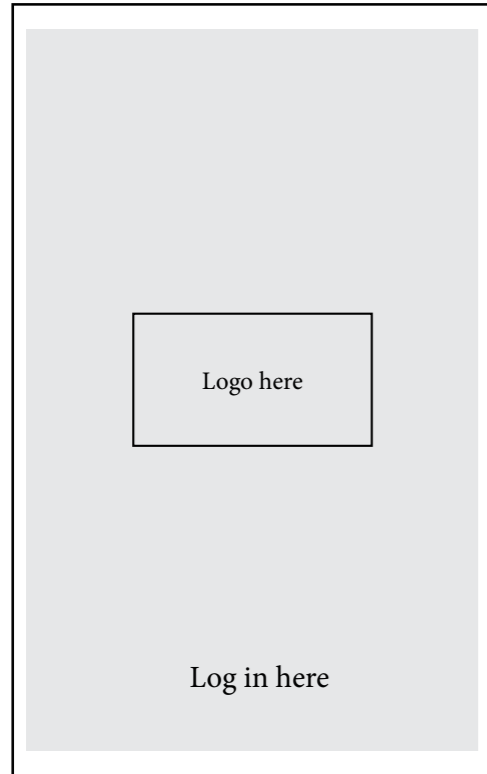


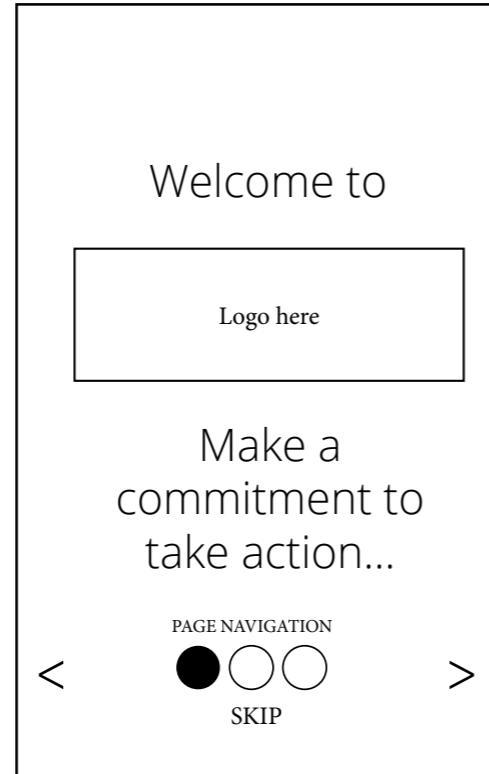
Mid fidelity Wireframe DRAFT1

Loading screen



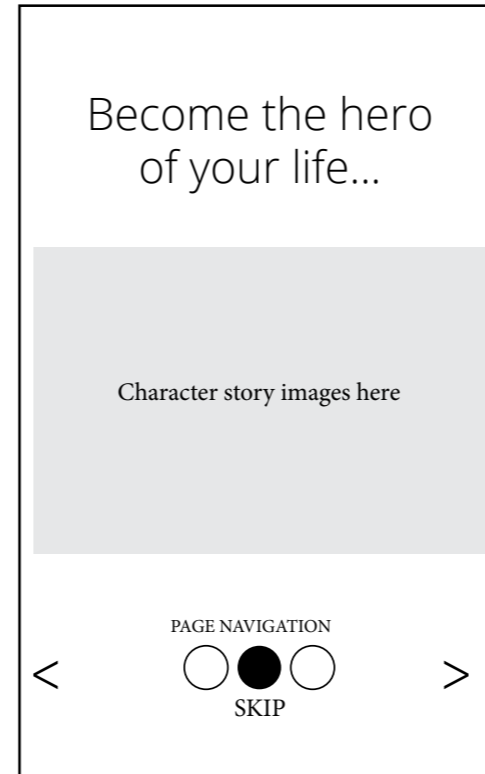
I would like the logo to grow and be full view by the time it reaches 100% loading POW!

