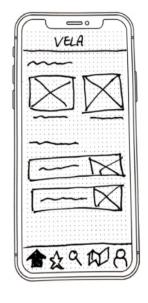
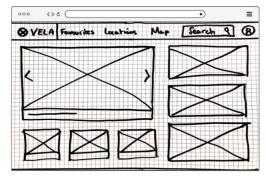
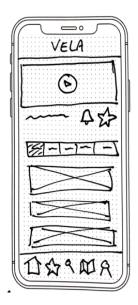
From Site Maps To Wireframes



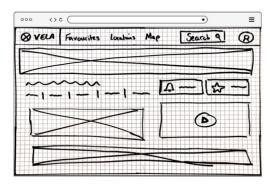
Homescreen



After creating and refining the sitemap, it was time to sketch my first wireframes for the application. I started by designing the main navigation for both the mobile and desktop versions. From there I created wireframes for the three core features: post an entry in the form, accessing favorite routes, searching water and wind data. The next step was to sketch a series of screens that follows the user flow for each of the three features, in both mobile and desktop.

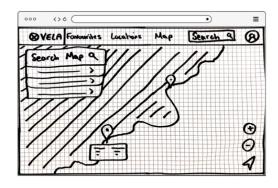


Favorites

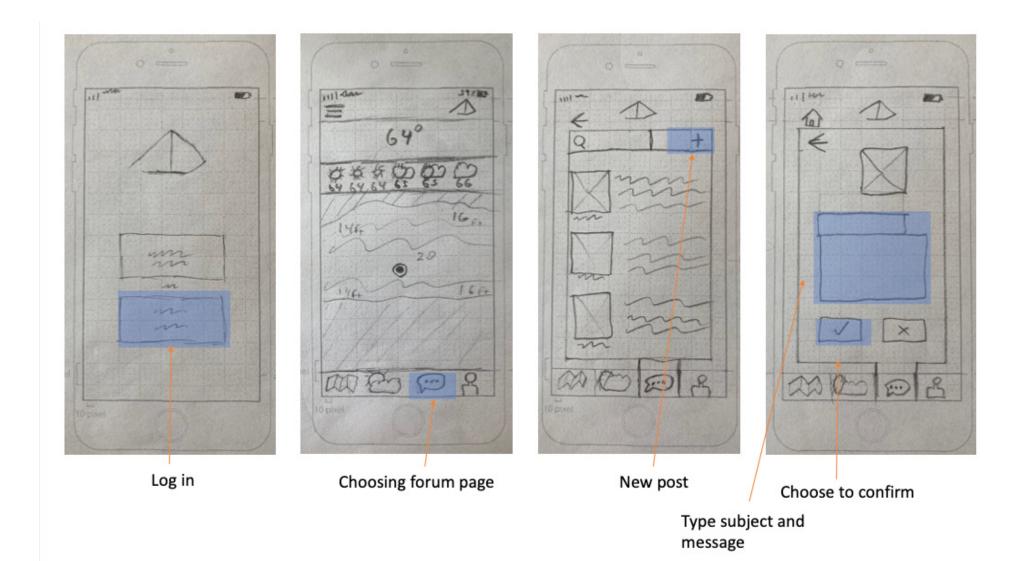




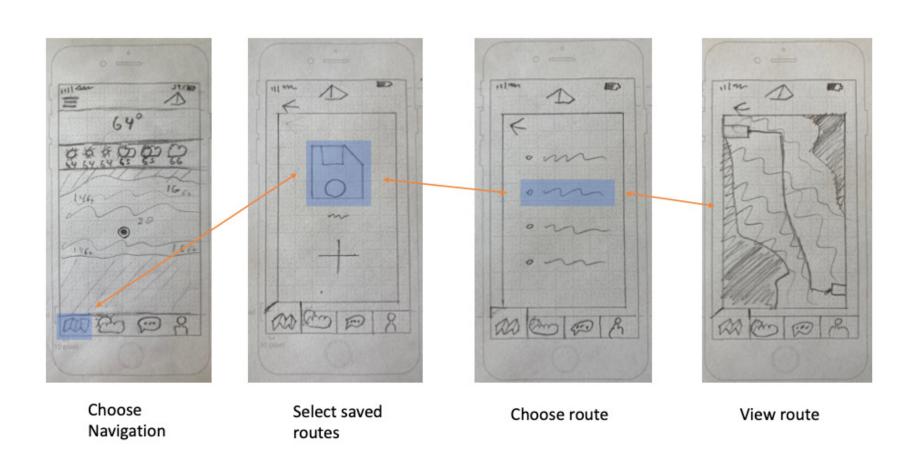
Maps



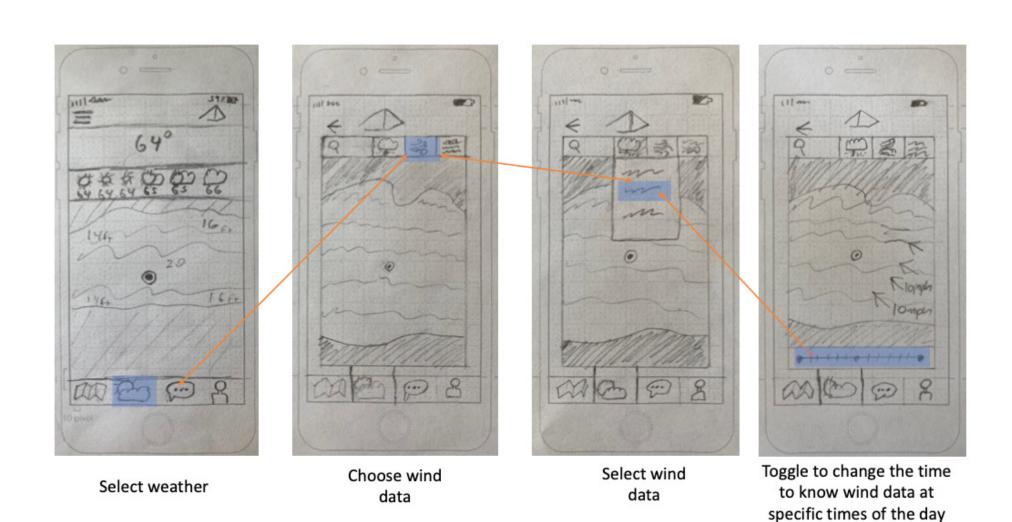
