The following mock up serves as the third design for the BugBytes Mobile Application. Note: this mock-up only takes into account if the user chooses a snake search. Screens are identical to an insect search and therefore can be applied.

**Transition Diagram:**
Icon Screen and Loading Screen:

The left sketch serves as the icon screen. It is traditional for a device with mobile applications to have small icons sit on the mobile device’s desktop or be listed out with other applications. In this case the icon sits on the mobile desktop. Once the user clicks the “BugBytes” icon the “loading/warning” screen appears (right sketch). The loading portion tells the user the waiting time left for the application to fully boot, while the warning serves as a caution, warning the user not to treat this application as a replacement for medical attention.
This screen is the main search screen. It is the first screen that appears after the loading screen and where the user can actually interact with the interface (i.e. the user has the option of choosing which type of search they want to implement). The user can choose from three options which include: snake search, insect search, and a button regarding if the user had been bitten, where the user would be prompted a series of questions. From this point on the screen will display as if the user selected the snake search. Go to the next sketch to see.
Snake Search Screen

This is the initial “snake search screen”. While on this screen the user can search a list of snakes (mostly types) in alphabetical order. Once the user clicks on a specific type of snake, if possible a list of snakes in that family will appear, this screen is called the “Snake Classification Profile”. If there is only one type of that snake then it will go directly to that specific “Snake Profile”. Go to the next sketch to see. The breadcrumb menu bar is also introduced so the user can go back to any point in the search.
Snake Profile (Types/Classifications) and Snake Profile Screen

These are the snake profile screens. The screen on the left serves as the classification profile. This screen will appear if there are multiple snakes in that family or classification. On the top left corner the title and description of the snake family will appear followed by a general picture on the top right corner. Below the description, the user while find a “Types” section that lists classifications or snakes in that family. Once a link is clicked from that subset, it takes you to the “Snake Profile Screen” for that specific snake. Note that the user can jump straight to that screen if it is only one kind of snake in that family. This screen mimics the “Classification Profile” screen except the “types” section is now “Related Snakes”. This link list snakes closely related or associated with the snake in the profile. For instance, snakes in the same family, live in the same habitat, or have the same types of bites.