Onboarding



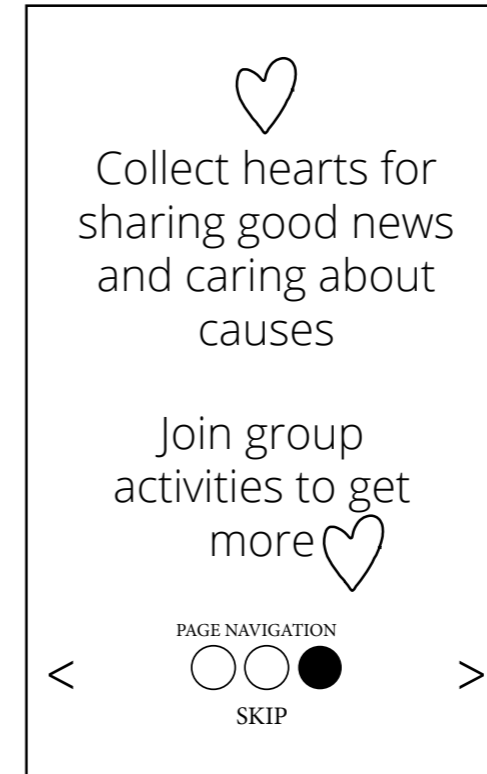
Onboarding - reinforcing the whole idea each time about why you are using the app

Onboarding



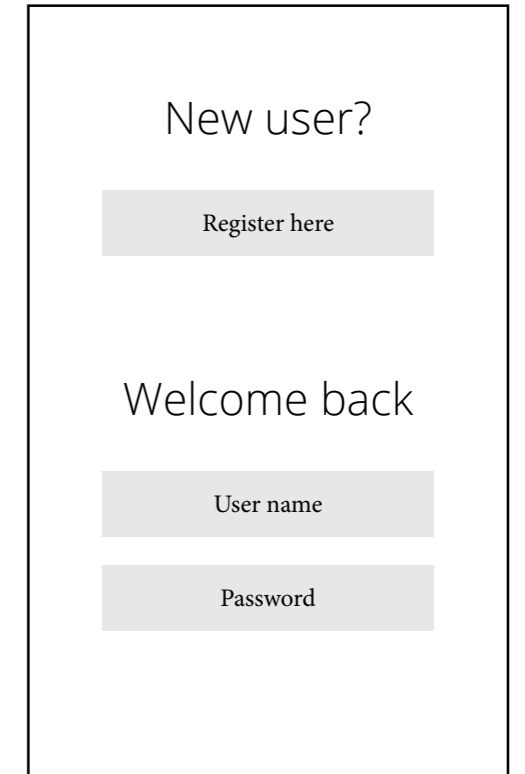
Onboarding - introduction to the characters

