

THE PROPOSAL

Company Name: Solar

Statement of purpose: Solar will be a informational mobile application about all the planets that revolve around our sun.

Objective: Solar's objective to to provide awesome information and fun facts about our solar system, while showcasing the beauty of each planet.

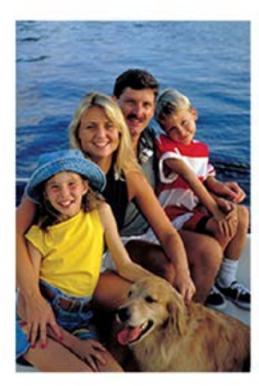
Technology: This mobile application will consist stunning visuals and breath-taking images of our planets. A hamburger-menu in the top corner, and when activated, you will be able to see all planets listed. The landing page will be a large interactive image of the galaxy where you can interact with individual planets.

Size: This mobile application will be compatiable on the iPhone 6 with the resolution of 1334 x 750 (326 ppi). The iPhone 6 is 4.7 inchs tall.

Research: There are mobile applications like this but none as fresh as.

Target audience: Solar's audience will intrest anyone who need information about the solar system. It could be used for educational purposes or as a pocket study guide. From Children lerning about our solar system to adults getting lost the beauty of space. Solar is perfect for just about anyone all over the world.

TARGET AUDIENCE



SOLAR TARGET AUIDENCE

KEY TRAITS

age: 5-50

gender: any

race: any

income: any

WEBSITES

Facebook

NASA

Wikiapedia

INTREST

space, solar system, education, learning, images, fun facts

DISLIKES

un-user friendly design, lame animamations, apps w/o interaction

ABOUT SOLARS USERS

doen't matter who they are, the only thing that matters is if they like space, learning and good modern design

PERSONAS

SOLAR PERSONA 1



KATHY MOLER

KEY TRAITS

age: 5-10 gender: Female race: any GameCaps.com Nicktoons.com CartoonNetwork

WERSITES

INTREST

space, solar system, learning, images fun, playing

DISLIKES

naps, boring images, time-outs

SOLAR PERSONA 2



HAYDEN SMITH

REY TRRITS WEBSITES
age: 19 Tumblr.com
gender: Male NASA.com
race: any Twitter.com

INTREST

learning, partying, space, solar system, fun times, images

DISTIKES

Slow loading time, poor illustrations

SOLAR PERSONA 3



DAN MCBRIDE

REY TRRITS WEBSITES
age: 40 awwwards.com

gender: Male NASA.com race: any School website

INTREST

learning, teaching, space, solar system, helping, information

DISLIKES

Slow loading time, false information

USER RESEARCH

When asking app useres what they would like to see in this solar system application, one student suggested that I add fun facts about each planet, like how much you would weigh on that planet and how long is that planets day. Another student would love to see awesome images and illustrations of the planets, and a matching color scheme to keep the application playful and upbeat. Some other suggestions include adding real time images from the Hubble telescope and live updates about what is happening in our solar system. Another student suggested that I should include a tab for the dwarf planets in our solar system, these ideas might be implemented into phase two of this applications development.

SWOT

STRENGTHS

Fresh look/feel.

Modern capabilites.

Easy and free to use.

Fun/informational

after looking through

all planets.

MEUKUESSES

Avoid other

competitor looks.

Might get tired of app

OPPORTUNITIES

Really educate more people about our solar system. Wide market. Mobile app now; PC/iOS later.

THREATS

Technology is constantly evoling; must keep up with change. Other complition. NASA images.

COMPETITOR ANALYSIS





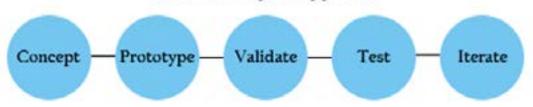


Splash page	NASA	PLANET FINDER	PLANETS
Navigation		0	•
Search			
Solar system		0	•
News	-		
Information	•	0	
Exclusive content	•		
Fun facts			
Social media	0		
Animations			
3d			
iPhone 6			
Images		0	0
Links	•		

PROJECT APPROACH

Solar's project approach will use the lean Ux project approach, because it will allow us to design a cohesive user experience starting from the app store to the follow-up's.

