UI Design and Prototyping Report

Project: I Will Go!

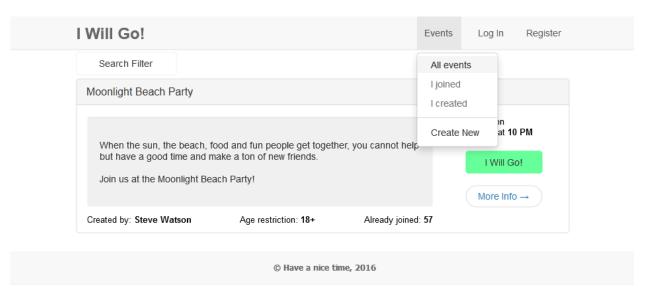
1. Introduction

The purpose of the project is to help people decide how to spend their free time better.

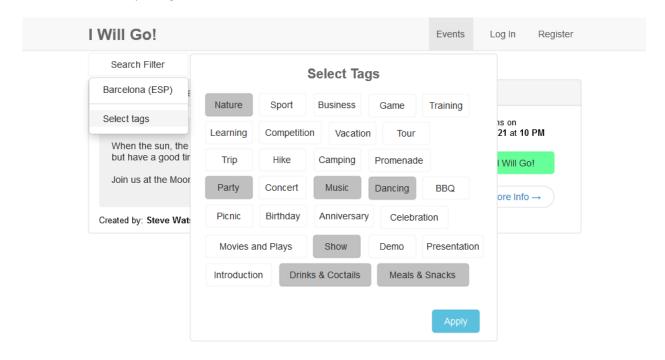
Users can create events and invite all comers or do it by custom invitations. Events can be public or private, each of which has its own set of tags that describes the event. Choosing an event is based on the place of the meeting and describing tags. All events are discussable, users can leave their comments.

2. User Interface Design and Prototype

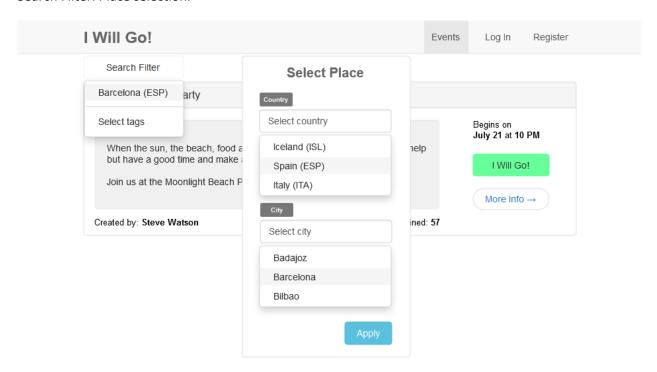
Events. Dropdown menu



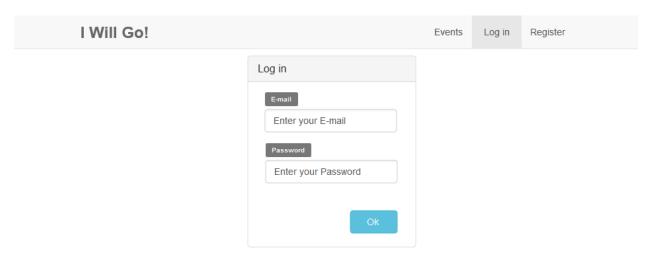
Search Filter. Multiple tag selection.



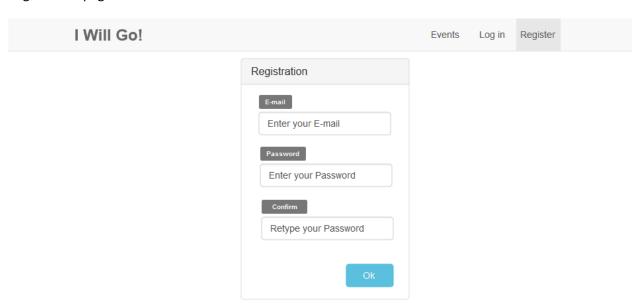
Search Filter. Place selection.



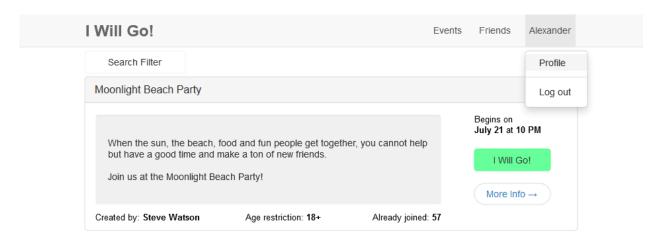
Login page.