Onboarding



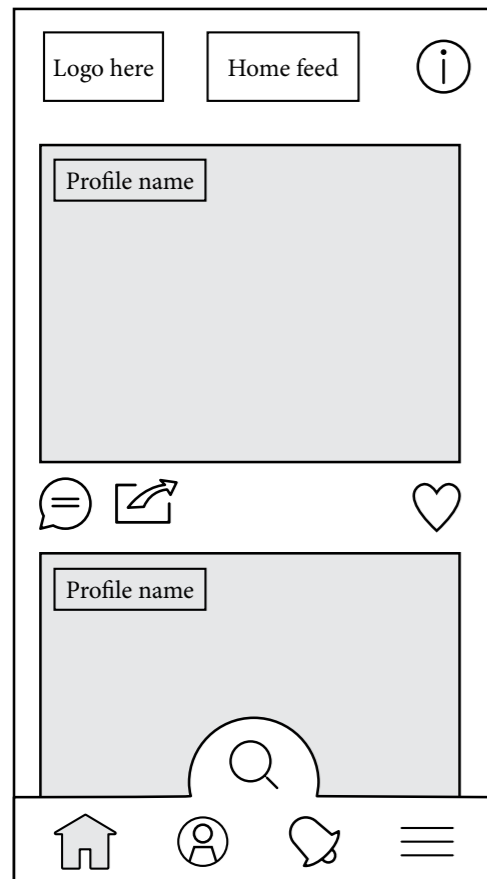
Onboarding - gameification purpose

Login screen



Registration page/login screen

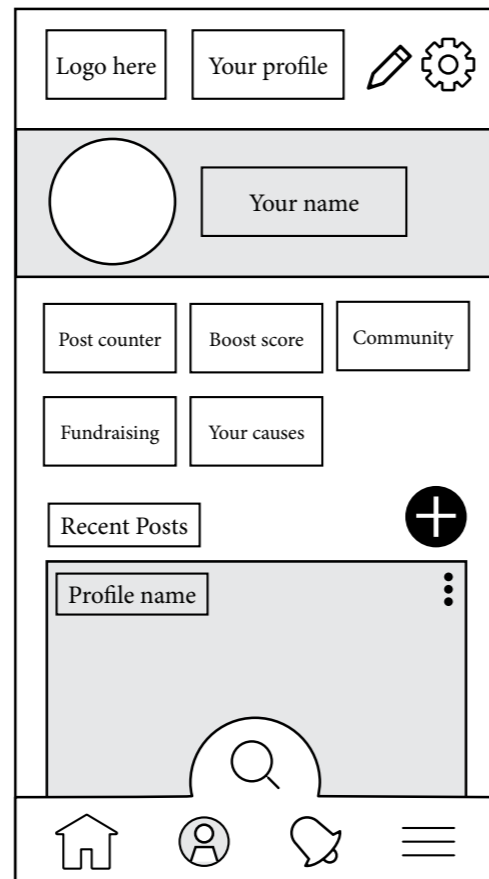
Home Feed



Scroll for stories

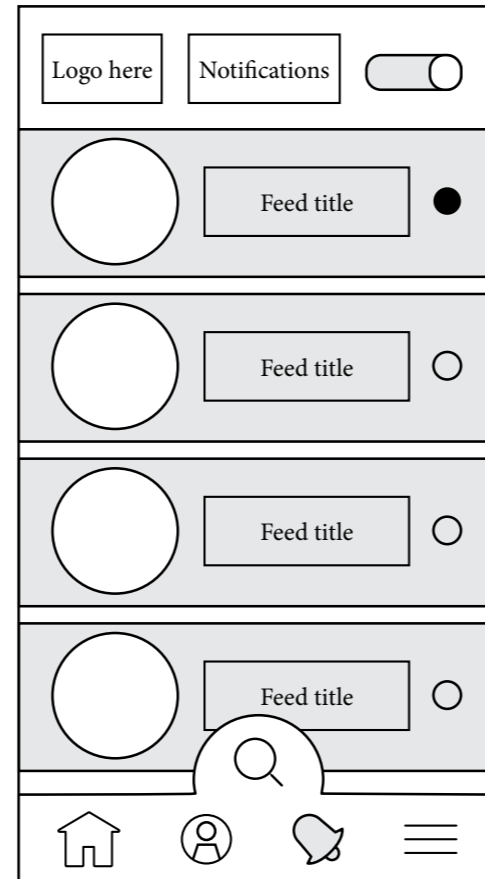
Good news stories and ideas from Boost your Good. The main area to get great positive messages for sharing

Profile page



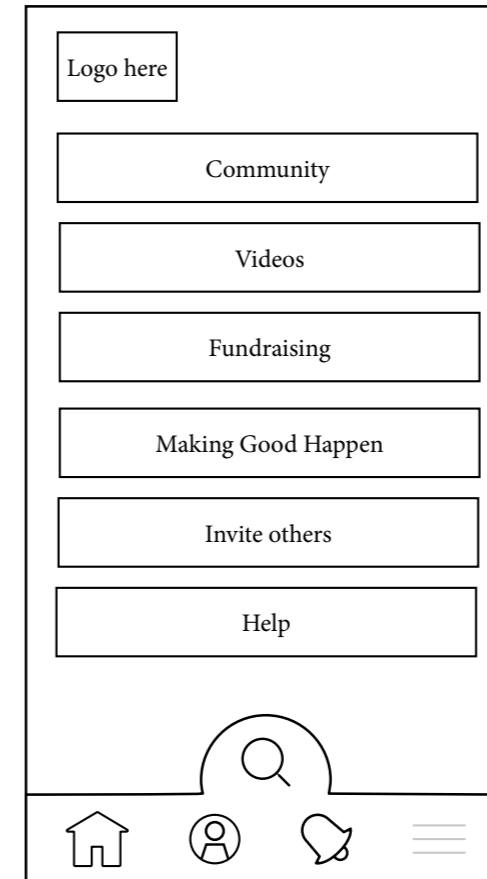
The hub of your activity. chart your progress with your boost score, link to fundraising, look at what your communities are doing, add your own post

