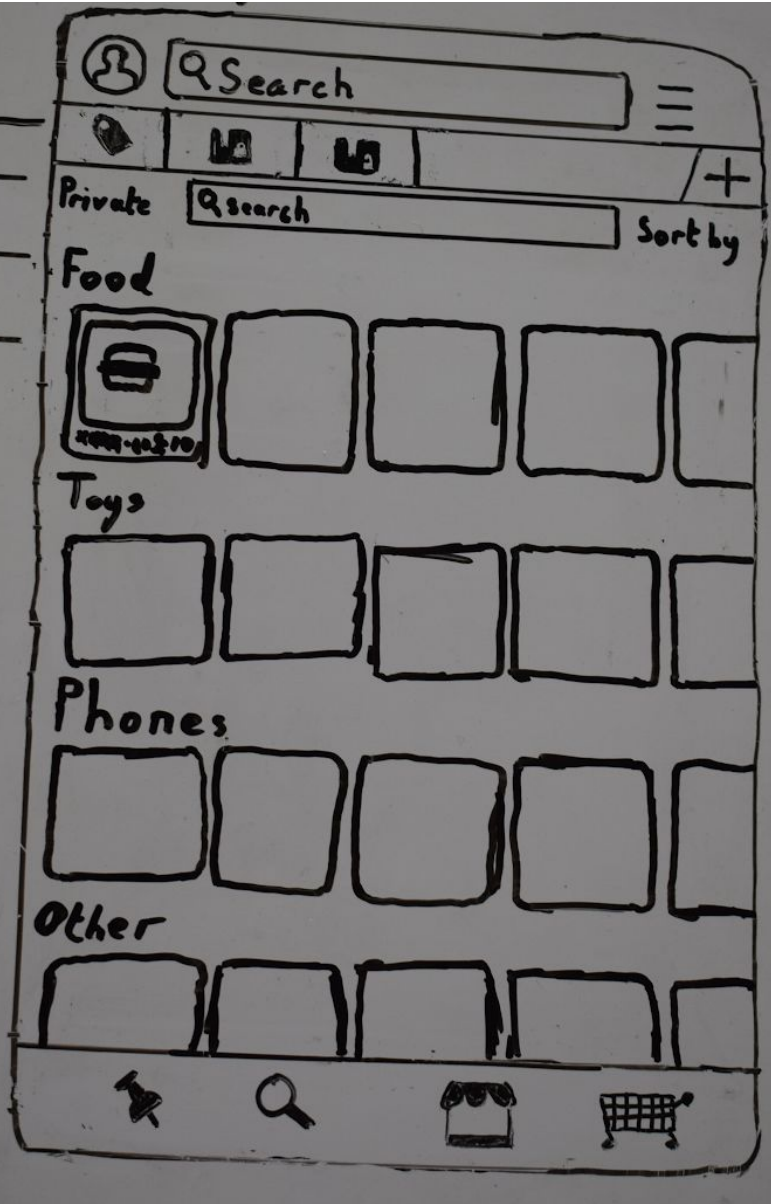
The user has the option to sort items, alphabetically, price, rating, and by date added.

3. This displays the category of the items. If the text is tapped on then this will then expand into a vertically scrollable view with a grid that has 2 columns. This will have larger images.

4. This is a horizontally scrollable view. The items are put into item components which is described on the item component page below. If an item component is tapped on then the item will add it to the cart list. There will be a small pop up notification that says added to cart when this happens as the user will stay on the pinned screen.

If the user holds their finger down on a list component then they can drag the item to the top of the screen where the red trash can icon will appear so the user can remove the item from their pinned list.

- 1
- 2
- 3
- 4



Search

Firstly, I want to be clear that there is a difference between the search bar and the search page. They are completely separate things. This is the search page.

As described above the Search page acts like a folder system. Enabling users to navigate through a vast array of items with relative ease. The folder structure is to be as shallow as possible as this will allow the user to quickly get to a products page.

The search page is a vertically scrollable page with horizontally scrollable sections. Each section holds the item components.

When the user first opens up the search page, the first 4 horizontally scrollable elements will be as follows, "Food", random, "Popular" & "Seasonal".

Users can see frequently bought items and hot/ popular products. This will not be a folder but directly popular items that lots of users are looking at.


Seasonal products can be things, like easter eggs, Christmas wrapping paper, seasonal clothing. Each user will be shown these products. The cheapest product won't be shown but the most cost-effective will. For instance how much product a user will get per £ will be taken into account.

