

I've chosen the second task from the two:
"Provide visual design at least for one screen for iOS phone or Android, while also being considerate of native platform design guidelines."

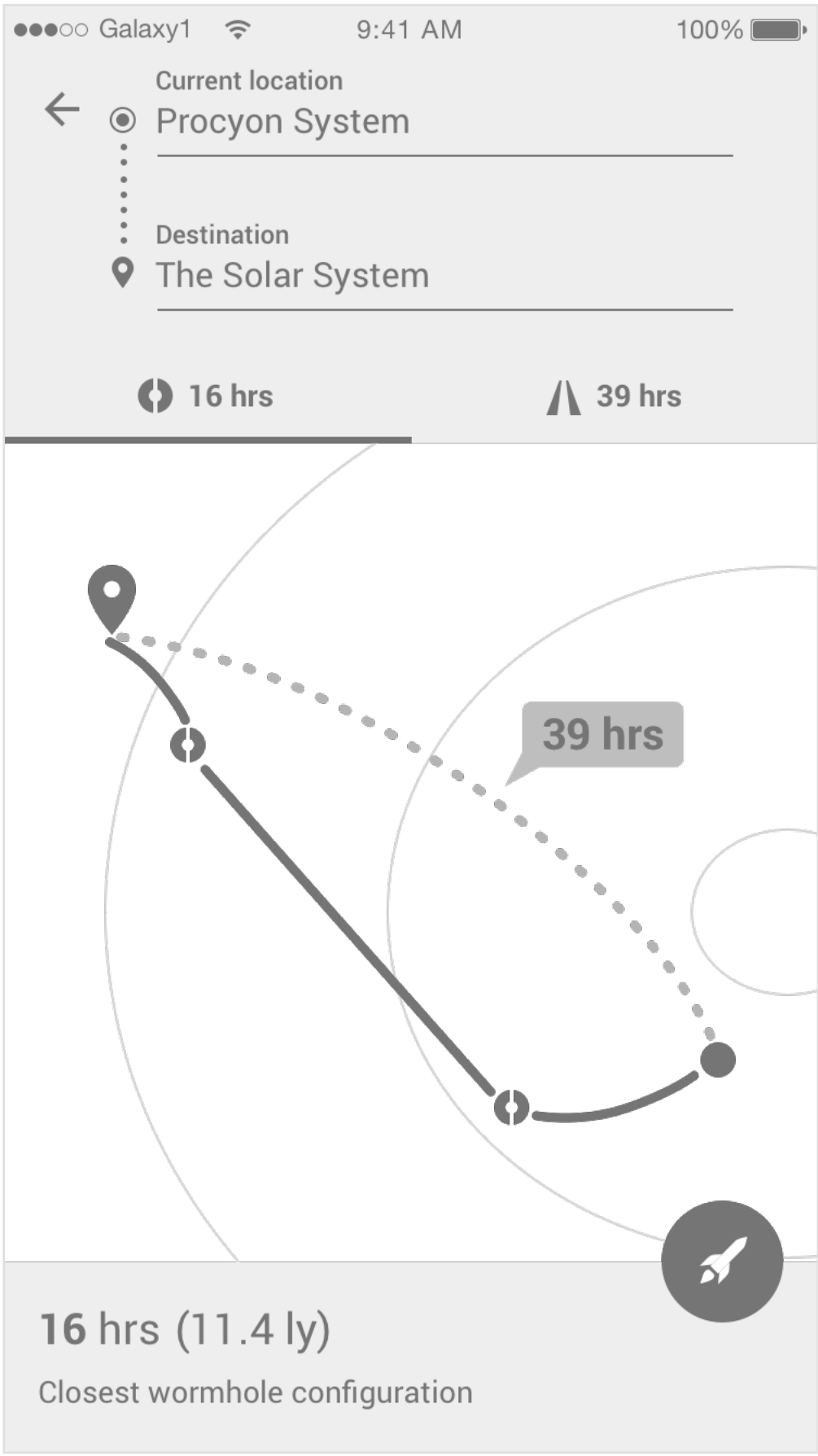
I didn't want to reinvent the wheel or create something too conceptual just for the sake of it. I also acknowledged the time limit and the importance to follow the established platform guidelines. So used the Material Design components to create the space ship map.