Alerts



Don't miss a news story. Turn notifications off from the switch top right hand corner

More



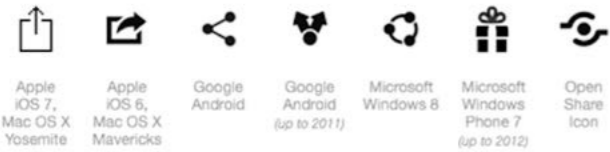
The hamburger menu gives you more links out from the app.

SCREEN ELEMENTS - ACCESSIBILITY

Looking at the other icons I would need for the app:

There analysis decided that the three dots was an abstract concept and that the out tray would be easy to understand no matter what platform you used.

ref: <https://www.fastcompany.com/3031872/why-isnt-there-a-standard-share-button>



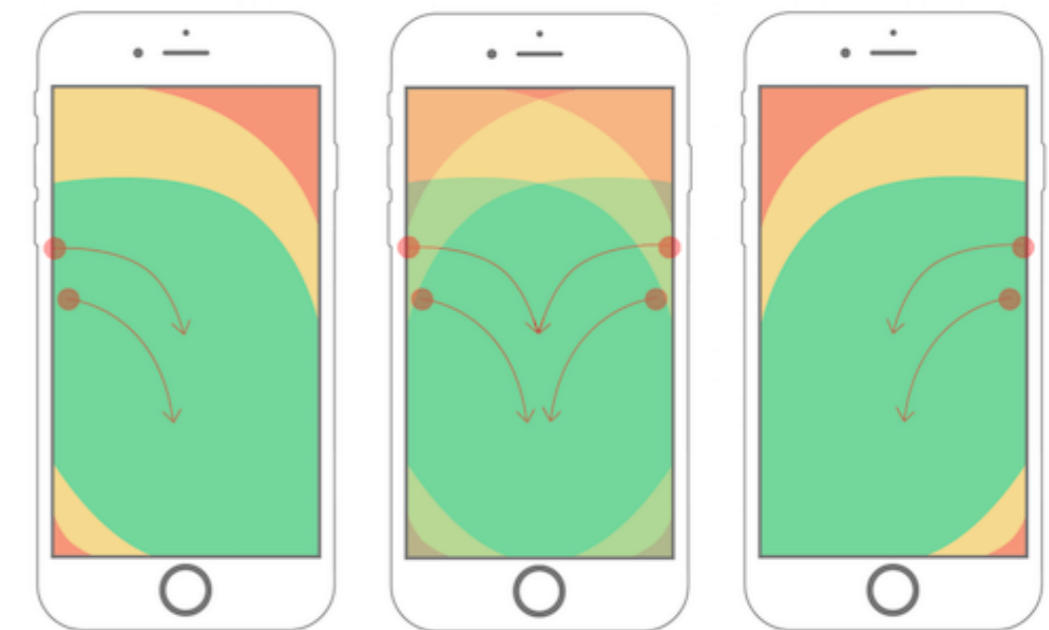
I started to look at the icons I would use. I started looking at the share icon comparing android and apple device designs.

The market leader in phone sales is Samsung - 20% globally... a surprise to me and illustrates how good the marketing for Apple is!