Products with age limits won't be shown to kids, sex stuff, alcohol, cigarettes. Related items will also not be shown, like shot glasses and smoking pipes etc.


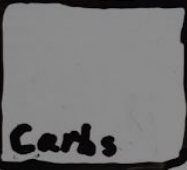



Products that are out of stock will be displayed last, in grey. These will have the lowest prioritization. However, they will still be shown for scenarios when the product is really hard to find, a user can track down where it was last seen and available.

A recipe section will be available as the first horizontally scrollable section below the screen. The recipe section will be a collection of products that can be bought together which can be used to follow a provided recipe. Recipes can also be pinned. Essentially this will show cookable meals as a food bundle.


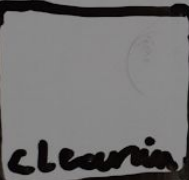
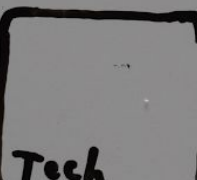

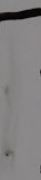
Search








Food

 meat	 Carbs	 Vegetables	 Dairy	
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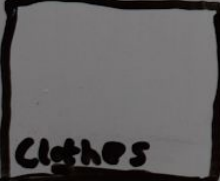




Home





 Tissue	 cleaning	 Tech	 Furniture	
--	--	--	--	--

Popular

				
---	---	---	--	---

Seasonal

 Clothes	 Easter	 Christmas	 Hanukkah	
--	---	--	--	---



Search



Meat

chicken

Beef

Cod

Turkey

Carbohydrates

Potato

Pasta

Rice

Parsnip

Vegitables

Carrot

Tomato

Spinich

Lettice

Dairy

Cheese

Milk

Pastorise

Yoghurt



Establishments

The Establishments page will have an identical layout to the search page. However, instead of displaying physical, tangible goods, the establishment's page will display services, like removal companies, fuel and gas companies including electrical suppliers. I have chosen for restaurants to be displayed here rather than on the search screen.

Users will be able to type in the name of an establishment. This will then only show services provided by that establishment. In short, users will be able to select a specific shop and view only their products.

Establishments closest to the user are displayed by default. A user is able to manually change their location to enable them to search for establishments in a different location. This may be useful when searching for restaurants to eat at in a different town.

Just like the search page item components, a colour scheme will be used to indicate the status of establishments.

Establishments with the sole purpose of selling sexual products like Anne Summers will not be shown to people under the age of 18.

By default, light blue will be used when the shop is open.

Shops that are closed will be listed with grey.

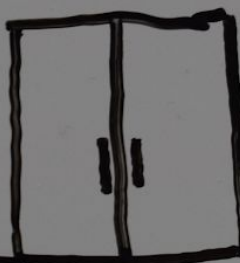
Shops with the most gold items will be listed with gold.

Establishments which support charities which help the environment are green

New shops will be listed in red for 1 month.

The establishments component is a little bit different from the item component simply because it shows slightly different information at the bottom. There is still a 5 star rating system. It is an average of what is shown on the establishment's page (see below). The price has been replaced with the shops opening and closing times. The font colour for this will be red when closed, and green when open.

AS DA



07:30

23:00

Cart

The shopping cart is where users can see the list of items which they are about to purchase.

There are 3 core sections to this page. The overview section, the items section and the similar items section.

The overview section will be just below the search bar, it will show the user how many items they are about to buy and the total value of the goods they have in their cart. On the right hand side of the overview section, there is a checkout button, this will take the user to the delivery or collection page.

The items section will show the user which items they have in their cart. This will display an image of the product. To the right of that, it will display the quantity of the item. By default, this is equal to 1. This will also be a button users can tap which will then show a drop-down list of 1 to 10+. If a user taps on 10+ then the user will be able to type out the quantity needed.

This text will need to be validated, to check that it is only a number.

Below the quantity button, there will be a "Delete" button. If a user taps the delete button then the product will be removed from the list.


To the right of the quantity and delete buttons, the items section will display the value of the item. This must be in the centre, which will also be vertically inline with the total value displayed in the overview section above.

To the right of the value, there will be the name of the product. In this case, the item was called "novelty wrist band" just as an example.

The similar items section does exactly what it sounds like. It displays similar items. The user interface will be the same as the items section, where there are a lot of horizontally scrollable rows displaying the item's component.

If a user buys products on a regular basis like dog food every 2 months, the app will offer the user the option to get this product delivered automatically on a regular basis. A separate page may need to be created to allow the user to manage these subscriptions.