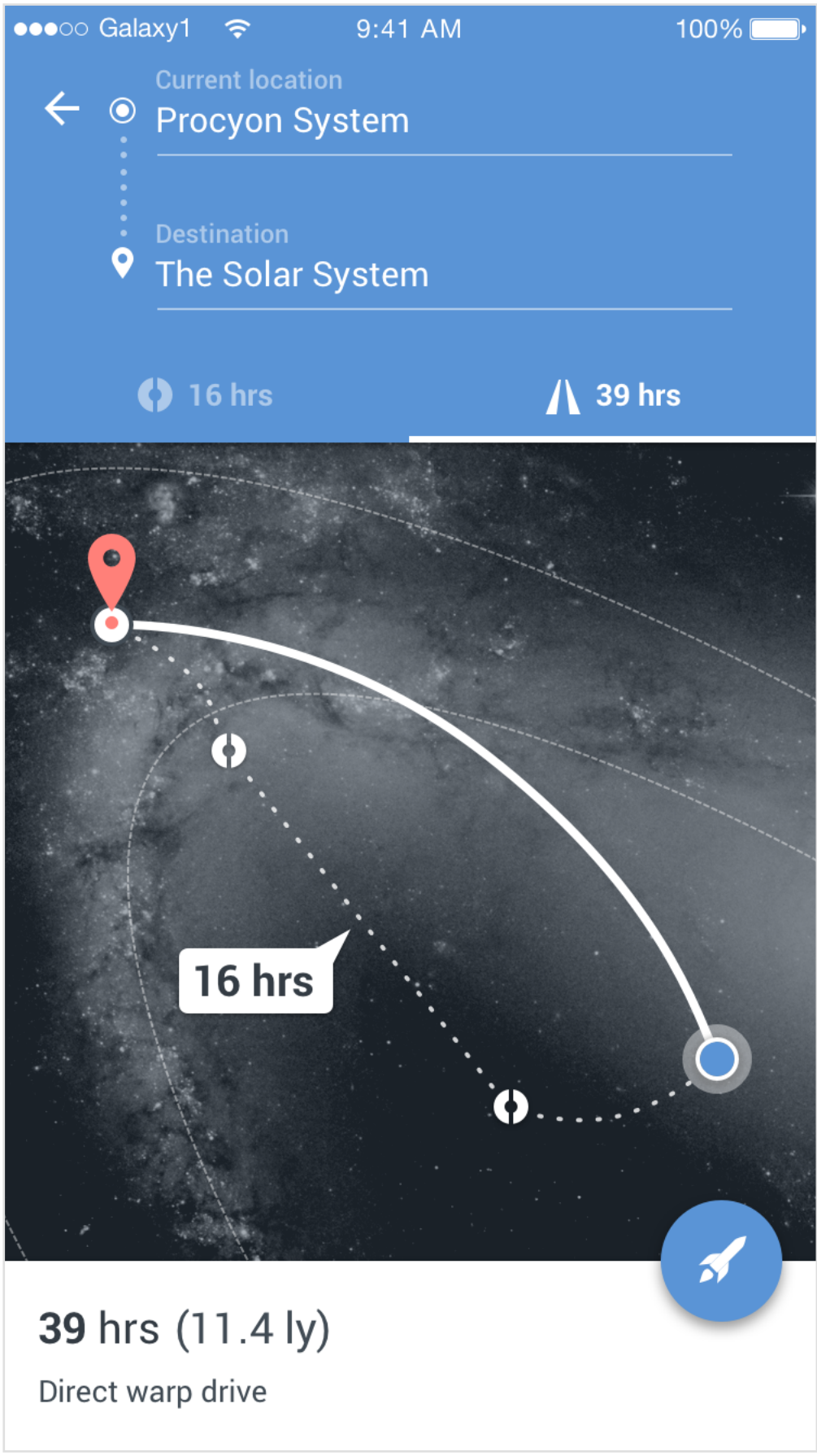
I started with four essential low-fi wireframe sketches on the whiteboard:

- 1. Map overview with destination pin dropped
- 2. Travel type (using wormhole)
- 3. Travel type (using warp drive)
- 4. Travel details (waypoints and directions)

The idea is that the user can travel using wormholes, which are not always available but when they are they drastically shorten the travel time. Or a direct warp drive, which is always available but slower than wormholes. So two tab options are therefore available.



I turned the second screen (wormhole travel selection) in to a hi-fi wireframe. Familiarity with the UI will minimize the cognitive load and increase usability.



For the final design I picked the warp drive selection screen. I have applied the primary color of Volders visual identity while keeping the Material Design components unchanged.