Harder to reach but not impossible

While I have chosen to add most of the navigation in the lower area of the screen, some options for sections would find the lower space too crowded and being aware of the User Interface I didn't want to have every new decision being taken out towards another screen this would become very frustrating. The elements that I have chosen to add to this area are amending personal details and settings. - once the app is set these do not change very much.

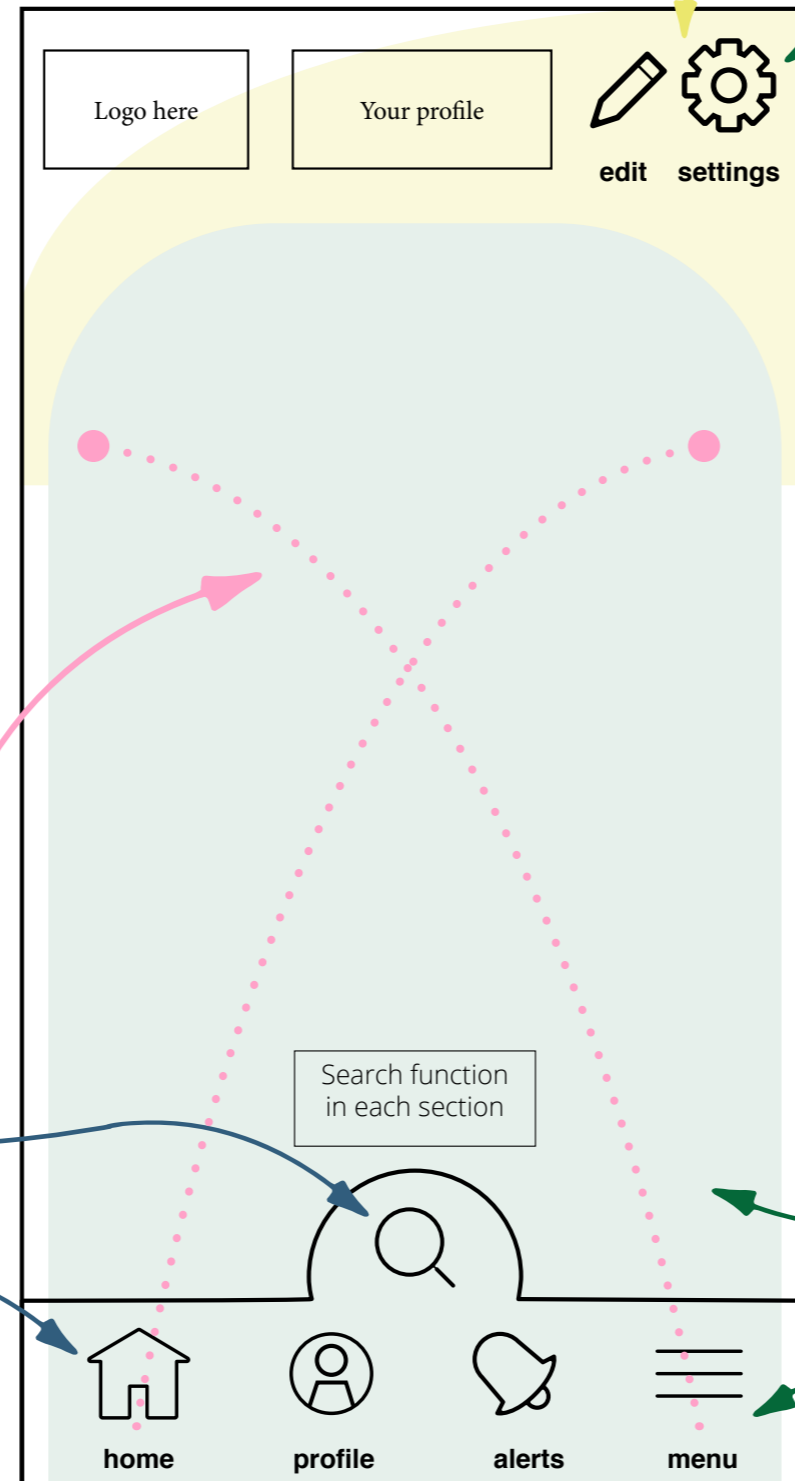
Thumb zone mapping for usability, the combined area in the middle screen is the best performing area for your on screen tools.