Post an entry in the forum by mobile



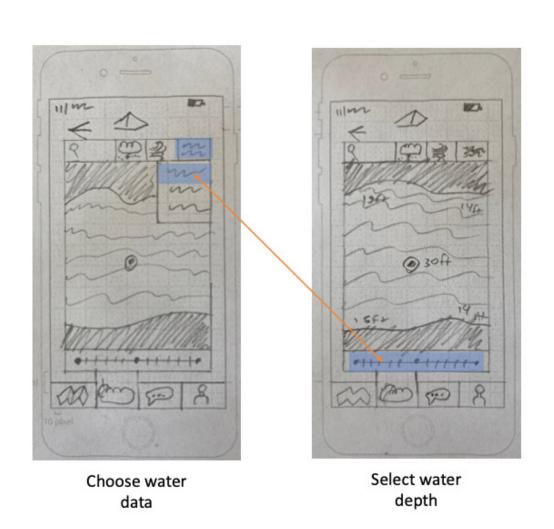
Accessing favorite routes by mobile



Searching water and wind data by mobile



Searching water and wind data by mobile

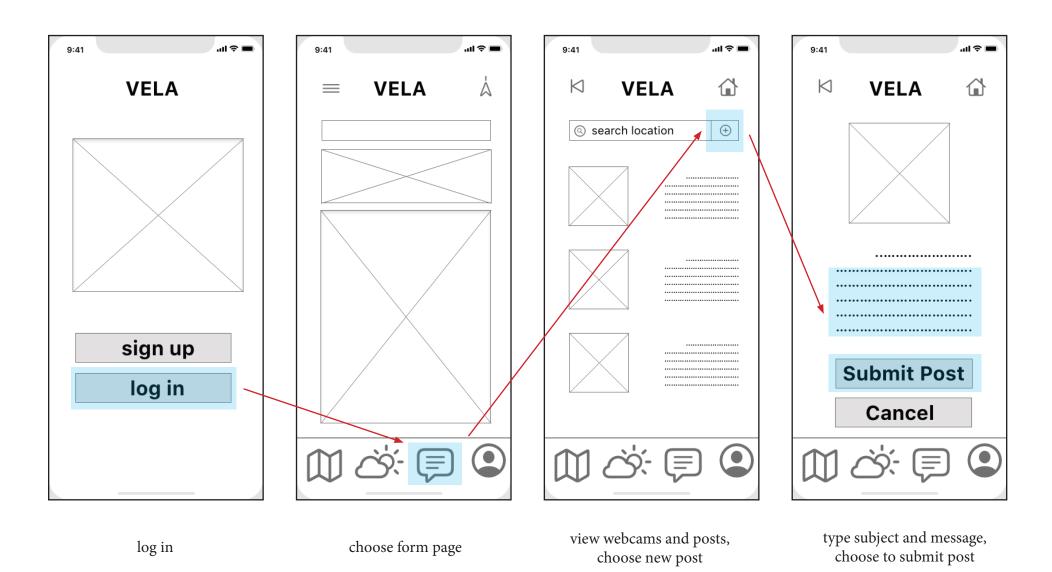


From Wireframes to Prototypes

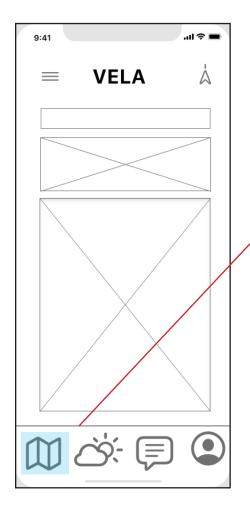
After creating initial wireframes with pen and paper to block out the app at a higher level, I moved on to digital prototypes. Seeing the screens in prototype form made me realize which screens were too cramped and which were missing key information. From low- and mid-fidelity prototypes with no text, I brought the designs up to a high-fidelity grayscale prototype. At this level I had to work out finer details about how individual features will work. I went back to the personas for reference while I was designing the screens to help users accomplish the core tasks intuitively.

