



## 1. Loading screen

A loading screen—often shows while starting an application, or loading a website—is your chance to set the tone. A well-designed loading screen captures the attention of users with eye-catching graphics, sense of atmosphere, and other design elements while the application loads in the background.

If you don't design a loading screen, you're missing an opportunity to establish foundational elements within your design system.



### 2. Home screen

A home screen is the main component of your application, as it presents all of the key features. It should also present the utility options, too, such as menu, search and account management.

Consider designing a showcase, as well as regions for popular genres (e.g. action, drama, comedy, etc.).

Help the user find something to watch.

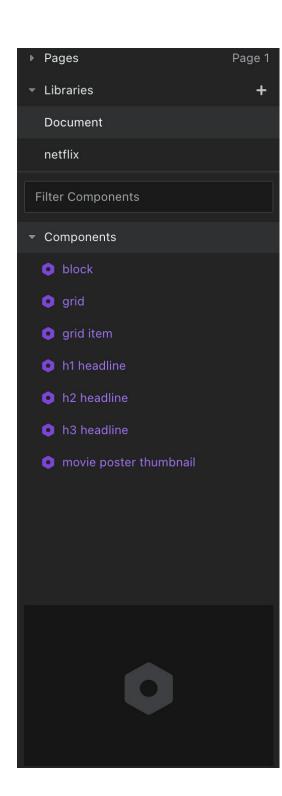


## 3. Single movie

After browsing through the movie library, a user chooses a particular film and proceeds to the single movie view.

Design around the users needs:

- How do I watch the show?
- I'm not sure about this show, but I'd like to read more information. *Translation: please convince me to watch it.*
- Oops! I accidentally clicked it. Or I don't want to watch it after all. How do I go back?
- I want to watch it, but not now. How do I save it for later?



#### **Extra requirements**

#### Animation(s)

Please include at least one interactive and animated component.

#### **Component library**

Please save all of your UI items as components, so that it's easier for you to manage your design and to improve the UI consistency.

#### Mobile menu

Consolidate the menu options into a flyout menu. Avoid cluttering your UI.



#### **Deadline**

# Thursday, March 3 11:59 p.m.

Submit the Share URL of your InVision Studio prototype to Blackboard/Assignments.

Please make sure to click "update" so that I can see the latest version of it.

And please test your prototype on your smartphone, too. You can access your account by simply by downloading the free InVision app.