

## Lab 3 activity

1. Prepare wireframes for the following:

If your Student ID is odd do Scenario A and if it is even do Scenario B:

### Scenario A: "PlatePal" — Meal Planning & Grocery App

#### Brief

PlatePal is a mobile app that helps users browse recipes, save favourites, and order the ingredients for delivery. Your task is to design and prototype the core ordering flow in Figma.

#### Required screens (6)

- a. **Splash / Login** — app logo, email + password fields, "Log In" button
- b. **Home / Dashboard** — search bar, category tiles (e.g. Breakfast, Vegan, Quick Meals), a row of recipe cards, a hamburger menu icon
- c. **Recipe Detail** — recipe image, title, ingredients list, "Add to Cart" button, a heart/favourite icon
- d. **Add to Cart Confirmation** — an overlay/modal showing "Item added" with options to "Continue Browsing" or "Go to Cart"
- e. **Cart / Checkout** — list of added items, total cost, "Checkout" button
- f. **Order Confirmation** — success message, order summary, "Back to Home" button

### Scenario B: "CampusConnect" — Study Group Finder App

#### Brief

CampusConnect helps university students find and join study groups for their modules, and keep track of upcoming sessions. Your task is to design and prototype the core group-joining flow in Figma.

#### Required screens (6)

- a. **Splash / Login** — app logo, email + password fields, "Log In" button
- b. **Home / Dashboard** — search bar, subject category tiles (e.g. Computing, Maths, Business), a row of study group cards, a hamburger menu icon
- c. **Group Detail** — group name, subject, meeting time, member avatars, "Join Group" button, a notification bell icon
- d. **Join Group Confirmation** — an overlay/modal showing "You've joined!" with options to "View Schedule" or "Keep Browsing"
- e. **My Schedule** — list of joined groups with dates/times, "Add to Calendar" button

- f. **Success Screen** — confirmation message, summary of the session added, "Back to Home" button
2. Upload your wireframes in the forum on the module page on Moodle. You can add additional description to your designs in the text area of your upload. You also have to provide feedback to at least 3 other's submissions.
  3. Prepare an interactive prototype to your wireframes based on the following:

#### **Scenario A: "PlatePal" — Meal Planning & Grocery App**

##### **Required interactions**

| <b>Technique</b>                   | <b>Where it must be used</b>                                                                                                                                 |
|------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>On Click navigation</b>         | Login → Home, Recipe card → Recipe Detail, Add to Cart → overlay, Checkout → Confirmation                                                                    |
| <b>Overlay / modal interaction</b> | Add to Cart Confirmation must open as an overlay on top of Recipe Detail, not a full new screen                                                              |
| <b>Drawer / slide-in menu</b>      | Hamburger icon on Home opens a navigation drawer (slide in from left)                                                                                        |
| <b>Component variant / toggle</b>  | The heart icon on Recipe Detail must toggle between "unfilled" and "filled" states using component properties or variants                                    |
| <b>Smart Animate transition</b>    | Apply Smart Animate to at least one transition (e.g. the overlay appearing, or the drawer sliding in) so the motion feels natural rather than an instant cut |

**Deliverable:** A shareable Figma prototype link with a flow starting point set on the Login screen, demonstrating the full flow end to end.

#### **Scenario B: "CampusConnect" — Study Group Finder App**

##### **Required interactions**

| <b>Technique</b>                   | <b>Where it must be used</b>                                                                  |
|------------------------------------|-----------------------------------------------------------------------------------------------|
| <b>On Click navigation</b>         | Login → Home, Group card → Group Detail, Join Group → overlay, Add to Calendar → Success      |
| <b>Overlay / modal interaction</b> | Join Group Confirmation must open as an overlay on top of Group Detail, not a full new screen |

| Technique                  | Where it must be used                                                                                                                                        |
|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Drawer / slide-in menu     | Hamburger icon on Home opens a navigation drawer (slide in from left)                                                                                        |
| Component variant / toggle | The notification bell icon on Group Detail must toggle between "read" and "unread" states using component properties or variants                             |
| Smart Animate transition   | Apply Smart Animate to at least one transition (e.g. the overlay appearing, or the drawer sliding in) so the motion feels natural rather than an instant cut |

**Deliverable:** A shareable Figma prototype link with a flow starting point set on the Login screen, demonstrating the full flow end to end.

4. Upload a link to your interactive prototype in the forum on the module page on Moodle. You can add additional description to your designs in the text area of your upload. You also have to provide feedback to at least 3 other's submissions.