Checkout 1



Subtotal
4 items

£20.00

Checkout



4 V
Delete

£5.00

Novilty wrist
band

Similar Items

Checkout

Users are only able to get to this page through the cart checkout button. The page is broken down into 2 sections. The header and the body. There is 1 header and 2 bodies (deliver & collect).

The user can choose to either “Deliver” or “Collect” the items. If the user taps a button then the button will appear recessed and less vibrant, and the other button will stand out and be a bit more vibrant. This will allow the user to see that one or the other can be selected.

If the user taps deliver then the user's addresses will appear. If the user clicks collect then the user will see the addresses of the shops they will need to go to for collecting their items.

The **delivery** body will show a list of the full address details that the user has entered (as displayed in the image). The address components can stack so multiple addresses can be displayed in a vertical list for the user to select from.

The delivery to this address will take the user to the payment page.

The **collect** body will show the user a list of shops they will have to collect their items from. There will be a button in the top right of the address details which users can tap to put the address into the default map app, so the user can be shown the fastest way to the stores from their current position.


Instead of the text “Deliver to this address”, the text in the collect body will be “Collect from this address”. If the user taps the button then the shop will be notified of the items the user wishes to collect via email with the users first name and ID provided by OOAA.


The shop can then do what they want with this information. Whether that is set the items aside by the till for collection or whether they simply expect the user to collect the items by themselves and then queue to pay for the items like everyone else.

The shops can then send back an automated email saying that their products have been set aside.

For the payment screen, I want you to do what you feel is appropriate. It must be secure.

CheckOut 2





Deliver

or

Collect

Full Name

Address line 1

Address line 2

Address line 3

Address line 4

Deliver to this address

Remove

Edit

New

Individual Pages Overview

These individual pages provide the dedicated layout when users click on links. These dedicated pages consist of the product page, establishments page, payment page and the “my yard” page.

All of these pages are to have the top and bottom navigator over them. Both are still supposed to disappear when the user scrolls (as explained earlier on the bottom navigator overview).

Product page

The product page is one of the main pages. It has the hard job of displaying a variety of products while still feeling consistent to the user.

Establishments page

This page is designed to display every service an establishment can provide. It's supposed to provide a general overview of what the facility is capable of. On this page, there should be a system similar to the search page, to allow the user to navigate around the establishment's services.

Payment page

The payment page allows the user to make transactions. Users can come to the payment page from the cart and product page.

My yard page

My yard is the digital version of yard sales. Yard sales are when people try to sell their items outside on their front garden. My yard is to be an easy, simplistic way to sell items.

Product page

The function of this page is to display all the information available about an individual product. As there is a huge variety of products which can be sold this page needs to be adaptable and needs to know what it needs to display. As an example, this page can display information about food and information about toys. Needless to say, this page shouldn't display calorie information to a user when they are looking at something like a Nerf gun.

This page is made from a number of core segments. I'll work through explaining them from the top down.

Images

The first is the image section. This will enable the user to tap or swipe through all the product images. If a user taps on a product image, the image must expand to be full screen where they can then swipe through the various images.

I intend on taking high-quality photos of all the products. I'm going to do this in a methodical way. 8 around the centre, 8 at a 45° from the top-down, 8 -45° from the bottom up, and one directly down and another directly up. This will allow the user to see a product from every angle. On the image viewer, please add arrows to display left and right but also up and down (sorry I did not add this to the drawing).

Eventually, I would like to turn these into 3D renders of objects. Similar to how thingiverse.com shows their 3D models. However, I won't do that just yet.

Star Rating system

This is simply to display the star rating that the product has received. However, if a user taps on the stars then a graph will pop down (bonus points if you can make an animation for this maybe have everything below slide down and the graph slide in from the side). The purpose of this graph is to display the average rating changes over the last 12 months.

Products competitiveness

This indicates the competitiveness of the product. How it is priced compared to the same product by other vendors. Take a can of Coca Cola as an example, they are sold by a variety of vendors all priced differently. The range of that product's price will be used to inform the user if they are getting ripped off by an overly expensive product. If the product is the most expensive then the value displayed is 0% because no products are cheaper than it.

This too will have a graph that will drop down to display its competitiveness over the last 12 months.

Price

This simply displays the full price of the product. If a user taps on it then a graph will pop down displaying the price fluctuation over the last 12 months. Bonus points if you manage to make an animation for it.

If a user taps another graph then the graph will display both datasets over each other.

Notice the consistency from the item component layout to product page layout.

