



Point2Point

Project Group Members: Ginsu Eddy, Anna Fair, Yiping Li, Phuong Vu, Chris Yin

INFO 200 | BB | Jojo Saunders

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Low-Fidelity Wireframing Stage

Through the feedback we received from our initial design, we were able to see that there were several issues with the current design that needed to be fixed. The biggest issue that needed to be addressed was the search bar on the different map screens. In the previous design, we had a static search bar on the bottom of the screen so that it would be easy for users to use and navigate the main features of the app with one hand. However, through some feedback we learned that having the search bar there might not be such a great idea since the bottom of the screen is generally a high traffic area, and it might lead to users accidentally tapping it when they didn't want to. To fix this issue, we revised our low fidelity wireframe to have a search button in the bottom right corner so that it was still easy to access with one hand; however, it would be harder to trigger it unintentionally. We also received feedback about adding some a legend to our indoor map, because it could be difficult for users to understand what some icons mean. Through this feedback we incorporated an information popup in the design of the indoor map so when users are confused they can tap it and a clear legend will display making it more clear to what the icons on the map represent.

Design Language / Style Guide

Font

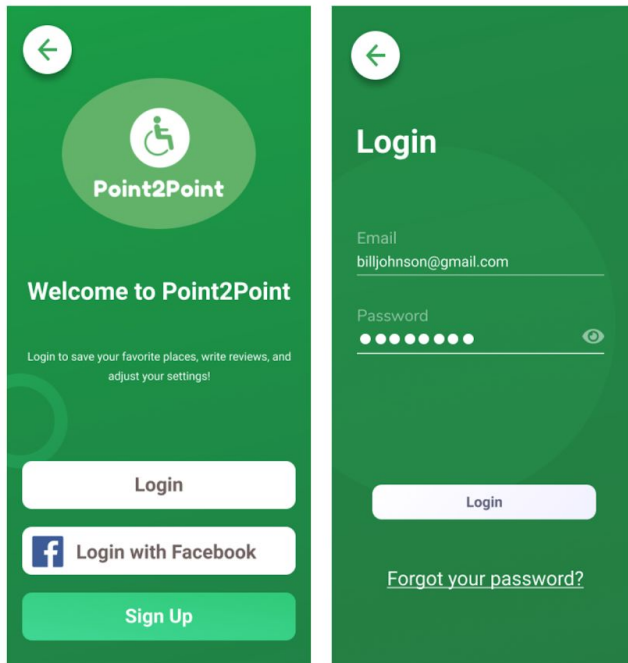
We used Poppins as our main font with medium and light. We chose Poppins because it looks more clear and wider than a font like Roboto. Since one of our stakeholders who would use our solution are the elderly, it made sense to make the font Poppins to make it easier for them to read the text in the app.

Colors

We used the color scheme #00B140, which is the color for a light green; and #FFFFFF, which is the color scheme for white. We chose light green because it represents the conventional "go" color in a stop light, in addition to safety, which reinforces our main purpose of helping disabled people travel safely from point to point. In addition, we chose white to go with green in our app because the color white stands out and is a good contrast with the color green. Using these two colors, users are able to easily recognize important features and components while using the app.

High-Fidelity Wireframes

Onboarding:

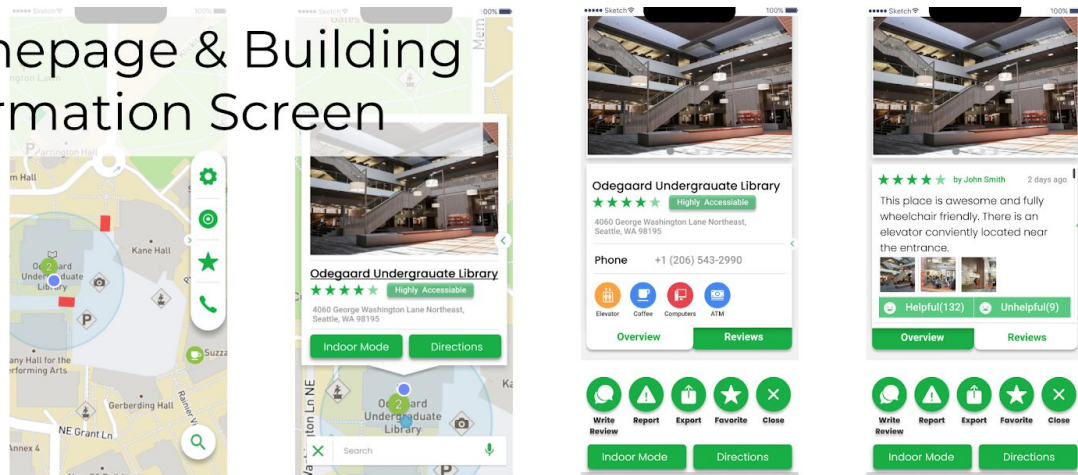


Onboarding Screens

- We allow users to login through Facebook, making the login and sign up process easy and fast.
- Our app does not initially require users to create an account, so anyone can use the app. However, signing up will enable users to keep track of their favorite places, save preferences, and be able to write reviews.