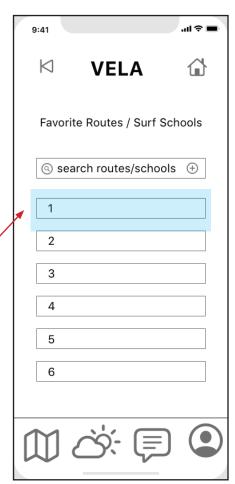
The next step will be to test the prototype with users.

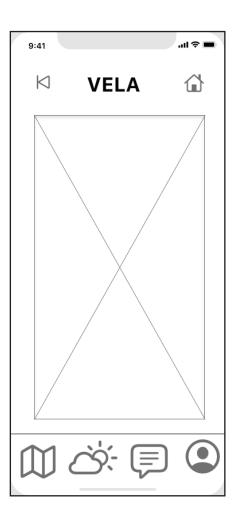
View webcams and post an entry in form



Accessing favorite routes & surf schools





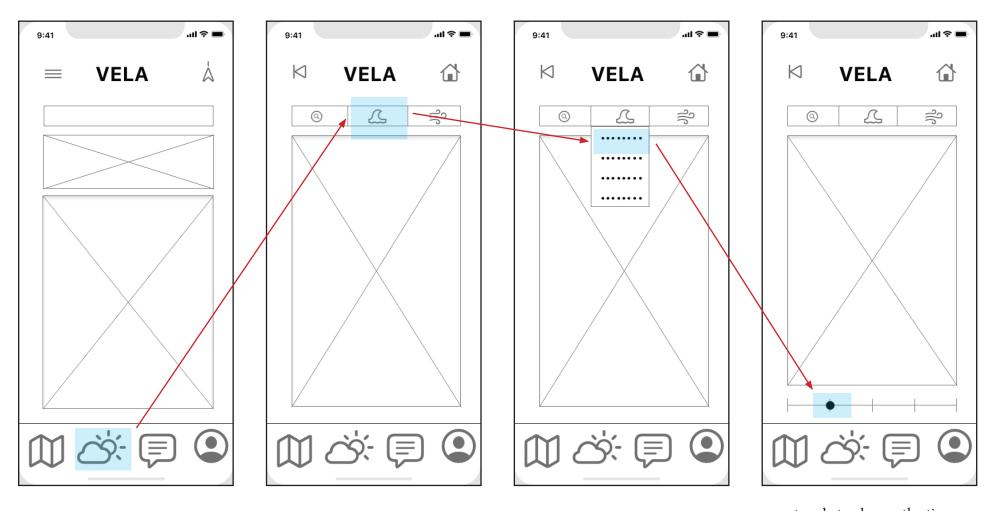


choose navigation

choose favorite route or surf school

view route or surf school

Searching water and wind data

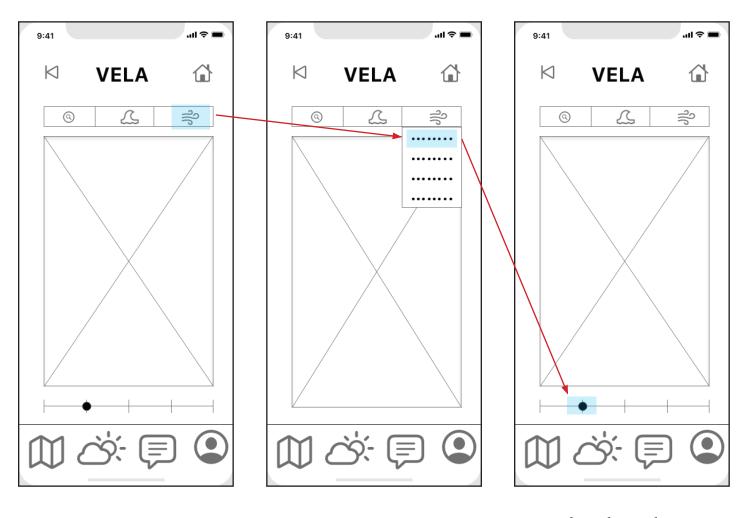


select weather choose wind data

select day of week

toggle to change the time to know wind data at specific times of the day

Searching water and wind data continued



choose water data

choose day of week

toggle to change the time to know wind data at specific times of the day

Interactive and Clickable Prototype

My Prototype