If a user taps the “Add to cart” button then the item will be added to their shopping cart.
If a product is out of stock, then the “add to cart” button will say “out of stock”. If a user taps it then it will be applied to the user's watchlist.

The “Description from OOAA” will display a consistent description between products. The description here will be single-lined points about the product.

For food, this will display nutritional information & the average lifespan of a product. Generally, this will be a condensed version of what is displayed on the packaging.
For toys like nerf guns this will display the recommended age, how many darts the toy has etc.
This will also show the weight and dimensions of products.

The description from the supplier will be exactly what the supplier describes their product as.
This will most likely be a fluffed up version of what the description of OOAA is.

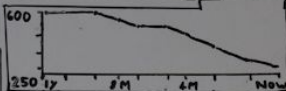
The top row of similar products will show variants of a product, like colour.
The 2 rows below will display similar products.

The section below will be where users reviews will be. Most recent will be at the top.
If a user taps on this then a page will open displaying all the user reviews. This will be just like amazon.com review page.

Other OOAA services, this will eventually show other services OOAA can provide, but for now, it will show users how busy a shop is at certain times, and advise the user when it is the best time to go. It can pull this data from Google.

Image

***** 90 % £300.00



Add to cart

Description from OAAA

Description from Supplier

Similar products

Reviews *****

Date Order

Other OAAA services

Establishments Page

This page will have an images section at the top of the page. The last image in the list will be a scanned document of the services they provide. So a user can quickly access it by swiping across from left to right.

When a user taps on the 5 star rating a list will pop up showing multiple things, lighting, easy to navigate/ isles to close together, how clean the shop is, employee interaction, average product rating, disabled access. The user can then tap on each of these options and view the graph over the last 12 months.

The icon in the middle will be a contact icon. When tapped an overlaying menu will be displayed. This will show the companies contact information, email address, phone number, and physical address.

The icon to the right is a button with a location pin icon. When the user taps it, a predefined longitude and latitude for the shop will be put into the device's default map app. This will show the user where the entrance to the shop is.

The main section will provide the user with a list of available services, in a folder tree-like system as shown in the image.

Each service will show its price on the right side of the screen.

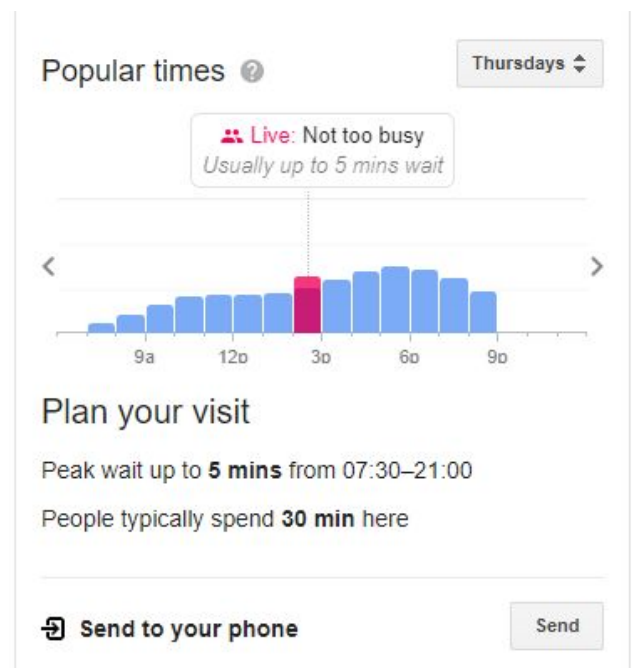
If a user taps on a service then the link will take the user to the appropriate product page if available.

When looking at food menus, products which conflict with the user's dietary requirements are greyed out.

The next section will show users how busy a shop is at certain times and advise the user when it is the best time to go. This data is gathered by Google and could be insertable via an API. it would be really useful to users. See a screenshot of the feature.

Users can see the return policies of each shop.

Below that the users can see similar establishments. The top row will display nearby services. The second row will display services by the same brand. The third service will display similar services provided by their competitors.



The last section of the page will display other OOA services.

Below are things which will need to be added at a later date. If you are able to add them in but not display them then that will be great.

The app will show where the nearest car park is.

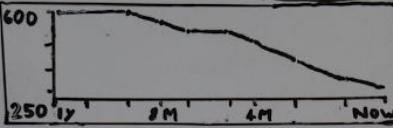
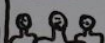
The app will show whether a shop has somewhere to lock the user's bike up to. Or whether there is somewhere nearby.