Usage Scenario 1: Building Information

Homepage & Building Information Screen

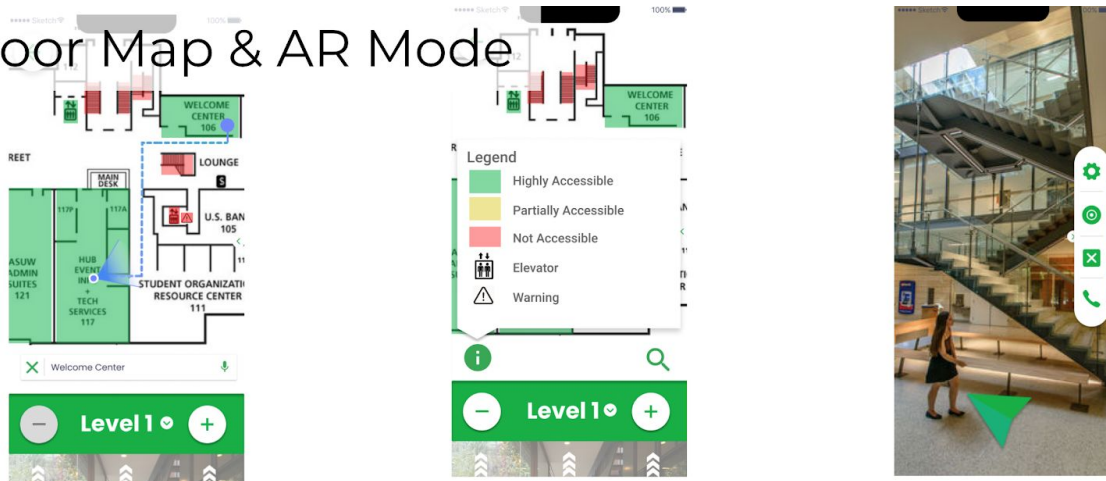


- Many options are on the mid-lower right side of the screen in order for easy one-hand use for the main features of the app.
- Users can tap on a building to access information so they don't need to know the name of the building

- Similar to the Homepage Map Screen, all of the buttons the user will need to use to get more information or perform an action are on the lower half of the screen, making it easy for one-hand use.

Usage Scenario 2: Indoor Map

Indoor Map & AR Mode

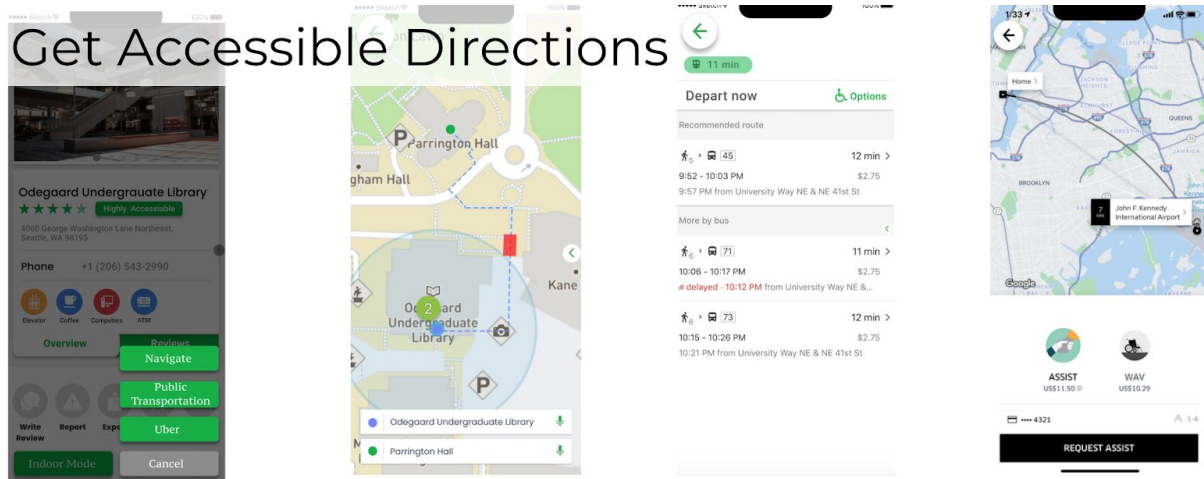


- In indoor mode, an indoor floor plan of the building appears. At the bottom, the user has an option to swipe up for the AR mode. Having these two features on the same screen utilizes a seamless experience and efficient use of screen real estate.

- AR mode guides the user to where they want to go by showing them the accessible route through their camera.
- There is also another navigation option if the user's phone is older and can't use AR by showing the user the route on the floor map

Usage Scenario 3: Directions

Get Accessible Directions



- When the “Take Me There!” button is selected, the accessible transportation options appear. Navigate (if the user has personal transportation), public transportation, and Uber. Every option automatically preconfigures accessibility and makes transportation a one tap feature.

Interactive Prototype

For our final prototype, we decided that Figma would be the best tool to portray our solution, Point2Point.

Link to our prototype:

<https://www.figma.com/proto/S6CQwNrzy5p2p5E6fPnQs3wO/Point2Point?node-id=0%3A1&scaling=scale-down>

References

Here is a reason as to why we placed the majority of our buttons near the bottom of our screen.

Why Mobile Menus Belong at the Bottom of the Screen. (2018, March 25). Retrieved from <https://uxmovement.com/mobile/why-mobile-menus-belong-at-the-bottom-of-the-screen/>