Lean UX Project Approach



DESIGN PLAN

Week One: The proposal

Week Two: Wireframe of mobile application submitted for approval Week Three: Rework of wireframe. Sketch pages (3) in-depth design Week Four. Roughs of illustrations and copy submitted for approval

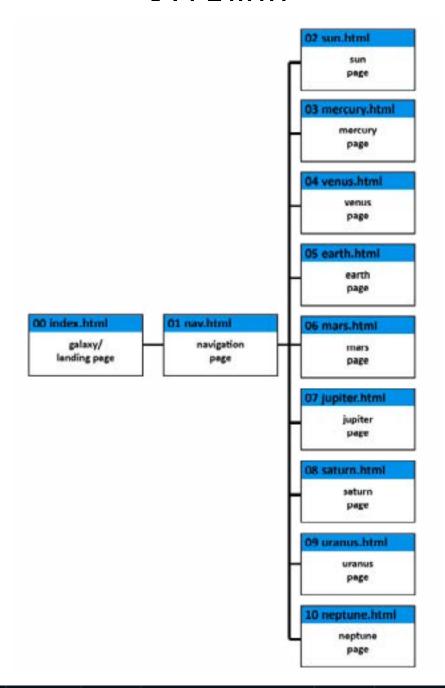
Week Five: Animate and insert illustrations

Week Six: Prototyping and testing

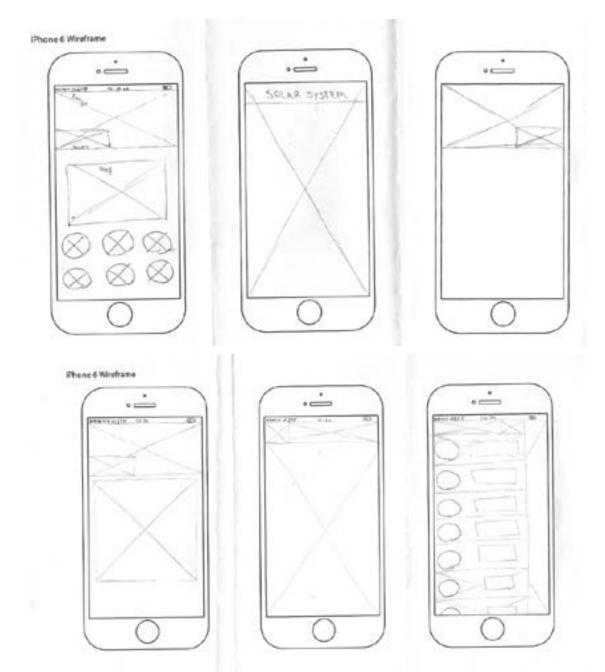
Week Seven: Prototype v.1 Week Eight: Prototype v.2 Week Nine: User testing. Week Ten: Final touch-ups