There will be a collection of 360° photos of each shop. The user can look at these just like google street view. This will allow them to look at the interior of an establishment. If a user moves their phone then the image will change like a VR photo.

Users will be able to see a birds-eye view floor layout of each shop. The position of each product in their shopping list will be highlighted with a red X.

There are QR codes with logos on which can be put in the establishment's windows. A user can scan these with a camera. This will open up the specific page for the establishment. I don't know where to place is in the app.

Image



Starters +

Main -

Soup of the day	£5
Beans & Mash	£10
Lasagne	£10
Fish & Chips	£7

Pudding +

Side

Popular times

Google API

Return Policy +

Nearby

Same brand

Same Services

Other OOA services

My Yard

Users can navigate to this page via the my profile drawer.

The core objective of this page is to allow a user to see what products they have uploaded to be sold.

This page enables users to do 3 things. View the items they are currently trying to sell, add new items & receive messages from other users.

The top of the page displays the total value of all the products which they are trying to sell. The top also has the icon which will take the user to the messaging page.

The bottom of the page has a “+” icon in a circular button. If a user taps this button it will provide the user with the ability to add details of the product which they want to sell. Each product must have a Title, photo, and price.

The main section of the page enables users to view and edit all of the products they have put up for sale. Each product gets its own row. Each row contains the picture of the product, the price, and name of the product which the user has entered. The products row also displays the number of views each product has had and a button which allows the user to edit details about the product. Note: A view counts as the item component being on someone's screen.

After tapping on the message icon in the top right of the screen, a user can see what messages they have been sent by other users. The messages will need a couple of pages created. One to display who has messaged you and the second to directly message users. Think of something similar to Facebook's messenger app. I'm not looking for a bubble to pop out. Users won't have profile pictures, their message photos will be of the product they want to buy or sell. After 1 month of no one messaging each other the entire chat will be permanently deleted.

The chat is designed so that users can directly message one another to arrange the collection of a product. Users get device notifications for these messages.

If a user taps on the number of views one of their products has had then a small graph will pop up displaying how many views their product has had over the last 91 days.

Products people try to sell with their yard are automatically removed after 1 year from the date they were posted.

My Yard



Your Yard £60.00



408 views

Delete

£20.00

Oak Chair



731 views

Delete

£40.00

Black Table



Item Component

This is simply a break down of the component which will be used in the search and element section to display the items. This is comprised of 7 sections.

1. An image of the product with a clear background.
2. A 5 star rating system. The stars are to be gold when used or with a gold perimeter with the inside white when not used.
3. This indicates the competitiveness of the product. How it is priced compared to the same product by other vendors.

If it is the cheapest product by all vendors then the value will be 100%

4. This states the currency used.
5. The cost of the product is indicated by the first 2 significant figures.
6. The value is then indicted by a letter if it is over 999.

