

Šnjofkalo Mobile App - Linking Wireframes to Flows

Introduction

This document establishes the relationship between the wireframe designs and the user flows for the Šnjofkalo mobile application. It serves as a reference for developers and designers to understand how the visual representations align with the intended user journey through the application.

Wireframe-to-Flow Mapping

Authentication Flow

Wireframe	User Flow Step	Description	Interactions
Login Screen	Start of Authentication Flow	The entry point when users launch the app	• Enter email/password • Tap Login button • Tap Register link
Registration Screen	Optional branch in Authentication Flow	Screen for new users to create accounts	• Enter personal details • Accept terms • Tap Register button • Tap Back to return to Login
Home Screen	End of Authentication Flow	Landing page after successful authentication	• Browse featured products • Access categories • Use search functionality

Product Browsing Flow

Wireframe	User Flow Step	Description	Interactions
Home Screen	Start of Product Discovery Flow	Main entry point for product browsing	• Browse featured products • Tap category icons • Use search bar
Categories Screen	Category path in Product Discovery	Screen listing all product categories	• Tap on a category • Return to Home • Use bottom navigation
Category Products Screen	Products list in Category path	Display of products within selected category	• Tap on a product • Use filter/sort options • Tap Back to Categories
Search Results Screen	Results in Search path	Shows products matching search query	• Tap on a product • Use filter/sort options • Tap Back to return
Product Detail Screen	End point of all Product Discovery paths	Detailed view of a single product	• View product information • Add to cart • Add to favorites • Return to previous screen

Shopping Cart Flow

Wireframe	User Flow Step	Description	Interactions
Product Detail Screen	Start of Shopping Cart Flow	Point where users add products to cart	• Tap "Add to Cart" • Continue browsing or go to cart
Shopping Cart Screen	Cart review in Shopping Flow	List of all items added to cart	• Adjust quantities • Remove items • Tap "Checkout" • Continue shopping
Login Screen (if needed)	Authentication checkpoint	Only appears if user is not logged in	• Enter credentials • Authenticate to continue

Checkout Flow

Wireframe	User Flow Step	Description	Interactions
Shopping Cart Screen	Start of Checkout Flow	Review before proceeding to checkout	• Review items • Tap "Checkout"
Checkout - Shipping Screen	Shipping information step	Enter or select shipping address	• Enter address • Select saved address • Tap "Continue" • Return to cart
Checkout - Payment Screen	Payment method step	Enter or select payment method	• Select payment method • Enter payment details • Tap "Continue" • Return to shipping
Order Review Screen	Final review step	Review complete order before confirmation	• Review order details • Tap "Place Order" • Return to previous steps
Order Confirmation Screen	End of Checkout Flow	Confirmation of successful order	• View order details • Continue shopping • Track order

Order Management Flow

Wireframe	User Flow Step	Description	Interactions
Profile Screen	Start of Order Management Flow	Access point for user's order history	• Tap "Order History" • View profile information
Order History Screen	Order list view	List of all past orders	• Tap on an order • Return to profile
Order Details Screen	Single order view	Detailed view of a specific order	• View order information • Tap "Track Order" • Return to order history
Order Tracking Screen	Tracking information	Shows shipping status of an order	• View tracking details • Return to order details

Transition Specifications

Navigation Transitions

From Screen	To Screen	Transition Type	Triggering Action
Login	Home	Fade	Successful authentication
Login	Registration	Slide right	Tap "Register" link
Registration	Home	Fade	Successful registration
Any Screen	Cart	Slide up	Tap Cart icon in bottom nav
Product List	Product Detail	Slide right	Tap on product
Cart	Checkout Screens	Slide right	Tap "Checkout"
Checkout Screens	Next Checkout Screen	Slide right	Tap "Continue"
Any Screen	Previous Screen	Slide left	Tap Back button

Modal Displays

Screen	Modal Element	Trigger	Dismissal
Product List	Filter/Sort Options	Tap Filter/Sort	Tap Apply or Cancel
Product Detail	Add to Cart Confirmation	Add item to cart	Auto-dismiss or tap outside
Profile	Logout Confirmation	Tap Logout	Confirm or Cancel

Screen States

Conditional States

Screen	Condition	Alternative State	Notes
Home	First-time user	Onboarding overlay	Shows first-time tutorial
Shopping Cart	Empty cart	Empty state message	Shows "Cart is empty" with CTA to shop
Order History	No orders	Empty state message	Shows "No orders yet"
Product List	No results	Empty search results	Shows "No products found"

Loading States

Each screen should implement appropriate loading indicators:

Screen	Loading Scenario	Loading Indicator
Product Lists	Initial load & pagination	Skeleton screens / loading spinner
Product Detail	Image and data loading	Progressive image loading
Checkout	Processing payment	Full-screen loading overlay
Order Tracking	Fetching tracking data	Loading spinner in content area

Wireframe Evolution Notes

As development progresses, the following wireframe elements may need refinement:

- 1. **Shopping Cart Counter:** Add visual indicator showing number of items in cart

2. **Filter Options:** Expand filter panel design for product list screens
3. **Error States:** Add specific wireframes for error conditions
4. **Empty States:** Design specific empty state visuals for key screens
5. **Loading States:** Create specific loading state designs

Implementation Guidelines

When implementing the transitions between wireframes:

1. **Maintain Context:** Preserve user context during transitions
2. **Smooth Animations:** Use appropriate easing curves for transitions
3. **Loading Feedback:** Always provide visual feedback during data loading
4. **Navigation Accessibility:** Ensure back button and gesture navigation work consistently
5. **Deep Linking:** Support direct navigation to specific screens from notifications or external links

Conclusion

This document provides a comprehensive mapping between the wireframe designs and user flows for the Šnjofkalo mobile application. It should be used alongside the screen descriptions and navigation flow documentation to ensure consistent implementation of the application's user experience.

The wireframes represent the visual structure, while the flows define the paths users will take through these screens. Together, they form the foundation of the application's user interface and experience design.