# Low-Fidelity Wireframes: Mittweida Classic Explorer (65+)

- Low-Fidelity Wireframes: Mittweida Classic Explorer (65+)
  - Wireframes
    - 1. Welcome & Onboarding Screen
    - 2. Route Selection Screen
    - 3. Guided Tour Screen
      - 3a. Attraction Detail (Story View)
    - 4. Completion & Travel Journal Screen
    - 5. Create Your Own Tour Screen
    - 6. Settings Screen
  - Moodboard Concept

    - Color Palette
    - Typography
    - Imagery Style
    - S UI Elements
    - **Sound**

## Wireframes

1. Welcome & Onboarding Screen

```
| Copy | Mittweida Classic Explorer | Copy | Conter, 20% of screen height | Con: Settings | Content | Cont
```

## **Key elements:**

- Large title and subtitle
- Settings icon
- Two clear options: suggested or custom tour

#### **Placement Notes:**

Logo and title at top 20% of screen for immediate brand recognition

- Main buttons in bottom third for easy thumb reach
- 24pt minimum font size for readability
- Buttons should be at least 60px tall for easy tapping

#### 2. Route Selection Screen

```
| [Map View with Highlighted Routes] | <- Occupies top 60% of screen
| [Button: Filter]
                                        <- Top right corner of map</pre>

    Your Location (blue dot)

    Route A (green line)

     • Stop points marked 1-5
 • Route B (orange line)
     • Stop points marked A-D
 • Tap on a route line to see details: | <- Bottom 40% of screen
  Short Historical Walk (30 min) | <- Card view with 20px padding
   • 5 stops, benches along the way
• Tap on other route to see:
  Church & Park Stroll (45 min)
   • 4 stops, cafés nearby
[Button: Continue]
                                    <- Bottom of screen, full width</pre>
                                       <- Bottom of screen, full width</pre>
[Button: Back]
```

#### **Key elements:**

- Interactive map with overlays
- Tap-enabled routes showing names, durations, features
- Clear call to action button
- Filter button for customizing routes

#### **Placement Notes:**

- Map view dominates top portion for spatial orientation
- Information cards slide up from bottom when routes are selected
- Continue button fixed at bottom with 80px height for prominence
- Filter button positioned in upper right for quick access

#### 3. Guided Tour Screen



### **Key elements:**

- Always fullscreen map view
- Location-aware pins
- Popup cards when near a stop with photo and CTA
- "Explore This Stop" opens...

#### **Placement Notes:**

- Map always remains visible for context
- Pop-up notification cards slide up from bottom, not obscuring current position
- Button placement at bottom of card for easy thumb access
- Cards should have 16px minimum padding on all sides

#### 3a. Attraction Detail (Story View)

#### **Key elements:**

- Instagram Story-style fullscreen carousel
- Photo + short text captions per slide
- Optional narration
- Easy nav and exit

#### **Placement Notes:**

- Photos positioned in top portion for easy viewing
- Text in lower third with high contrast background for readability
- Exit button always visible at bottom center
- Navigation arrows on sides at comfortable thumb height (center vertical)
- Audio controls in corner but large enough (min 48px) for easy targeting

#### **Key elements:**

- Map + current location
- Stop info card with text, audio, image, rest info
- Navigation buttons: Next, Pause
- Filter access for preferences

#### **Placement Notes:**

- Split screen design with map on top half and information below
- Information card has fixed header but scrollable content area
- Action buttons fixed at bottom of screen for consistent placement
- Media control buttons positioned side-by-side in the middle of the card

#### 4. Completion & Travel Journal Screen

#### **Key elements:**

- Summary message
- Access to saved journal (download/email/print)
- Options to restart or exit

#### **Placement Notes:**

- Celebratory message at top with ample white space
- Action icons centered in middle section with equal spacing
- Bottom buttons positioned for easy access, side by side with equal width
- All elements center-aligned for formal, balanced appearance

#### 5. Create Your Own Tour Screen

```
|-----|
                               <- Top 40% of screen</pre>
\[Map View]
• Tap to add locations
• Your Location (blue dot)

    Available spots marked with pins

| \[List of Attractions with Checkboxes] | <- Bottom 60% of screen, scrollable
\[ ] St. Afra Church
                               <- List items with left-aligned</p>
checkboxes
\[ ] Mittweida Castle
| \[ ] Town Park
\[ ] Local Café "Kaffeestube"
| \[ ] Textile Museum
| \[Button: Preview Route] | <- Bottom left, 45% width
\[Button: Start Tour]
                               <- Bottom right, 45% width</pre>
```

#### **Key elements:**

- Interactive map with tap-to-select functionality
- Checklist of attractions
- Ability to preview custom route
- Filter button for category-based choices

#### **Placement Notes:**

- Map contained in top portion for context while selecting
- Scrollable list dominates screen for easy selection
- Checkboxes positioned on left for traditional form experience
- Action buttons fixed at bottom with equal prominence

• 16px minimum spacing between list items for easy selection

## 6. Settings Screen

```
<- Top header, full width</pre>
                                      <- Each section takes ~20% of</pre>
| Text Size:
screen height
• \[Small] \[Medium] \[Large]
                              | Enable Audio Narration:
                                       <- Right-aligned toggle</pre>
• \[Toggle ON/OFF]
| High Contrast Mode:
• \[Toggle ON/OFF]
                                       <- Right-aligned toggle</pre>
Language:
• \[Dropdown: English, German, etc.] | <- Full width dropdown
                                     <- Bottom of screen, full width</pre>
\[Button: Save Settings]
                                      | \[Button: Back]
```

#### **Key elements:**

- Adjustable text size
- Audio narration toggle
- High contrast mode for visibility
- Language selection
- Save and return options

#### **Placement Notes:**

- Settings organized in clearly separated vertical sections
- Labels on left, controls on right for traditional settings layout
- Back button positioned above Save to prevent accidental data loss
- Each interactive element has minimum 60px touch target height
- 24px spacing between settings groups for clear visual separation

## Moodboard Concept

**\*** Visual Identity Goal

Create a mood that feels:

- Timeless (to match historical depth)
- Comforting & Clear (to serve older users)

• Subtly Elegant (for credibility and trust)

## **Color Palette**

- Warm Neutrals: sandstone, beige, soft cream (backgrounds)
- Muted Accents: sage green, dusty blue, terracotta (highlights)
- High Contrast Text: charcoal/dark brown on light backgrounds

## Typography

- Headings: Classic serif (e.g. Playfair Display, Cormorant Garamond)
- Body text: Clean sans-serif (e.g. Noto Sans, Inter, or Open Sans)
- Large, well-spaced text; WCAG-compliant contrast

## Imagery Style

- Historical photo overlays (sepia tone or faded edges)
- Illustrated line drawings of architecture or landmarks
- Clean map visuals (like hand-drawn maps or subtle textures)

## 🗯 UI Elements

- Rounded, soft-corner buttons
- Large, friendly icons (with text labels)
- Smooth fade-in transitions, no fast animations
- Card-style layouts for each section (e.g. info cards at tour stops)

## **Sound**

- Optional soft ambient background sound at start (birds, town square ambience)
- Calm voiceover for audio narration