K for 1,000

M for 1,000,000

B for 1,000,000,000

T for 1,000,000,000,000

7. The border is to change colour to indicate if the product is special in some way.

Light baby blue for default

Green is to show that the product is eco-friendly

White when the product is over 1,000

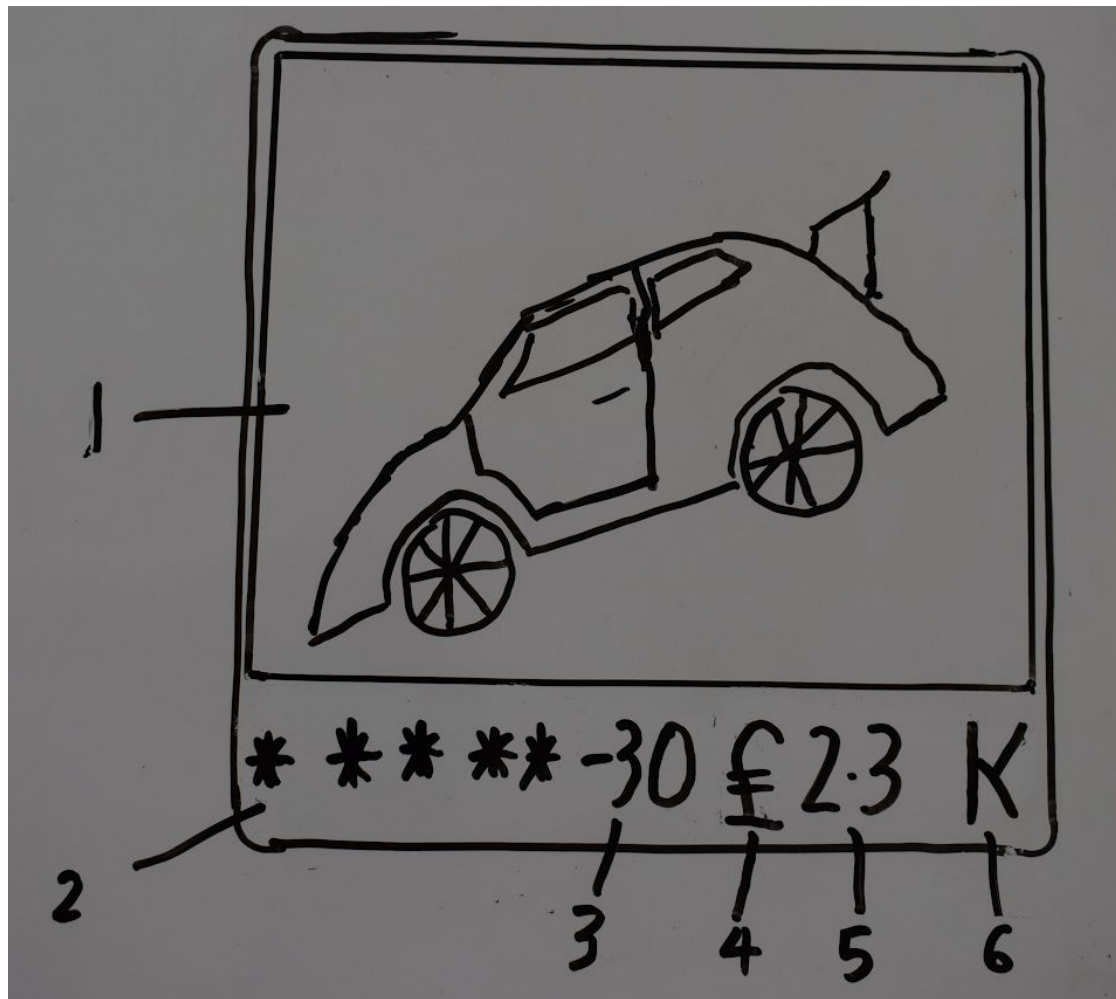
Gold is to show that the product is the cheapest of its type, this emphasizes the (3.) is 100

Pink if the item is from someone else's yard sale.

Gray is used if the item is out of stock. The image is also turned to black and white.

In dark mode, the perimeter of the component will display the colour.

There if a user holds down their finger over a component then it will overlay a menu like pinterest. This will then allow a user to save the product to their pinned pages.



Screens used

The log in navigator

Log in Screen

Sign up Screen

Forgotten your password screen

The Top Navigator

User Profile, slides in from the left

Filter, slides in from the right.

The Bottom Navigator

Pinned Screen, shows items users have manually chosen to save.

Search Screen, Used for searching for physical products

Establishment Screen, used to show everything an establishment can do

Users basket, the user can buy collections of items on this screen.

Individual Pages

Product Page, used to display product-specific data

Establishments Page, similar to the product page, but used to display everything an establishment can do.

Checkout page 1, this allows the users to see exactly what they are about to buy.

Checkout page 2, this lets the user choose where they want the products delivered to.

Payment Page, used to enable the user to make payments

My yard, users can sell a collection of individual items and provide a price for those items.

Wish list

There are QR codes with logos on which can be put in the establishment's windows. A user can scan these with a camera. This will open up the specific page for the establishment. I don't know where to place is in the app.

Usable in tablet mode

There will be a mini-game around coupons which get spent, when you spend a coupon it reveals a collectable character like a cartoon superhero.

People can check whether they are getting their, TV, Gass, Electricity & internet from the cheapest place. We offer to deal with all the hassle of getting them switched over.

Users will be able to see a map of the shop and each product position in their shopping list is highlighted with a symbol like "X". the map will then show the user the fastest route to take to pick up each product.

If a user buys a lot of alcohol on a regular basis, the app will inform them and send them links to get help.

Eventually, I would like to get 3D renders of objects. Similar to how thingiverse.com shows their 3D models however I won't do that yet. This would allow users to look at products from every angle.

Users will be able to scan bar codes on their app and pay for the products straight from their phone.

When setting up the app the user will be prompted to select the shops they currently buy from. The user will then be able to see how much money the app saves them.

A donations section

This will be where people can watch choose to watch advertisements to give me money. this section will also allow people to donate money to me to keep the app running.