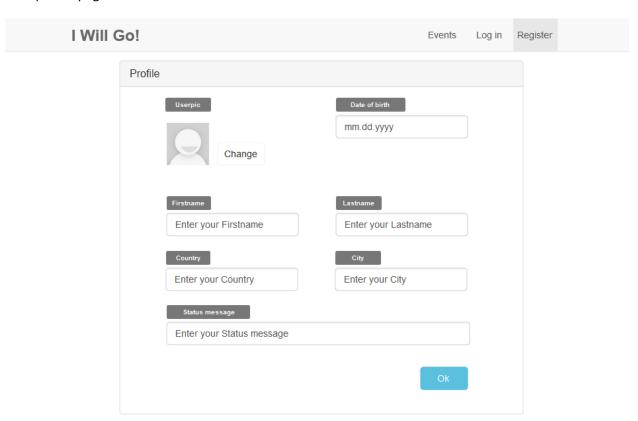
Registration page.



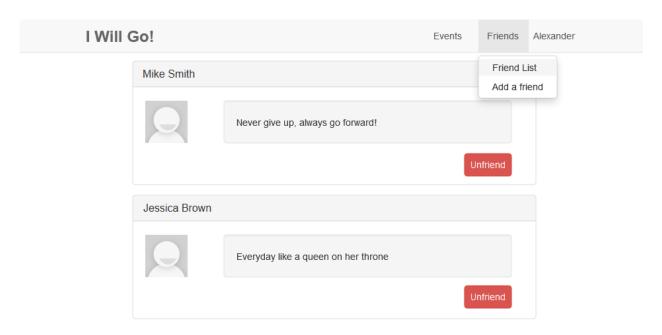
Menu items for logged in users.



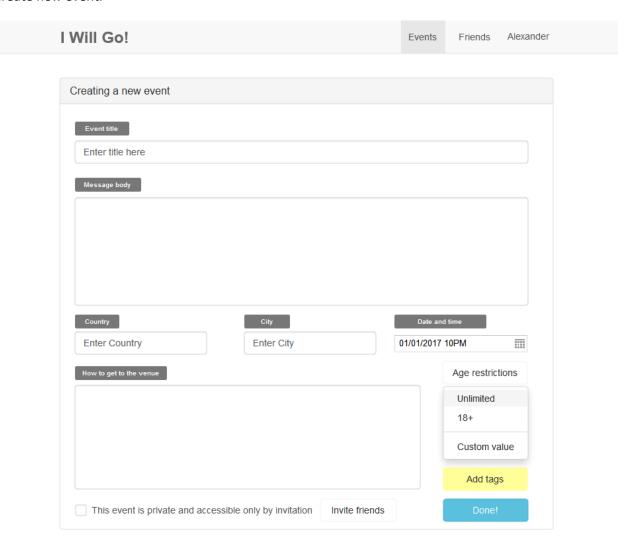
User profile page.



Friend list.

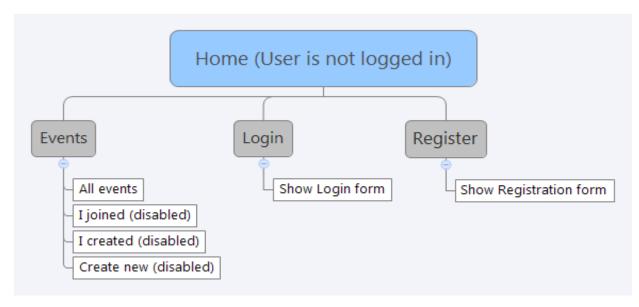


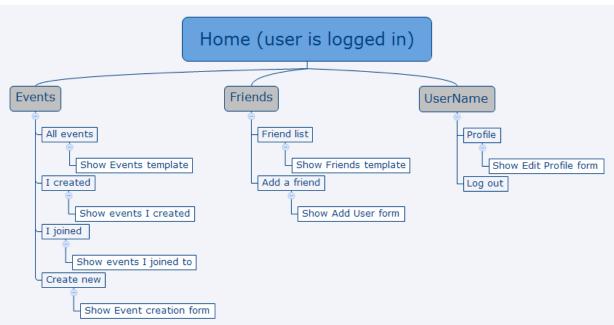
Create new event.



All mockups are tentative and might be revised due to the architecture design. The UI shown above has the necessary functionality for supporting the list of features of application being developed.

3. Navigation Structure





4. References

A list of tools used for mockups and reporting.

- Pencil Project
- <u>Bootstrap Pencil Stencils</u>
- XMind (Mind Mapping tool)