<https://www.smashingmagazine.com/2016/09/the-thumb-zone-designing-for-mobile-users/>

Green area illustrates comfortable thumb movement.

For this reason - The majority of the controls are at the bottom of the screen.



Users Thumbs reachable area

No label required here... the search icon is one of the very few icon examples that is universally accepted and recognised.

Icons are large on the screen, for ease of touch and visibility too.

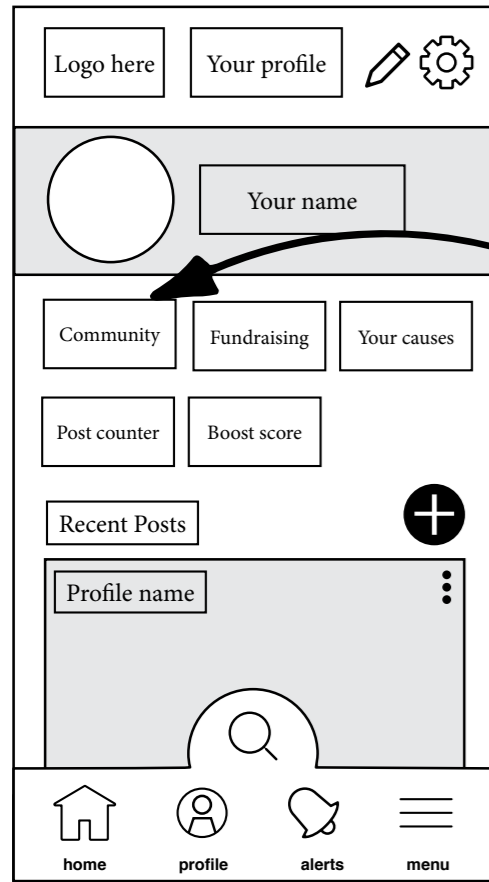
I used these ideas by using Fitts's Law to make links and buttons easier to click.
Ref: https://www.nngroup.com/videos/fittss-law-links-buttons/?utm_source=Alertbox&utm_campaign=6c8d17d617-EMAIL_CAMPAIGN_2020_11_12_08_52_COPY_01&utm_medium=email&utm_term=0_7f29a2b335-6c8d17d617-40653966

Always include a visible text label. Bruce Tognazzini once said, **"a word is worth a thousand pictures."**
ref: <https://www.nngroup.com/articles/icon-usability/>

