1.

2.

3.

4.

5.

1. DOOR UNLOCKER
LOGIN FINGERPRINT

2. DOOR UNLOCKER
MY DOORS
OTHER SHA DOORS SHARED

3. MY DOORS
FRONT DOOR
CAR DOOR
OFFICE DOOR

4. FRONT DOOR
LOCK
UNLOCK

5. UNLOCKED!
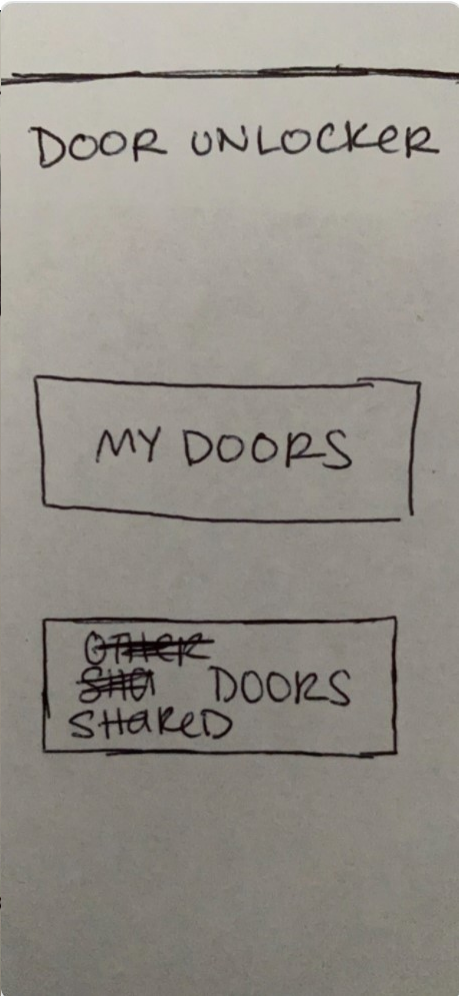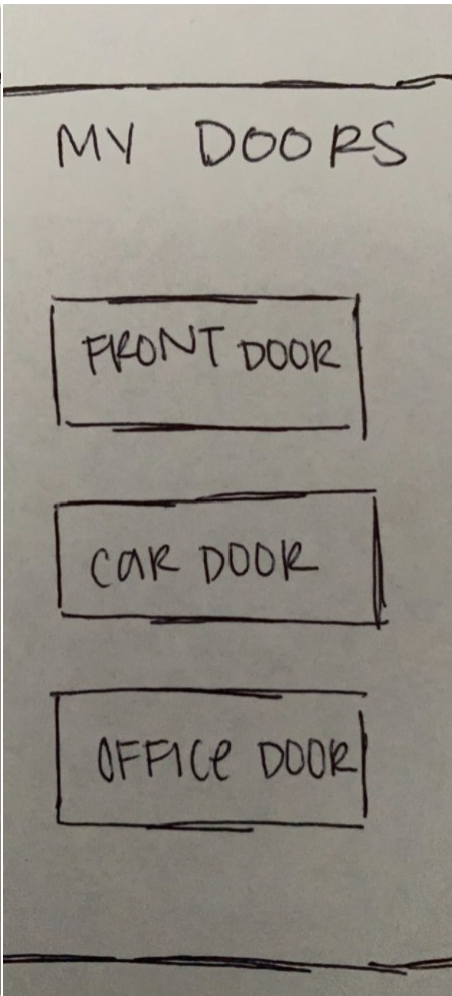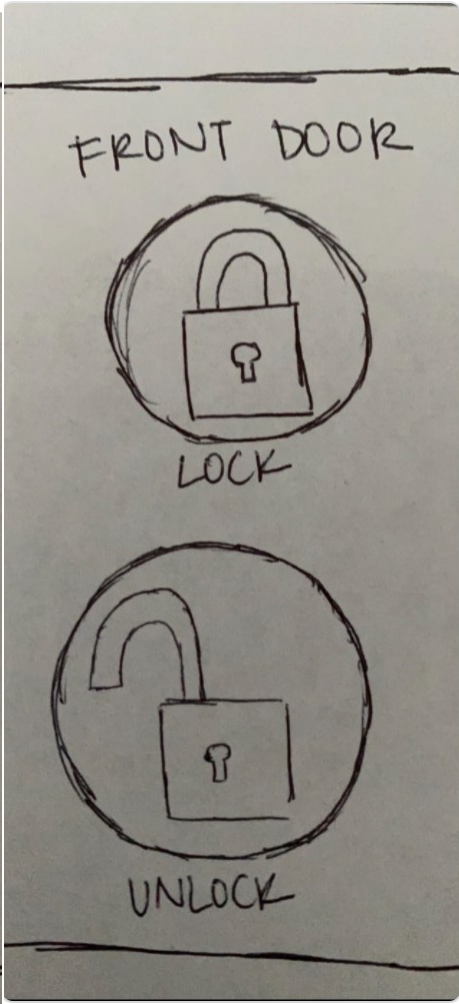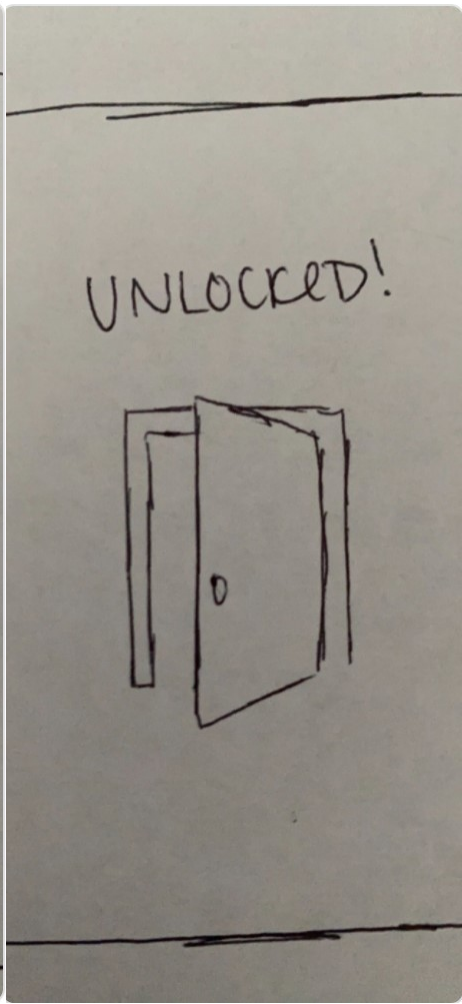
The interface that I created for this assignment was a potential interface that would give the user the ability to unlock doors using their phone. I have seen this used with digital locks and with ZipCars, and thought that it would be good to have a place where you could centralize digital keys. It's also useful for when a user may often forget their keys, which I often do. The overall goal of the interface is to provide a simple way to unlock doors digitally. Because of the simple layout of the app, I think that the problems of the gulf of execution are easily solvable

1. The first page is the homepage. Here, there is a logo of the app, so that the user can be sure that they are in the right place, as well as a fingerprint login, so there is another layer of security for them to access their keys.

2. The second page gives you two options: you can either choose "My Doors" which will bring you to all of the doors you have input into the interface, or "Shared Doors" which will bring you to a door access page for people who have shared their access with you. (Shared Doors isn't pictured in the interface)

3. The third page shows all the doors that you have input to be able to unlock through the app. Any of the boxes will bring you to their respective lock or unlock pages

4. The fourth page is the actual lock and unlock page. Clicking either button will complete the action stated. Having only two clearly labelled buttons on this page of the interface make the gulf of execution easily solvable. The goal of the user would be to lock or unlock their door, and those are the only two options available, making it up to the user with what they want to do with the app.

5. The purpose of the final page is to notify the user that their action on the app was successful, and that they are able to fully complete their goal now.