Week Eleven: Present

SITEMAP

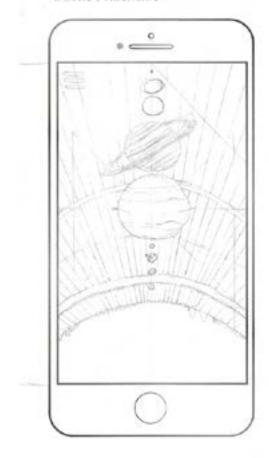


WIREFRAMES

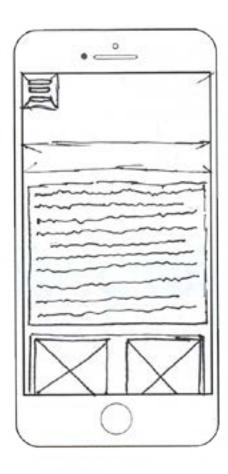


DETAILED SKETCHES

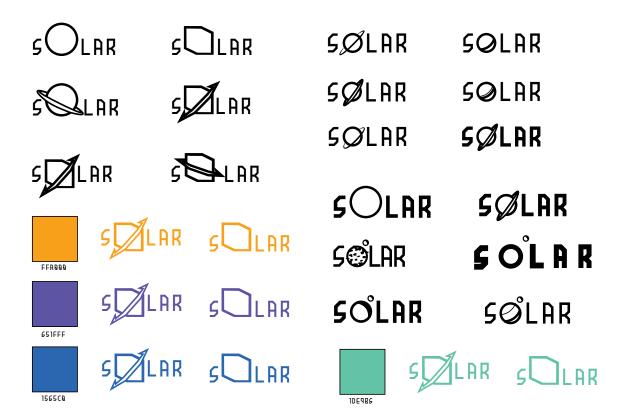
IPhone 6 Wireframe







LOGOS



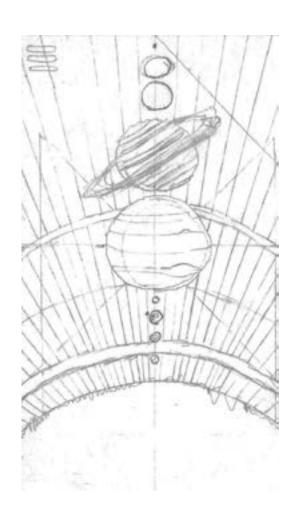
FINAL LOGO

SOLAR

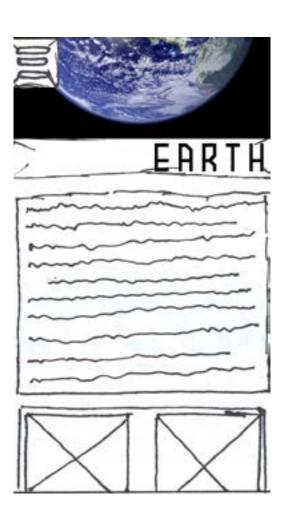
STYLE GUIDE



PROTOTYPE VI

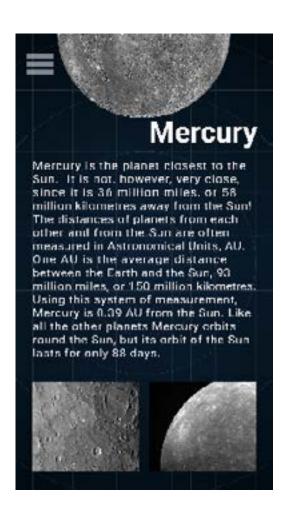






PROTOTYPE U2

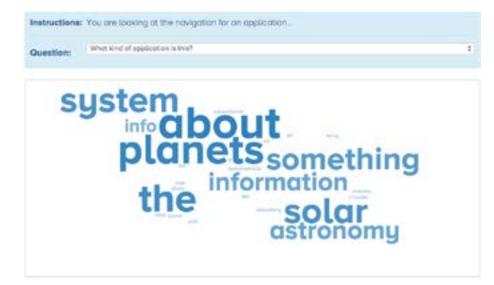


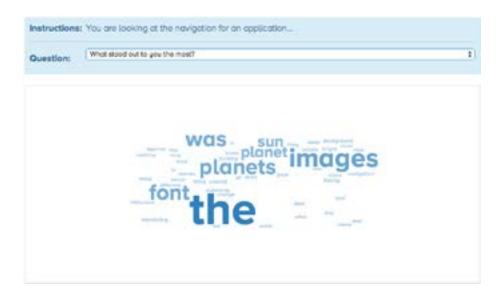




USABILITY TESTING

	Step 1		
	SUCCESS RATE 95%	FAILURE RATE 5%	COMPLETION TIME 11 seconds
>		,	
	95% total completed		
	Step 2 BUCCESS RATE	PAILURE BATE	COMPLETION TIME
	95%	5%	5 seconds
	95% BOX total completed	5%	5 seconds
	90% total completed	5%	5 seconds
		5%	5 seconds
	90% total completed	5%	5 seconds





FINAL PRODUCT







CREDITS

Images : NASA Images

Copy: http://www.planetsforkids.org/