- Home feed
- Profile
- Notices / alerts
- Hamburger menu

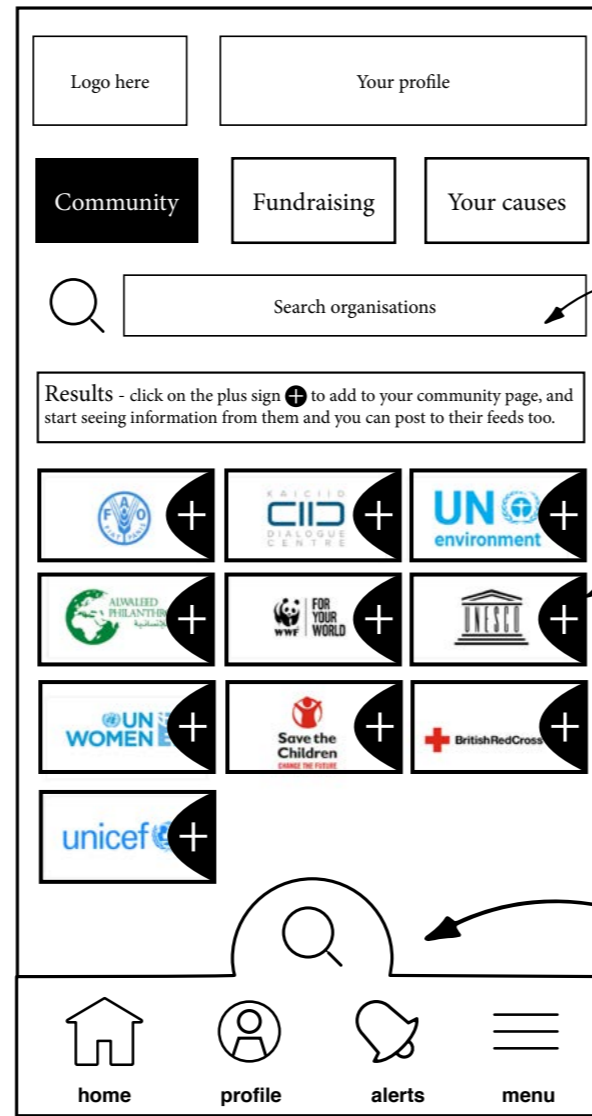
USER JOURNEY LINKING OUT TO OTHER ORGANISATIONS

Profile page



Click on community

Community page



Search function for other organisations or good causes you want to belong to

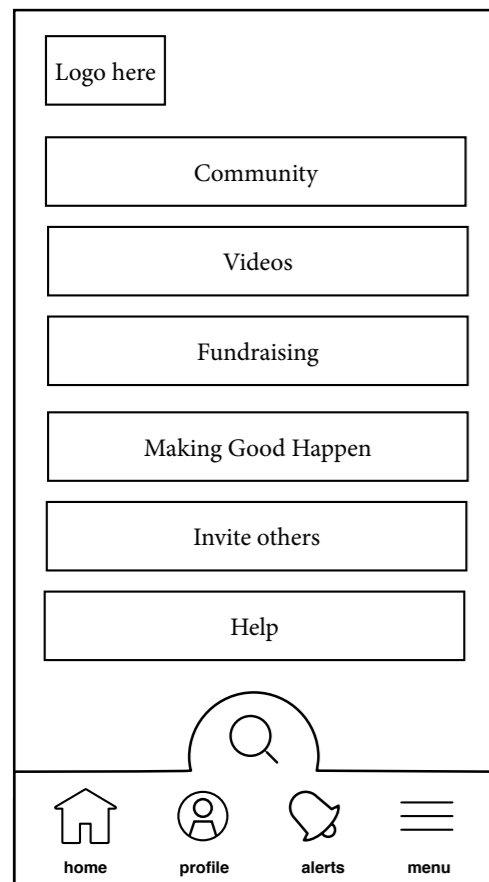
A global network of partners and supporters - listed by the sdgs.scouts.org

This is a site wide search function, searching the page first then the app.

Fundraising page

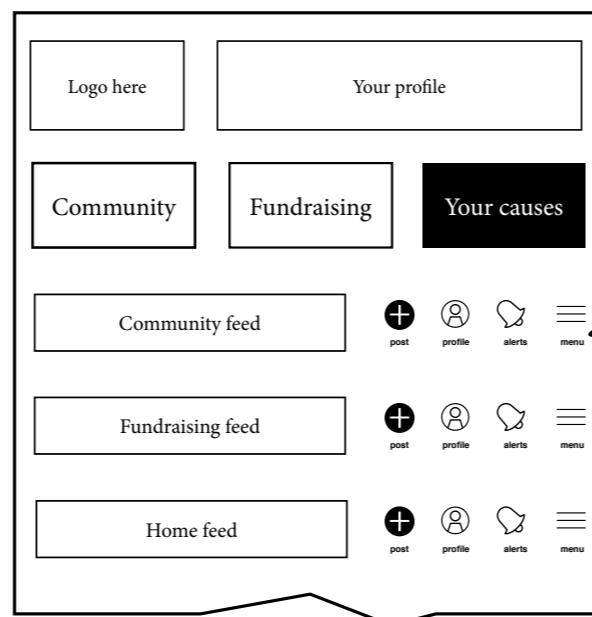


More



The hamburger menu gives you more links out from the app.

Your causes



These buttons link to your customised feeds, so you can participate in the communication from those organisations. You will earn boost points for your interactions, and with how many people you have influenced.

